









## 2015 Camp Wheeler Advancements - Week 2



Aquatics	<p style="text-align: center;">Salmon Run</p>  <p style="text-align: center;">Character Development Leadership Outdoor Skills &amp; Awareness Participatory Citizenship Personal Fitness</p>	<p style="text-align: center;"><b><i>Bear Elective Adventure: Salmon Run</i></b></p> <ol style="list-style-type: none"> <li>1. Explain the safety rules that you need to follow before participating in boating.</li> <li>2. Identify the equipment needed when going boating.</li> <li>3. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.</li> <li>4. Explain the importance of response personnel or lifeguards in a swimming area.</li> <li>5. Show how to do both a reach rescue and a throw rescue.</li> <li>6. Visit a local pool or swimming area with your den or family, and go swimming</li> <li>7. Demonstrate a front crawl swim stroke to your den or family.</li> <li>8. Name the three swimming ability groups for the Boy Scouts of America.</li> <li>9. Attempt the BSA beginner swimmer classification.</li> </ol>
Camping	<p style="text-align: center;">Bear Necessities</p>  <p style="text-align: center;">Character Development Leadership Outdoor Skills &amp; Awareness Personal Fitness</p>	<p style="text-align: center;"><b><i>Bear Required Adventure: Bear Necessities</i></b></p> <ol style="list-style-type: none"> <li>1. Attend a campfire show, and participate by performing a song or skit with your den. (Campfire attendees only)</li> </ol>
Games	<p style="text-align: center;">Grin and Bear It</p>  <p style="text-align: center;">Character Development Leadership</p>	<p style="text-align: center;"><b><i>Bear Required Adventure: Grin and Bear It</i></b></p> <ol style="list-style-type: none"> <li>1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.</li> </ol>

Hiking/Plants & Wildlife	<p>Fur, Feathers, and Ferns</p>  <p>Character Development Outdoor Skills &amp; Awareness Participatory Citizenship Personal Fitness</p>	<p><b><i>Bear Required Adventure: Fur, Feathers, and Ferns</i></b></p> <p>1. While hiking or walking for one mile, identify six signs that any animals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike.</p> <p>4. Observe wildlife from a distance. Describe what you saw.</p>
Plants & Wildlife	<p>A Bear Goes Fishing</p>  <p>Character Development Outdoor Skills &amp; Awareness Participatory Citizenship</p>	<p><b><i>Bear Elective Adventure: A Bear Goes Fishing</i></b></p> <p>1. Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.</p> <p>2. Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.</p> <p>3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.</p> <p>4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.</p>
STEM	<p>Robotics</p>  <p>Character Development</p>	<p><b><i>Bear Elective Adventures: Robotics</i></b></p> <p>1. Identify six tasks performed by robots.</p> <p>2. Visit a place that uses robots.</p>
	<p>Super Science</p>  <p>Character Development</p>	<p><b><i>Bear Elective Adventures: Super Science</i></b></p> <p>1. Do a color-morphing investigation. Explain what you learned.</p> <p>2. Do a color-layering investigation. Explain what you learned.</p>
Visual & Performing Arts	<p>Beat of the Drum</p>  <p>Character Development</p>	<p><b><i>Bear Elective Adventure: Beat of the Drum</i></b></p> <p>1. Make a craft.</p>