

## THE MENTAL SKILLS GROUP

### ACTIVITY BADGES FOR WEBELOS SCOUTS



ARTIST



SCHOLAR



SHOWMAN



TRAVELER

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## ARTIST

***Do these:***

1. Talk to an artist in your area or to your art teacher about the different occupations in the art field. Make a list of them.
2. Create a scrapbook (portfolio) of your Artist activity badge projects and show it to your den leader.

***And do five of these:***

3. Draw or paint an original picture out-of-doors, using the art materials you prefer. Frame the picture for your room or home.
4. List the primary and secondary colors. Explain what happens when you combine colors.
5. Using a computer, make six original designs using straight lines, curved lines, or both.
6. Draw a profile of a member of your family.
7. Use clay to sculpt a simple object.
8. Make a mobile, using your choice of materials.
9. Make an art construction, using your choice of materials.
10. Create a collage that expresses something about you.
11. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Art](#).

## SCHOLAR

***Do this:***

1. With your parent, guardian, or Webelos den leader, complete the [Positive Attitude Character Connection](#).
  - a. **Know:** Discuss with your parent, guardian, or your Webelos den leader, what it means to have a positive attitude and the "BEST" steps you can take to have a positive attitude. (Believe it can happen, Expect success, Set your mind, and Try, try, try.)
  - b. **Commit:** Plan with your parent, guardian, or your Webelos den leader, how you will apply the "BEST" steps for a positive attitude in doing your school-work and in other areas of your life.
  - c. **Practice:** Do your "BEST" to have a cheerful and positive attitude while doing the requirements for this activity badge.

***And do three of these:***

2. Have a good record in attendance, behavior, and grades at school.
3. Take an active part in a school activity or service.
4. Discuss with your teacher or principal the value of having an education.
5. List in writing some important things you can do now because of what you've learned in school.
6. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Language](#).
7. While you are a Webelos Scout, and if you have not earned it for another activity badge, earn the Cub Scout Academics belt loop for [Mathematics](#).
8. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Chess](#).

***And do three of these:***

9. Trace through history the different kinds of schools. Tell how our present public school system grew out of these early schools.
10. Make a chart showing how your school system is run.
11. Ask a parent and five other grown-ups these questions:
  - What do you think are the best things about my school?
  - What are its main problems?
 Tell what you think were the best answers and why?
12. List and explain some of the full-time positions in the field of education.
13. Help another student with schoolwork. Tell what you did to help.

## SHOWMAN

***Do this:***

1. Complete six activities of your choice; these can be from any area (puppetry, music, or drama).

### PUPPETRY

***And do one of these not already done for requirement 1:***

2. Write a puppet play about one of your Webelos den activities or a subject of your choice.
3. Make a set of puppets or marionettes for the play you have written or for another play.
4. Build a simple stage for marionettes or puppets.
5. Alone or with the help of others, put on a puppet show for your den or pack.
6. Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a song with the puppets as the performers.
7. There are sock, stick and finger puppets. There are paper bag puppets and marionettes. Explain their differences and show any puppets you have made for this badge.

### MUSIC

***And do one of these not already done for requirement 1:***

8. Play four tunes on any band or orchestra instrument. Read these from music.
9. Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.
10. Make a collection of three or more records, tapes, or music CDs. Tell what you like about each one.
11. Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
12. Name three American composers. Name a famous work by each.
13. Draw a staff. Draw on it a clef, sharp, flat, natural, note, and rest. Tell what each is used for.
14. Show the difference between 2/4, 3/4, and 4/4 time by beating time or playing an instrument.
15. While you are a Webelos Scout, earn the Cub Scout Academics belt loop

for [Music](#).

## **DRAMA**

***And do one of these not already done for requirement 1:***

16. Give a monologue (a talk) on a patriotic, humorous, or holiday subject, or another subject of your choice.
17. Attend a play. Describe the story. Tell what you liked about it.
18. Read a play. Make a model stage setting for one of the acts.
19. Write, put on, and take part in a one-act play.
20. Make a list of stage directions. Tell what they mean.
21. Describe a theater-in-the-round. What are its good and bad points?
22. Explain the difference between a grand opera and a light opera. Explain the difference between a musical and a play.
23. Read about William Shakespeare. Draw a picture of his Globe Theater.

*For requirement 1 of the Showman activity badge, you'll choose six activities from puppetry, music, or drama. Then later you'll do one additional activity in each of these areas, for a total of 9 activities.*

## **TRAVELER**

***Do five of these:***

1. Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.
2. Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.
3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and street map showing how to go from your home to the place you chose.
4. With your parent or guardian, take a trip to a place that interests you. Go by car, bus, boat, train, or plane.
5. Figure out what it costs per mile for the trip you took or planned to fulfill requirement 2, 4, 6, or 7. (Don't forget to include getting back to your starting point.)
6. Decide on four nearby trips you would like to take with your parents or guardian. Draw the route of each trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.
7. Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip.
8. Check the first aid kit in the family car to see if it contains what is needed. Explain what you found.
9. Look at a map legend on a road map of your area. Learn what the symbols mean. Show your den members what you have learned.
10. On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following; car, bus, plane, boat, train.
12. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Geography](#).
13. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Map and Compass](#).

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