

Paws on the Path

Required adventure • Outdoors

If you read nothing else

Two meetings. Meeting 1 is all the preparation — Six Essentials, buddies, clothing, Outdoor Code. Meeting 2 is the 30-minute walk itself.

The walk can be urban, suburban or rural, and it can start at your regular meeting place. It does not need a trailhead. Thirty minutes outside is the requirement.

If the walk is anywhere other than your usual meeting location, you need the Scouting America Annual Health and Medical Record parts A and B for every participant, youth and adult, in hand before you go — filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf. Send the form home three weeks ahead.

Every Scout brings their own Six Essentials to meeting 2. Say it twice and put it in writing, or half of them will arrive with nothing.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ☐ 1. Identify the Cub Scout Six Essentials. Show what you do with each item.
- ☐ 2. Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.
- ☐ 3. Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.
- ☐ 4. Learn about the Outdoor Code and Leave No Trace Principles for Kids.
- ☐ 5. With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.

Meeting 1: Getting ready to walk

Goal: Every Scout can name the Six Essentials and say what each one is for, has a buddy, knows what to wear, and has worked through the Outdoor Code and Leave No Trace Principles for Kids.

Covers requirements 1, 2, 3 and 4

Before the meeting

- Print the Outdoor Code Emoji worksheet and the Leave No Trace Principles for Kids Emoji worksheet, one of each per Scout. Both are in the Wolf adventure resources on scouting.org,

filed as Wolf Paws on the Path 4 Outdoor Code Emoji and Wolf Paws on the Path 4 Leave No Trace Principles for Kids Emoji.

- Print the Cub Scout Six Essentials Clue cards — Wolf Paws on the Path 1 Cub Scout Six Essentials Clue. Each card set is a different color matched to one essential.
- Collect two or three items of outdoor clothing, two or three pairs of walking shoes, and two or three accessories for each of the four seasons. Ask parents to lend what you are missing.
- Deliberately mix in some bad choices for the clothing relay — high heels, a swimsuit, dress clothes. The wrong answers are what makes this activity work.
- Pick your walk location now and tell families at the end of this meeting, in writing, with the address and the start time.
- If the walk is off-site, send the Annual Health and Medical Record home tonight and start collecting.

Supplies

- Outdoor Code Emoji and Leave No Trace Principles for Kids Emoji worksheets, one each per Scout
- Pencils and pens
- Wolf handbooks — the Outdoor Code and the Leave No Trace Principles for Kids are in the front
- Cub Scout Six Essentials Clue cards, printed and sorted by color
- A complete set of Six Essentials to show: filled water bottle, small first aid kit, whistle, flashlight, sun protection, trail food
- Two to three clothing items, pairs of shoes and accessories per season, plus the deliberately wrong ones
- Blank Annual Health and Medical Record forms for anyone who has not returned one

Run of show

Time	What happens
10 min	Gathering: Outdoor Code and Leave No Trace Emoji
5 min	Opening: Pledge, Scout Oath, Scout Law
5 min	Welcome, roll call, walk logistics
15 min	Activity 1: Cub Scout Six Essentials Clue
10 min	Activity 2: 1-2 Buddies
20 min	Activity 3: Seasonal Clothing Relay
5 min	Closing

Gathering — Outdoor Code and Leave No Trace Emoji (10 min)

Outdoor Code and Leave No Trace Emoji — scouting.org/cub-scout-activities/outdoor-code-and-leave-no-trace-emoji/

As Scouts arrive, read the Outdoor Code and the Leave No Trace Principles for Kids together out of the front of the Wolf handbook. Then hand out both emoji sheets.

Scouts look at each emoji and write next to it what they think it stands for. Let them guess wrong; guessing is the activity. Help any Scout who is stuck on a word rather than the idea.

Then go through the sheet one emoji at a time as a den and let Scouts give their answers. Correct the ones that missed and make sure everyone hears the right version before you move on.

Finish by reading the Outdoor Code and the Leave No Trace Principles for Kids aloud together, with the emoji sheet in front of them as the cue. Let them keep the handbook open — this is requirement 4 and it is learning, not testing.

Activity 1 — Cub Scout Six Essentials Clue (15 min)

Cub Scout Six Essentials Clue — scouting.org/cub-scout-activities/cub-scout-six-essentials-clue/

Hand out one color set of clue cards. Scouts take turns reading their clue aloud, and when all the clues in the set have been read the den guesses which essential it is. Repeat for each of the six sets.

