



Week 3 Tracking

BEARS – THIRD GRADERS AS OF APRIL 2021

Use this tracking tool for your Bear Rank advancements for Week 3 of Spring BreakOut.

While all the HomeScouting activities can be completed at home, they can also be completed at an in-person or virtual den meeting. Use the tracking tool below to record your completion of activities. This is for your use only and won't be turned in.

CUB SCOUT NAME: _____

WEEK 3 CHALLENGE >>>

ZoomOut with your camera and plan a screen-free day with your family! Play yard games, board games, or go on a bike ride! Document the whole thing with your camera to create a keepsake.

Did you complete this week's challenge? YES NO


CONNECTED ADVANCEMENT >>>

Before getting started on connected advancements below, please note that almost ALL advancements in Scouting are screen-free activities. The connected advancements below are just a few you could earn during this week's challenge. Refer to your Cub Scout Handbook to connect other advancements to your activities.

Connected Advancement		Completed?
Baloo the Builder Required Adventure	1. Discover which hand tools are the best ones to have in your tool box. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.	
	2. Select, plan, and define the materials for the project you will complete for req. 3.	
	3. Assemble your materials and build one useful project & one fun project using wood.	
	4. Apply a finish to one of your projects.	
	Completed the Baloo the Builder Adventure?	
A Bear Goes Fishing Elective Adventure	Req. 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.	
	Req. 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.	
	Complete reqs. 1 and 2 to complete A Bear Goes Fishing!	



HomeScouting Adventure Club (HAC) Connected Advancement

If there is a Bear Waypoint next to the adventure or requirement above, you can fully complete it by clicking on the Bear Waypoint  along The Trail. Here you will also find a detailed worksheet for this adventure.

Week 3 Tracking (continued)



CONNECTED ADVANCEMENT

Connected Advancement		Completed?
Beat of the Drum Elective Adventure	<p>Req. 3. Complete one of the following:</p> <ul style="list-style-type: none"> a. Make a dream catcher. b. Make a craft similar to one made by American Indians or indigenous people. c. Make a drum. Once your drum is complete, create a ceremonial song. 	
	<i>Complete reqs. 1 and 2 OR 4 to complete Beat of the Drum!</i>	
Make It Move Elective Adventure	Req. 1. Create an “exploding” craft stick reaction.	
	Req. 2. Make two simple pulleys, and use them to move objects.	
	Req. 3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.	
	Req. 4. Complete one of the following:	
	<ul style="list-style-type: none"> a. Draw a Rube Goldberg–type machine. Include at least six steps to complete your action. b. Construct a real Rube Goldberg–type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps. 	
Completed the Make It Move Adventure?		
Roaring Laughter Elective Adventure	Req. 1. Think about what makes you laugh. Write down three things that make you laugh.	
	Req. 2. Practice reading tongue twisters.	
	Req. 3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.	
	Req. 4. With a partner, play a game that makes you laugh.	
	Completed the Roaring Laughter Adventure?	
A World of Sound Elective Adventure	Req. 1. Make a mbira.	
	Req. 2. Make a sistrum.	
	Req. 3. Make a rain stick.	
	Completed the A World of Sound Adventure?	