

The New Cub Scout Program

A brief guide for what is, and is not, changing

August 2015

Scouting, with programs for boys, and young men and women, helps meet these six essential needs of young people growing up in our society:

- Mentoring
- Lifelong Learning
- Faith Traditions
- [HYPERLINK "http://www.scouting.org/Visitor/WhyScouting/ServingOthers.aspx"](http://www.scouting.org/Visitor/WhyScouting/ServingOthers.aspx) Serving Others
- Healthy Living
- Building Character

Overview

The 2015 Cub Scout program changes are the most significant since the introduction of the Webelos program in 1967.

Meetings and Roles Unchanged

Leaders' roles and the parts of Den and Pack meetings are unchanged. There are no changes in the role of Den Chiefs, Denners or Webelos Counselors (*similar to Boy Scout Merit Badge Counselors*).

Adventures

Cub Scouting has always been about adventure. The new program re-names the basic unit of Cub Scouting *advancement* to an **adventure**. **The Adventures are based upon the themes presented in the Scout Law.**

Except for the joining rank of **Bobcat**, each rank requires Scouts to earn **7 Adventures**. These Adventures are either required for rank advancement or serve as an elective. There are plenty of new adventures to provide boys with a year-round program of fun and exploration.

Most adventures may be completed in a den or family setting. However, some, most notably those related to a boy's Duty to God, should be completed by the boy working with his family.

The content of den meetings is built around helping boys to complete each month's adventure. Program materials have been developed to assist den leaders, assistant den leaders, and parent helpers to deliver a fun and exciting program that meets the program goals of Cub Scouting.

A typical month involves four meetings: 1 pack meeting + 3 den meetings. One of the den meetings is generally an outing or field trip that helps the members of the den explore the monthly adventure. Outings range from trips to community resources such as police and firefighters to hikes, museum tours, and service projects.

Den Leader Guides

Each level of the program has a newly developed *Den Leader Guide*. They serve as a comprehensive resource for planning and delivering a fun and engaging den meeting. The new guides provide all of the resources to deliver a den meeting. The Guides include each part of a den meeting, from the gathering to



the after-the-meeting debriefing, paired with complete resources to plan and carry out the den meeting.

Key parts of each *Den Leader Guide* include:

Rationale	The purpose of the Adventure + how it fits into the Cub program
Takeaways	What Cubs will gain from completing the Adventure
Rank requirements	What Cubs need to complete in order to earn the Adventure
Notes to Den Leaders	Hints for planning and leading the meeting
Preparation and materials	Complete list of materials needed to implement the meeting
Den meeting plans	Complete, 7-step den meeting guidelines.
Do-at-home reminders	Printable reminders for parents and boys complete req's at home

What was learned from extensive pilot testing is that the new den leader materials work as designed: using the den leader guide as a planning tool, leaders were able to prepare a successful meeting in approximately 45-60 minutes, with the advantage that the program resources are all in a single place.

Other Helpers

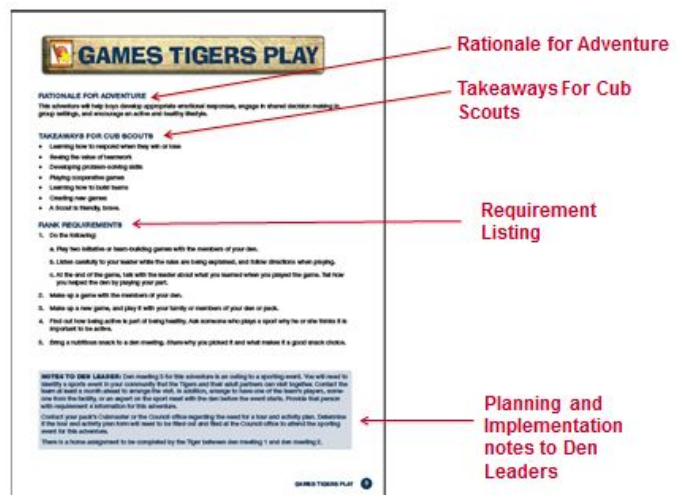
For Pack Committee members, the *Leader Book* contains invaluable information on the operation of a Pack. The *Leader How-To* book is full of games and activities designed to keep scouts actively enjoying their experience. The *Ceremonies* book is full of ideas for meaningful transition ceremonies, with full scripts, etc. Lastly, *Baloo* outdoor training is necessary for any Pack to be able to go camping. All Packs should have a copy of each book in their library!

Advancement

Advancement is one of the **7 methods** of Cub Scouting: *Living the Ideals, Belonging to a Den, Using Advancement, Involving Family and Home, Participating in Activities, Serving Home and Neighborhood, and Wearing the Uniform.* Advancement provides a pathway for learning and fun. Recognizing their progress encourages boys and celebrates their success.