With a small den, give a Scout more than one card. With a big den, buddy them up on a card.

Then do the second half of the requirement, which the card game does not cover on its own: show what you do with each item. Hold up the real thing and have a Scout do it.

- Filled water bottle — drink before you are thirsty. Have someone take a drink now.
- First aid kit — open it and show what is inside. A bandage for a scrape.
- Whistle — three short blasts means I need help. Every Scout blows three, once, and then the whistles go away before you lose the room.
- Flashlight — turn it on and point it at the ground on the path, not in a face.
- Sun protection — hat and sunscreen. Someone puts a hat on.
- Trail food — food you can carry that will not squash. Check allergies before you hand any out.

Alternatives: Cub Scout Six Essentials Scavenger Hunt — scouting.org/cub-scout-activities/cub-scout-six-essentials-scavenger-hunt/ · What Cub Scout Essential Am I — scouting.org/cub-scout-activities/what-cub-scout-essential-am-i/

Activity 2 — 1-2 Buddies (10 min)

1-2 Buddies — scouting.org/cub-scout-activities/1-2-buddies/

Line the den up in alphabetical order by first name. Count off down the line, one, two, one, two. Each one and two pair up. That is a buddy, and that is the buddy for the walk.

The alphabetical line is doing something on purpose: it stops best friends pairing up and it stops you from having to pick. Do not let them renegotiate.

Then teach what the buddy actually does outdoors, because requirement 2 asks how the buddy system works, not just who your buddy is:

- You stay where you can see each other the whole time. Not the same room — the same few steps.
- If your buddy stops, you stop. If your buddy is hurt, you stay and you shout for an adult. You do not go for help alone.

- When a leader calls “buddy check,” you grab your buddy’s hand and hold it up. Practice it twice now so it works on the trail.

Alternatives: Buddy Circle Game — scouting.org/cub-scout-activities/buddy-circle-game/ · Popsicle Stick Buddies — scouting.org/cub-scout-activities/popsicle-stick-buddies/

Activity 3 — Seasonal Clothing Relay (20 min)

Seasonal Clothing Relay — scouting.org/cub-scout-activities/seasonal-clothing-relay/

Pile every item of clothing, every pair of shoes and every accessory on the floor at least twenty feet from the two teams.

Call a season. One Scout from each team races to the pile, finds one item appropriate for that season, and runs it back. The next Scout goes. Keep going until every Scout on the team has fetched something, then call the next season, until all four have been played.

The high heels and the swimsuit in the pile are the whole point. Somebody will grab them, everyone will laugh, and that is the moment the lesson lands.

When both teams finish, go through every item and ask the Scout who picked it why. That review is requirement 3 — the running is just how you get there.

Spend the last two minutes on shoes specifically, because shoes are what actually ruins a walk. Closed toes, something they have already worn, socks. New shoes on walk day means blisters at minute fifteen.

Alternatives: Clothing Store Visit — scouting.org/cub-scout-activities/clothing-store-visit/ · Sketchy Weather Wardrobe — scouting.org/cub-scout-activities/sketchy-weather-wardrobe/

Closing (5 min)

Give the walk details out loud and on paper: address, parking, start time, end time. Everyone brings their Six Essentials and wears the shoes we just talked about.

Collect health forms at the door if the walk is off-site. A Scout without one does not come.

Send home with families

Put together your Scout’s Six Essentials in a small pack they can carry themselves, and send it to the next meeting: filled water bottle, small first aid kit, whistle, flashlight, sun protection, trail food.

Check the shoes. Closed toes, already broken in, with socks.

Return the Annual Health and Medical Record parts A and B if the walk is away from our usual meeting place.

Meeting 2: The walk

Goal: The den walks outside for at least 30 minutes with buddies and Six Essentials, and every Scout can describe four animals, wild or domestic, they could see along the way.

Covers requirement 5, and verifies 1, 2 and 3

Before the meeting

- Print the Outdoor Scavenger Hunt card, one per Scout — Wolf Paws on the Path 5 Outdoor Scavenger Hunt in the Wolf adventure resources.
- Walk the route yourself in the last week. Check the surface, the road crossings, the bathrooms and whether it is closed.
- If you are off-site, bring copies of the Annual Health and Medical Record for every participant, youth and adult, and read them for restrictions before you go — not after someone struggles.
- Check the forecast the morning of and text families what to wear. Use your rain date if you have one; a miserable first outdoor experience costs you Scouts.
- Carry the den first aid kit, a roster with emergency numbers, a trash bag and a charged phone.

