



Air of the Wolf

Wolf Adventure Workbook



No one may add or subtract from the official requirements found in the *Cub Scout Wolf Handbook*. Requirements were revised in December 2016. This workbook was updated in October, 2018..

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about this **checklist** to: Workbooks@USScouts.Org
Comments or suggestions for changes to the **requirements** should be sent to: Advancement.Team@Scouting.Org

Cub Scout's Name: _____ Pack No. : _____

Source for requirements: Cub Scout Wolf Handbook (#34752 - SKU 646428)

This adventure is an elective adventure which can be used to earn the Wolf Badge.

Complete the following Requirements.

1. Conduct two of the following investigations to see how air affects different objects:

a. Make a paper airplane and fly it five times.

Try to make it fly farther by altering its shape.

Fly it at least five more times to see if your changes were effective.

b. Make a balloon-powered sled or a balloon-powered boat.

Test your sled or boat with larger and smaller balloons.

Checklist © Copyright 2018 - U.S. Scouting Service Project, Inc. - All Rights Reserved
Requirements © Copyright, Boy Scouts of America (Used with permission.)

This checklist may be reproduced and used locally by Scouts and Scouters for purposes consistent with the programs of the Boy Scouts of America (BSA), the World Organization of the Scout Movement (WOSM) or other Scouting and Guiding Organizations. However it may NOT be used or reproduced for electronic redistribution or for commercial or other non-Scouting purposes without the express permission of the U. S. Scouting Service Project, Inc. (USSSP).

- c.. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it.
- Do each one 10 times.
- Describe how the ball bounces differently when the amount of air changes.

- d. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air.
- Describe differences in how they move.

- 2. Complete two of the following:
 - a. With other members of your den, go outside and record the sounds you hear.
 - Identify which of these sounds is the result of moving air.
 - b. Create a musical wind instrument,
 - and play it as part of a den band.

- c. **With an adult, conduct an investigation on how speed can affect sound.**

What was done?

What did you discover?

- d. **Make a kite using household materials.**
- With your den or family, explain the rules for safely flying kites.**

- Fly your kite..**

e. With your family, den, or pack participate in a kite derby, space derby or rain-gutter regatta.

Explain how air helps the vehicle move.

When working on Cub Scout Advancements and awards, Cub Scouts, their parents, and Scouters should be aware of some vital information in the current edition of the *Guide to Advancement* (BSA publication 33088). Important excerpts from that publication can be downloaded from <http://usscouts.org/advance/docs/GTA-Excerpts-Cub.pdf>.
You can download a complete copy of the *Guide to Advancement* from <http://www.scouting.org/filestore/pdf/33088.pdf>.