



# Bear Safari

## 3rd Grade



**Bear Scouts will meet at Grant Pavilion** for a morning filled with activities, games, and completion of the requirements listed below.

### Bear Habitat – Required

- 1. Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather-appropriate clothing and shoes.
- 2. "Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route.
- 3. "Choose the Right Path" Learn about the path and surrounding area you will be walking on.
- 4. "Trash your Trash" Make a plan for what you will do with your personal trash or trash you find along the trail.
- 5. "Leave What You Find" Take pictures along your walk or bring a sketch book to draw five things that you want to remember on your walk.
- 6. "Be Careful with Fire" Determine the fire danger rating along your path.
- 7. "Respect Wildlife" From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.
- 8. "Be Kind to Others" Identify what you need to do as a den to be kind to others on the path.
- 9. With your den, pack, or family, go on your one-mile walk while practicing your Leave No Trace Principles for Kids.

### Let's Camp! – Bear – Elective

- 1. Review the buddy system and how it works outdoors.
- 2. Pack your Cub Scout Six Essentials for the campout.
- 3. In addition to your Cub Scout Six Essentials, show the personal items you need for your campout.
- 4. Help set up a tent. Determine a good spot for the tent. Explain why you picked the spot.
- 5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.



At check-in, be sure to get your official Safari Hat (one per youth). At each station or activity you visit, you will receive a sticker to decorate your hat with.

**Bring the Cub Scout Six Essential** — These are items every Cub Scout should carry in their personal gear when going on hikes or campouts:

1. First-aid kit: adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
2. Water bottle: filled and large enough to last until it can be filled again
3. Flashlight: for emergency use only
4. Trail food: can be made as a den activity prior to hike or campout
5. Sun protection: sunscreen of SPF 30 or greater and a hat
6. Whistle: also for emergency use only

**Visit as many of the stations as you like:**

- Take A Walk (hike)
- Giant Inflatable Haunted House
- BB Gun and Sling Shot Range
- Nature Study Safari Monopoly Game
- Petting Zoo
- Hiking Skills
- Rock Coloring and Garnet Mines
- Games

### REQUIREMENT 5

"Leave What You Find" – take pictures along your walk or bring a sketchbook to draw five things that you want to remember on your walk.

Taking pictures or sketching the things you see on your walk is a great way to share what you saw with those who were not with you. It also helps you remember the walk.

