



FINDING YOUR WAY



RATIONALE FOR ADVENTURE

Learning to read and use a map and a compass is a valuable skill. In this adventure, Scouts will receive an introduction to maps, symbols, and the cardinal directions of north, south, east, and west. They will also learn the basic functions of a compass.

TAKEAWAYS FOR CUB SCOUTS

- Following and giving directions
- Observing and reading a map
- Cardinal directions—north, south, east, and west
- Navigating with a compass
- Working with others
- The buddy system

ADVENTURE REQUIREMENTS

Wolf Handbook, page 208

Complete the following requirements.

1. Do the following:
 - A. Using a map of your city or town, locate where you live.
 - B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. Do the following:
 - A. Identify what a compass rose is and where it is on the map.
 - B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
3. Go on a scavenger hunt using a compass, and locate an object with a compass.
4. Using a map and compass, go on a hike or walk with your den or family.

NOTES TO DEN LEADER

The requirements in this adventure can be done with the Paws on the Path adventure.

Meeting 3 will take place at an outdoor location for a hike. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed and signed.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Flag for folding ceremony (Closing)
- Words to the “Happy Wanderer” song, either on a poster or as a handout for the Scouts (Gathering; see Meeting 1 Resources)
- Various maps, including your town or city (one copy per Scout if possible), the United States, and the earth. Other types to consider are globes, nautical maps, GPS displays, and the map for a local park.
- Small, removable stickers (stars or dots)
- Compass with a needle, direction-of-travel arrow, and baseplate (one per Scout or one for each pair of buddies)
- Hand-sketched map
- Paper (plain or graph for sketching maps)
- Crayons or colored pencils

GATHERING

- Display a compass and the various maps you collected. Give Wolf Scouts time to view the items before the den discusses them during Talk Time.
- As Scouts arrive, help them locate their home on a city map.
- Have the den chief teach the Scouts the “Happy Wanderer” song (see Meeting 1 Resources).

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance as well as the Scout Oath and Scout Law.
- When the den chief calls each Wolf Scout’s name, the Scout steps forward and puts a sticker on the city map where their home is located (requirement 1A).
- After roll call, everyone recites the Cub Scout motto.

TALK TIME

- Introduce the Finding Your Way adventure to the den. Introduce the topic of maps by talking about how many different types there are and how those maps help us. Maps can be found everywhere: a GPS display or printed maps in a car, maps in a classroom, maps in a shopping mall, etc. Ask what maps the Scouts have used.
- Show a hand-sketched map and explain how it can be used to help someone reach a destination if they are lost or haven’t been there before.
- Show how the legend on a map can help us find local parks, buildings, bodies of water, etc.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Drawing Maps (Requirement 1B)

- Hand out the paper and colored pencils or crayons, so Scouts can draw a map that shows the location of their homes, a park, a school, and other important places in the community.
- Make sure each Cub Scout saves space on the map to draw a basic legend with symbols for water, trees, parks, and large buildings. Also, have Scouts place those symbols where they should go around the map.

◆ Activity 2: Using a Compass (Requirement 2B)

- If weather permits, move the den outside so Wolves can have fun learning to use their compasses in natural surroundings. Show them how to use a compass to see which way is north.

CLOSING

Flag Folding Ceremony. Have three Scouts fold the flag while the other Cub Scouts stand respectfully in a semicircle.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1A, 1B, and 2B.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES

Using a Compass

Tell Scouts that north, south, east, and west are the points of a compass. A compass can help them figure out what direction is north. Once they know that, they can decide which direction to go to move toward their destination. Scouts can also use a map and compass to figure out how to get from one place to another. The compass needle always points north.

- Have Scouts hold a compass flat in their hand and away from anything metal, like their belt buckle or adventure loops.
- Instruct the Cub Scouts in your den to look down at the needle to see where it is pointing, then turn their bodies slowly. They should keep turning until the compass needle lines up with the north line or “N” on the grid.
- Remind Scouts that the floating needle is magnetized and the red end will always point to magnetic north. You can always figure out the other points of the compass when you stand facing north.
- When Scouts are facing north using a compass, east will be on their right, south will be directly behind them, and west will be to their left. If they forget, teach Scouts the phrase “Never Eat Soggy Waffles” and they’ll get right back on track.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Pieces for the “Sign Match” Game (Gathering; see Meeting 2 Resources)
- Den cheer written on a poster board in large letters (Opening)
- Items for the “Scavenger Hunt” (Activity 1)
 - One compass per Scout (or one for each buddy pair) with a needle, direction-of-travel arrow, and a baseplate
 - Items to hide before the meeting
- Healthy snacks—raisins, apples, sunflower seeds, oranges, fruit cups, etc. (These may also serve as scavenger hunt items. Note: Please check for food allergies among den members before selecting snacks.)
- World map or globe (Activity 2)
- Small, removable stickers (stars or dots)
- Paper or cards for Scouts to write thank-you notes for anyone helping with the den hike during Meeting 3

