

Webelos Walkabout

Name: _____

Rest

Requirement 1

Prepare for a 2-mile walk outside.

- Gather your Cub Scout Six Essentials yourself

- Wear weather-appropriate clothes

Requirement 2

Plan a 2-mile route for your walk.

Requirement 3

Check the forecast for the time of your planned 2-mile walk.

Requirement 4

Review the four points of the Scouting America SAFE Checklist and how you will apply them on your 2-mile walk.

Requirement 5

Demonstrate first aid for each of the following events that could occur on your 2-mile walk: blister, sprained ankle, sunburn, dehydration, and heat related illness.

Requirement 6

With your den, pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles for Kids and Outdoor Code.

Requirement 7

After your 2-mile walk, discuss with your den what went well and what you could do differently next time.

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Tech on the Trail

Requirement 1

Discuss how technology can help keep you safe in the outdoors - focus on weather apps.

Requirement 2

Explore Global Positioning Satellite and how to use it by geocaching.

Requirement 3

With an adult, choose an online tool mapping program tool and plan a 2-mile trek.

Requirement 4

Take your 2-mile trek with a step counter active

and a weather app check right before going.

Math on the Trail

Requirement 1

Determine your walking pace by walking 1/4 mile and timing it. Write down the time on the projections sheet.

Make a projection on how long it will take to walk 2 miles.

Requirement 2

Walk 2 miles and time it. Write down the time on the projections sheet and compare to the projection.

Requirement 3

On the back of the projections sheet, make a projection for how long it would take to walk 20 miles over two days.

List all the factors to consider.

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