The Advancement revisions are a major change, made in recognition of several concerns:

- Cub Scout advancement was not well aligned with the **Aims** of Scouting, which are *Character Development, Active Citizenship, and Mental and Physical Fitness.*
- Advancement changed significantly at each rank, requiring both scouts and their leaders to become familiar with new ways to advance, and new recognitions for doing so. [Tiger



Page from *Tiger Den Leader Guide*, showing 4 sections of an Adventure.



Tracks w/ beads Wolf and Bear Belt Loops, Pins + Gold/Silver Arrow Points Webelos Colors/Activity Pins]

- Other developed materials detracted from the core of advancement and recognition.

Handbooks

All the Handbooks have been re-written to reflect the Program changes. They are colorful and easy to read and get caught up in. One reviewer said their family was late for church because their son was performing an experiment he found in his brand new Handbook!



Ethan is a Cub Scout who will guide Scouts through each rank in the new Cub Scout program. He'll appear in each adventure in their new handbooks, and he will always be a year older and one rank ahead of the Scouts. As Cub Scouts learn a new skill, they'll look to Ethan for



encouragement, helpful tips, funny stories, and even some mistakes he's made (and learned from) along the way. Ethan might not be perfect, but he does his best and has a great time with his Scouting friends. Boys can aspire to the increasingly exciting adventures Ethan is going on with his den — as a Wolf in the Tiger handbook, as a Bear in the Wolf handbook, and as a Webelos Scout in the Bear handbook. And as they work toward their Webelos and Arrow of Light ranks, they will catch glimpses of

the fun awaiting them as they transition to Boy Scouts.



The NEW basic unit of advancement is called an **Adventure**. The Adventures are different in that they are based around a **theme** rather than a single subject. 7 adventures are required to advance to Tiger, Wolf, Bear, Webelos, and Arrow of Light. Adventures are either required or elective. There are many elective adventures for boys to pursue in addition to the required adventures.


A den and pack may use additional adventures to organize a fun and active year



Page from Tiger Handbook, showing part of an Adventure.

The new devices used to recognize completion of adventures are **Color-Coded!** The Handbooks, neckerchiefs, slides, and Belt Loops for Tiger are all orange, Wolf are red (*except for the yellow neckerchief*), and Bear are aqua. Webelos items are olive green. Their adventure Core, Arrow, and Elective Pins for Webelos and Arrow of Light are also seen here:

Tiger	6 	1 (of 13) 	Belt Loops
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Wolf	6 	1 (of 13)	Belt Loops
Bear	6	1 (of 13) 	Belt Loops
Webelos	5 (diamond)	2 (of 18: brown oval) 	Pins
Arrow of Light	4 (arrow) 	3 (of 18: brown oval)	Pins

****Lion Cubs are Kindergarteners**, and are not included in this new program. The Lion pilot will be assimilated in an upcoming program year.

***Example Webelos Adventure:** To complete this required adventure, the boys will plan and carry out a hike. On the hike, they will take on a leadership role, promote personal fitness, and carry out a community service project while on the trail.*

These tasks connect to a series of **desired outcomes** that serve as the overall goals for advancement and recognition in Scouting, from Cub Scouting through Boy Scouting and Venturing. The required adventures are all connected to the desired outcomes, promoting the AIM's of Scouting, including **Leadership**.

Immediate Recognition is a Must

Using adventure loops and pins as the means of recognizing boys was deliberate. It is important for the boy to be able to add his recognition to his uniform as soon as possible. No boy should have to wait for more than two weeks to receive recognition for his accomplishments. Pack leaders are guided by the thought that recognition should be immediate to encourage the boys, and done in a public manner, to celebrate their success.

Arrow of Light

For boys seeking the Arrow of Light award:

- **Option 1.** Boys may continue to use the current system. They may select from among the current activity pins OR use the new Adventures available as electives for advancement.
- **Option 2.** Boys begin using the new core arrows and elective ovals system. For one year only, boys may use previously-earned activity badges (other than those that were used to earn the Webelos rank) as elective activities in the new system.

Boys who join during their 5th grade year should be working on the Arrow of Light award. It is not necessary for them to back-track to do the Webelos year's advancement. Boys must be active in their Arrow of Light den for 6 months before being eligible to transition to Boy Scouts.

It is best for all members of a den to transition into a Boy Scout unit at the same time. The Pack Committee Chair or Den Leader will contact nearby Troops when the time comes for the scouts to attend some troop meetings to see what they are like, and go camping with the unit.

For more information on these updates, go to: www.scouting.org/filestore/program_update/PDF/220-852_LO.pdf
The best sources of information for this brief guide were the **Cub Scout Break-out** Leader Training provided from Jan-Mar for 2015 RoundTable meetings, the **Cub Scout Requirements** document for the 2015-16 program year, and a PowerPoint presentation: **New Program Overview** (some info is dated to before the roll-out).

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