

Cub Scout Adventure In a Box



September Adventures

Castaway



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INTRODUCTION

Dear parents/leaders, be sure to read this section to or with your scouts to introduce this month's adventure and what you will be learning and doing.

Welcome scouts to the September Adventure In a Box! This month the theme we are exploring is CAMPING! Did you and your family do any camping this year? Maybe you participated in the BSA National Camp-In? Or maybe you were able to camp with your family. If so, did you have fun? Where did you go? What did you do? Camping can be an AWESOME adventure whether it is with your family, with your pack, in the woods or in your own backyard!

Rationale for Adventure

Survival skills are essential for anyone who might ever become lost in the wilderness - in a jungle, on a desert island, or yes, during a Scout hike or campout! This adventure teaches several of those skills to Webelos Scouts, preparing them to deal with emergencies in an outdoor environment.

Takeaways

- Explore the pros and cons of different wilderness survival methods
- Introduce skills Scouts will need later in Scouting or in any survival situation
- Provides opportunities to do things they have never done before

ADVENTURE REQUIREMENTS

1. Complete A and your choice of B or C:
 - A. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.
 - B. With the help of an adult, demonstrate one way to light a fire without using matches.
 - C. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.



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2. Do all of the following:

- A. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a backpack. Assemble your own small survival kit, and explain to your den leader or parent why the items you chose are important for survival.
- B. With your den or family, demonstrate two ways to treat drinking water to remove impurities.
- C. Discuss what to do if you become lost in the woods. Tell what the letters “S-T-O-P” stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.
- D. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den or family. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Scout Motto, “Be Prepared”.

MATERIALS LIST

The following supplies will be needed to complete the activities in this kit. Most of the items will be included in the kit. Any items marked with an * are items that you may find around the house and are not included in the kit.

- Castaway Workbook
- Items for water treatment activity
 - Water treatment tables
 - Stove for boiling water*
 - Large pot with cover*
 - Quart sized water bottle*
 - Water filter (optional)*
- Ingredients for cooking without pots and pans*
- Items for assembling survival kit*



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ACTIVITIES

Cooking Without Utensils (Requirement 1A). Scouts will need to prepare two recipes for requirement 1A. (See Resource Guide for recipes)

- Breakfast Burritos
- Walking Tacos
- Baked Campfire Apples
- Recipe of your choosing

Fire Without Matches (Requirement 1B)

- Gather the Scouts around and demonstrate how to start a fire without matches. If you have time, consider demonstrating more than one of the methods shown in the Webelos Handbook—with a magnifying glass, flint and steel, or wood-on-wood friction.
- After a successful demonstration, have each member of the den try it themselves as you assist them. This exercise takes time and a little finesse, so give them plenty of opportunities.
- Remind Scouts they should do this only in a safe environment and under the close supervision of an adult.
- Review the Firem'n Chit Award information (see Resource Guide). Do not award the card or patch, but tell them this is something they can earn when they join a troop.
- Leave No Trace: When finished, make sure the area is returned to its natural state.

Build A Shelter (Requirement 1C)

- When everyone has arrived at the campout site, have Scouts spread out and begin gathering material for making shelters: wood that has fallen from trees, pine needles, dry leaves, etc. (Remind everyone they must not cut wood or leaves from any tree or plant.)
- Ideally, each Scout will make their own shelter, but if time is limited the group might build one shelter that is large enough for a single Scout.
- Leave No Trace: Return the shelter material to a natural look.

Survival Kits (Requirement 2A)

- Have Scouts assemble their survival kits, while you lead a discussion on why each item is important.



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- Ask: Which items would be most handy if you were in a desert? A forest with lakes nearby? At the seashore? How about if you were in a high-altitude, rocky area?

Water Treatment (Requirement 2B)

- Add water to a quart water bottle and add treatment tablets according to directions. Set aside and let it stand for the indicated length of time (usually 30 minutes).
- Put a large pot of water on the stove and start heating it. Once water is at a rolling boil, time it for one minute. Water should now be safe to drink. Remove enough for everyone to taste after it cools. Leave boiling water on the stove with heat on for breakfast burritos.
- Once the boiled drinking water you removed has cooled to the ambient temperature (or cooler), let everyone sample it. Have a blind taste-testing contest using regular tap water, boiled water, and treated water (add filtered water if you have a filter). See if the Scouts can tell which is which.
- Remind Scouts that all water that comes from an unknown source should be treated using one of the methods shown in the Webelos Handbook—especially any water from naturally occurring sources like lakes, rivers, etc. The water they are drinking may have traveled a long way to get to them, and there is no way of knowing where it passed or what passed through it along the way. Be safe!

Lost in the Woods (Requirement 2C)

- Have Scouts brainstorm scenarios in which they might become lost in the woods and how they would respond. Make sure to emphasize the S-T-O-P system in the Webelos Handbook: Stop, Think, Observe, Plan.
- Cover the ways Scouts might signal to help rescuers find them:
 - Shout three times in a row or make three blasts on a whistle.
 - Start a campfire to create a bright light at night or smoke in the daytime; tossing grass or green leaves on the flames will provide even more smoke.
 - In daylight, spread your rain gear, sleeping bag, and bright-colored equipment in the open to catch a rescue pilot's eye or flash a mirror in the direction of aircraft.
- Other priorities include maintaining body temperature (cool in hot weather, warm in cool weather), finding adequate shelter, and drinking plenty of water. (Don't worry as much about food. While being hungry is not pleasant, it's also not a high priority. Unless you are an expert in



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plants and properly preparing animals to eat, it's best to save the energy and concentrate on other matters.)

Leadership Qualities (Requirement 2D)

- Give the Scouts a few minutes to come up with an impromptu skit illustrating the four qualities you just discussed. Tell them to imagine facing an emergency while on a hike or campout—how should they respond?
- Have them present the skit

AFTER YOU HAVE COMPLETED YOUR ADVENTURE

Once you have completed your adventure present your Scout with the Adventure Belt Loop. Also make sure to mark off the requirements in ScoutBook. Once you do this your Den Leader will be notified of your Scouts achievement. Den Leader or Advancements Coordinator know! They will mark the requirements complete and prepare the appropriate recognition device for awarding.



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