Use this tracking tool for your Webelos or Arrow of Light Rank advancements for Survive the Summer. The advancements below are all connected adventures throughout the six weeks of Survive the Summer, organized by adventure, not by week. This is how they will be recorded in the final reporting tool.

NOTE: You might not be able to fully complete an adventure for your rank throughout Survive the Summer. That's okay! You have a full year to complete the adventure for your new rank.

The following adventures could be completely earned during Survive the Summer:

Webelos Walkabout – Webelos Required Adventure	Week	Completed?
Complete Requirements 1-4 and at least one other.		
1. Plan a hike or outdoor activity.	Week 1	
2. Assemble a first aid kit suitable for your hike or activity.	Week 1 & 6	
3. Recite the Outdoor Code and the Leave No Trace Principles from memory. Talk about how you can demonstrate them on your Webelos adventures.	Week 1 & 6	
4. With your family, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.	Week 6	
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.	Week 6	
6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.	Week 6	
Completed the Webelos Walkabout – Webelos Required Adventure?		

Additional Award for Webelos/AOL Scouts:

World Conservation Award – Webelos/AOL Additional Award	Week	Completed?
Complete the following requirements.		
Earn the Building a Better World adventure.	On own/den meeting (1 requirement completed during Week 5)	
Earn the Into the Wild adventure.	On own/den meeting	
Earn the Into the Woods adventure	On own/den meeting (2 requirements completed during Week 2)	
Earn the Earth Rocks adventure	On own/den meeting	
Complete requirements 1, 3a, and 3b from the Adventures in Science adventure.	On own/den meeting (Requirement 1 & 3a completed during Week 2)	
Participate in a family or pack conservation project in addition to the above.	Week 3	
Completed the World Conservation Award for Webelos and Arrow of Lights		



WEBELOS / AOL ADYANCEMENT

ELEMENTARY-AGE YOUTH -3^{RD} OR 4^{TH} GOING INTO 4^{TH} OR 5^{TH} GRADE

The following adventures could be partially completed during Survive the Summer. See Scoutbook or your handbook to finish the adventure.

Adventure	Requirement	Week	Completed?
Castaway Elective Adventure	With the help of an adult, demonstrate one way to light a fire without using matches	Week 1	
Castaway Elective Adventure	Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight	Week 1	
Castaway Elective Adventure	Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain why the items you chose are important for survival	Week 1	
Castaway Elective Adventure	Demonstrate two ways to treat drinking water to remove impurities	Week 1	
Castaway Elective Adventure	Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Scout motto, "Be Prepared."	On own or at den meeting (this is the last requirement to complete Castaway)	
Scouting Adventure AOL Required	Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.	Week 1	
Outdoor Adventurer AOL Required	Discuss what actions you should take in the case of the following extreme weather events: • Severe rainstorm causing flooding • Severe thunderstorm with lightning or tornadoes • Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.	Week 1	
Outdoor Adventurer AOL Required	Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.	Week 1	
Outdoor Adventurer AOL Required	Recite the Outdoor Code & the Leave No Trace Principles from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After an outing, list the things you did to follow the Outdoor Code and Leave No Trace.	Week 1 & 6	
Into the Woods Elective Adventure	Identify four plants common to the area where you live. Tell which animals use them and for what purpose	Week 2	
Into the Woods Elective Adventure	Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for	Week 2	
Adventures in Science Elective Adventure	An experiment is a "fair test" to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer's effects on plant growth.	Week 2	
Adventures in Science Elective Adventure	Carry out your fair test experiment by testing the fertilizers	Week 2	
Art Explosion Elective Adventure	Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.	Week 5	



WEBELOS / AOL ADYANCEMENT

ELEMENTARY-AGE YOUTH -3^{RD} OR 4^{TH} GOING INTO 4^{TH} OR 5^{TH} GRADE

The following adventures could be partially completed during Survive the Summer. See Scoutbook or your handbook to finish the adventure. (continued)

Adventure	Requirement	Week	Completed?
Building a Better World Arrow of Light Required	Do at least one of the following: • Learn about energy use in your community and in other parts of the world. • Identify one energy problem in your community, and find out what has caused it.	Week 5	
Fix It Elective Adventure	 With the help of an adult in your family, do the following: Locate the electrical panel in your home. Determine if the electrical panel has fuses or breakers. Determine what heat source is used to heat your home. Learn what you would do to shut off the water for a sink, a toilet, a washing machine, or a water heater. If there is a main shut-off valve for your home, show where it is located. 	Week 5	
Fix It Elective Adventure	If either of these are an issue at your house, they are wasting water. You will need an adult's supervision for each of these Fix It projects: • Demonstrate how to stop a toilet from running. • Help an adult fix a leaky faucet.	Week 5	
Fix It Elective Adventure	Let's Fix It. Repurpose and reuse an item at home. You will need an adult's supervision for this Fix It project: • Take an old item, such as a small piece of furniture, a broken toy, or a picture frame, and rebuild and/or refinish it.	Week 5	
Fix It Elective Adventure	Select and do eight fix it up projects around your house. See <u>Scoutbook</u> or your handbook for the projects.	Week 4	
Cast Iron Chef Webelos Required	Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.	Week 2 & 4	
Cast Iron Chef Webelos Required	Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.	Week 2 & 4	
Project Family Elective Adventure	Show your understanding of your duty to family by creating a chart listing the jobs that you and other family members have at home. Choose three of the jobs you are responsible for, and chart them for two weeks.	Week 4	
Project Family Elective Adventure	Select a job that belongs to another family member, and help that person complete it. Some examples would be to create a grocery shopping list for the week, to take out trash for a week, to do the laundry for your family one time, to prepare meals for your family for one day, or to complete some yard work.	Week 4	