GATHERING

As Wolf Scouts arrive, have them play the “Sign Match” game. Give all Scouts one set of cards as they arrive, and pair Scouts up to play together. Have players combine and mix up their cards in a pile on the floor, with all cards facing down. When the cards have been mixed up, organize them into a grid. Scouts may flip over two cards in each turn, trying to create a pair. If the cards do not display a pair, they should be flipped back over and the turn changes to the other Scout. If a Wolf Scout gets a pair, they keep the cards and take another turn. The goal is to have the most pairs when the cards are all gone.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Lead the den in an opening cheer: “Today we’ll face north, south, east, and west. But whatever way and whatever day, we will always do our best! We’re Wolf Scouts! How!!”

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Talk about the Gathering game. Ask the Scouts if they recognized any of the signs. Discuss how different types of signs are useful in helping people find their way.

ACTIVITIES

◆ Activity 1: Scavenger Hunt (Requirement 3)

- Review what was learned at the last meeting about how to use a compass.
- Then give them directions on how to find each hidden item using their compasses.

◆ **Activity 2: Snacks Around the World (Optional)**

- Distribute the snacks and have the Scouts check the label on each one to find its place of origin. Which snack traveled the farthest to get to where it is now?
- Help the Scouts find those areas on the map or globe, and have Scouts each put a sticker on the location for their snack.

CLOSING

- Have Wolf Scouts form a circle and pass the Cub Scout handshake from one to another around the group until it reaches the Scout who started it. When Scouts each receive the handshake, they silently and pledge to do their best.
- Review details for the upcoming outing in Meeting 3. Make sure all Scouts and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 3.
- Work together to clean up the meeting place.
- Have the Scouts write thank-you notes for those who will help with the outing.

MEETING 2 RESOURCES

GATHERING: SIGN MATCH GAME

Print as many copies of these signs as you need for Scouts to play the game.

Interstate Highway



Red Light Camera



Stop Sign



Workers Ahead



Pedestrian Crossing



Nuclear Zone



Road Slippery When Wet



School Zone



No U-turn



Hurricane Evacuation Route



Railroad Crossing



Dead End



Deer Crossing



No Left Turn



Flagger Ahead



No Right Turn



One-Way Traffic



Hospital Ahead



Yield Right of Way



Traffic Light Ahead



Winding Road



Lane Ends, Merge Left



MEETING **3** PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- A map of the trail or area you will use for your hike
- Cub Scout Six Essentials (Den members are each responsible for bringing their own materials.)
- Water to fill bottles as needed
- One compass per Scout (or one for each buddy pair)
- Printed example of a compass rose
- Thank-you notes
- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The unit den leader should bring a copy of the *Guide to Safe Scouting*.

GATHERING

- Conduct a gear check as Scouts arrive, fill water bottles, distribute trail food, tie shoes, etc.
- Play the “Changing Winds” game
 - Use a compass to establish the four main directions.
 - Have everyone stand facing one player who is the “wind.” The wind tells the direction they are blowing by saying, “The wind blows . . . south.” All players must face south. If a player is already facing that direction and moves, they are out.
 - The “wind” may confuse the other players by facing any direction. Players turning the wrong direction are out. The winner is the last player still in the game.

OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.
- As a group, lead Scouts as they recite the Outdoor Code and Leave No Trace Principles for Kids.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Discuss the buddy system and what Scouts should do if they become separated from the group during the hike. Use the STOP (Stay calm, Think, Observe, Plan) procedure from the Paws on the Path adventure in the *Wolf Handbook*.

ACTIVITIES

◆ Activity 1: Compass Rose (Requirement 2A)

- Identify what a compass rose is and where it is on the map.
- Introduce walking between the four points of the compass rose. Discuss the difference between the four cardinal directions—north, south, east, and west—and the ordinal directions between them: northeast, southeast, southwest, and northwest. Demonstrate that if Scouts are walking between north and west, they are going northwest, and so on.

◆ Activity 2: Den Hike (Requirement 4)

- Using the map, make sure everyone understands the path the den will be taking before the hike begins.
- During the hike, each time the den arrives at a point that is marked on the map, have them stop and use the map to orient themselves.

CLOSING

Gather everyone together after the hike and discuss what they liked about the hike and what parts of the Leave No Trace principles they followed.

AFTER THE MEETING

- Have Scouts give their thank-you notes to those who helped.
- Record completion of requirements 2A and 4.

Upon completion of the Finding Your Way adventure, your Wolves will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



NOTES