

CUB PACK SECTION SNAPSHOT

Cub Scouting is for youth ages 8 to 10. Hikes, weekend camps and water activities (like canoeing and kayaking) are just a few of the fun outdoor adventures that Cub Scouts enjoy.

THE CUB SCOUT PROMISE, LAW AND MOTTO

The Cub Scout Promise: I promise to do my best, to love and serve God, to do my duty to the Queen; to keep the law of the Wolf Cub Pack, and to do a good turn for somebody every day.

The Cub Scout Law: The Cub respects the Old Wolf; The Cub respects himself/herself.

The Cub Scout Motto: Do Your Best.

THE FOUR ELEMENTS

The Four Elements of The Canadian Path are essential to the Cub Pack:

Youth-led: Cub Scouts learn to generate ideas for program activities within their Lairs, and decisions on what activities are selected is done through a team of third-year Cub Scouts, supported by Scouters.

Adventure: Cub Scouts explore new things, share new ideas, learn new skills and create new paths.

Plan-Do-Review: Adventures in the Cub Scout program are guided by a three-step process in order to make them something that youth will remember and upon which they will build.

SPICES: Social, Physical, Intellectual, Character, Emotional and Spiritual are the six dimensions of personal development that Cub Scouts explore and develop through their adventures.

THE JUNGLE

The theme of the Cub Scout program is inspired by *The Jungle Book*, by Rudyard Kipling, in which a jungle wolf pack in India adopts an abandoned young boy. Cub Scouts provide input in their Lairs and through the Pack Leadership Team (Howler Council) to determine their next adventure by exploring the different Program Areas laid out on the Jungle Map. There are several Program Areas that Cubs will visit over the course of the year: Red Flower Camp (Outdoors) and Bagheera's Hunting Grounds (Environment), Council Rock (Leadership), The Swinging Bridge (Active & Healthy Living), Elephant Turf (Citizenship), Monkey City (Creative Expression) and Baloo's Cave (Beliefs & Values).

Each grade level of Cub Scouts is named after a wolf characteristic. Runners are Cub Scouts in third grade, Trackers are Cub Scouts in fourth grade and Howlers are Cub Scouts in fifth grade.



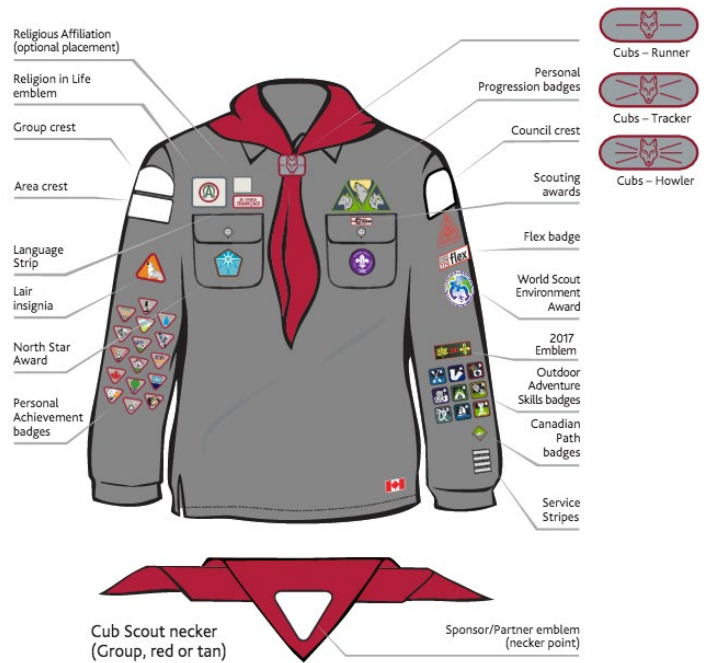
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It starts with Scouts

THE CUB SCOUT UNIFORM

The Cub Scout uniform consists of the Cub Scout polo, a neckerchief and neckerchief slide. The Cub Scout uniform is available at the Scout Shop nearest you, or at scoutshop.ca. The neckerchief and slide will be supplied by the Group.



BADGES

The focus of the Scouting program is on personal progression—on Cub Scouts bringing their diverse experiences to Scouting adventures and growing through new experiences. Badges help youth recognize and celebrate their personal progression and encourage them to set new goals. Cub Scouts have the opportunity to pursue a variety of badges, including:

Outdoor Adventure Skills: Outdoor Adventure Skills are learned in the completion of adventures. Nine areas of skills are part of every Scouting Section, from Beaver Scouts to Rover Scouts. Each of the nine skills is defined in nine progressive stages.

Personal Achievement Badges: The selection of Personal Achievement badges is intended to provide a wide variety of adventure possibilities so that each Cub Scout can tailor the badge to suit his or her specific interests. A Cub Scout has the opportunity to achieve 16 Personal Achievement badges, which are pursued as an individual.

The Seenee Award: The Seenee Award is the Top Section Award for Cub Scouts. During the second half of their Howler year, Cub Scouts may begin to work on their Seenee Award.

CUB SCOUT TERMINOLOGY

Scouter: A Volunteer in the Cub Scout Section who provides support and mentorship to all Cubs in the Pack.

Lairs: A group of six to eight youth. Each Lair is comprised of a mixture of the three grade levels of Cub Scouts so that everyone can learn from each other. Collectively, Lairs make up a Cub Pack.

Pack Leadership Team: This team (known as the “Howler Council”) is made up of all Howlers from the Pack and at least one Scouter. This team mentors younger members of the Pack, and actively makes decisions regarding adventures for the Pack.

RESOURCES

Trail Cards: Youth-led program resources that provide adventure ideas that will help Cub Scouts explore the Four Elements of The Canadian Path. Trail Cards can be found [here](#).

Journey Card: The Journey Card is an excellent resource to complete the year-end review. Scouters can use the Journey Card to provide each youth with a summary of the Pack’s activities throughout the year, then youth can work within their Lairs to complete their Journey Cards. The Journey Card can be found [here](#).

For more information on the Cub Scout program, please visit: scoutinglife.ca/canadianpath/cub-scouts.

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