Supplies

- Outdoor Scavenger Hunt cards, one per Scout
- Pencils or markers — pencils travel better
- Each Scout's own Cub Scout Six Essentials
- Copies of the Annual Health and Medical Record for every participant, if off-site
- Den first aid kit and a roster with parent phone numbers
- Trash bag for anything you pick up
- Spare water and spare sunscreen — someone will forget

Run of show

Time	What happens
10 min	Gathering: gear check and buddy check
5 min	Opening: Outdoor Code and Leave No Trace Principles for Kids
10 min	Activity 1: name four animals before we go
35 min	Activity 2: the walk and the scavenger hunt
10 min	Activity 3: the animal share, sitting down
5 min	Closing

Gathering — Gear check and buddy check (10 min)

Every Scout opens their pack and shows their Six Essentials. Fill the empty bottles, hand out spare sunscreen, and deal with the wrong shoes now rather than at minute twenty. This verifies requirements 1 and 3 by looking rather than by asking.

Buddies from last meeting, same pairs. Call a buddy check and make them find each other and put hands up. Do it once now and they will do it on the trail.

Opening (5 min)

Say the Outdoor Code and the Leave No Trace Principles for Kids together from the emoji sheets they filled in last week. Then hand them the one-sentence version they will actually use:

Say something like

Everything we carry in, we carry out. If we do this right, the next family who walks here will not be able to tell we came through.

Activity 1 — Four animals, before we go (10 min)

Outdoor Scavenger Hunt — scouting.org/cub-scout-activities/outdoor-savenger-hunt/

Hand out the scavenger hunt cards. Before anyone moves, every Scout writes on the back of their card at least four different animals they might see on this walk — wild or domestic, both count.

Doing this first rather than last is deliberate. It gives them something to look for on the walk instead of asking how much further, and it means requirement 5 is met even if nothing shows up.

Push past “dog, cat, bird.” Ask what kind of bird, and what lives in that tree, and what is under a rock. Second graders will name a squirrel, a robin, an ant, a neighbor’s dog — all four count.

Activity 2 — The walk (35 min)

Thirty minutes minimum outside. An adult leads, an adult sweeps at the back. Nobody passes the front, nobody falls behind the back, and buddies stay together.

Scouts work the scavenger hunt as they go. Stop twice for a water break and a buddy check, and use each stop for one thing:

- First stop — choose the right path. Point out where the trail is widening because people walked around a puddle, and then walk straight through the middle of it.
- Second stop — leave what you find. Somebody will have pocketed a rock or picked a flower. Use it. Ask who else was going to use that, and put it back.

Pick up any litter you pass into the bag. The bag does more for Leave No Trace than the poster did.

Watch wild animals, never approach them, and never approach a dog you do not know even if it looks like somebody’s pet.

Activity 3 — The animal share (10 min)

Sit down at the end, before anybody gets in a car. Each Scout reads their four animals and says which ones they actually saw and which ones they only could have seen. Both satisfy the requirement — the wording is animals you could see.

Ask one follow-up each: where would that animal live around here, and what would it be eating?

Alternatives if you want the animal work back indoors instead: Sketch Animals — scouting.org/cub-scout-activities/sketch-animals/ · Wild or Domestic Collage — scouting.org/cub-scout-activities/wild-or-domestic-collage/

Say something like

Today you showed what it means to be a Wolf on the trail — using the Outdoor Code, hiking with a buddy, and paying attention to the world around you. Every step you took showed responsibility, curiosity, and respect for nature. Keep exploring new paths, keep noticing the wonders outdoors, and keep being a Wolf who hikes with confidence and care.

Send home with families

Take the same walk again as a family this month. Your Scout knows the route now and will want to lead it.

Keep the Six Essentials pack assembled by the door. It is needed for most of the rest of the Wolf year.

Leader notes

- Thirty minutes is the requirement. Do not stretch it into a four-mile hike to make it feel real — you will lose the Scouts who are not outdoor kids yet, and those are the ones this adventure exists to reach.
- The walk counts whether it is a park, a greenway, a neighborhood loop or the field behind your meeting place. Pick the one you can reach without a caravan of cars.
- Requirement 5 says animals you could see. A Scout who saw nothing but two squirrels still completes it by describing four.
- Buddies are assigned by the alphabet, not chosen. It takes ten seconds and it prevents the one Scout left standing alone.
- Requirement 1 says show what you do with each item, not name it. Handle the real objects.

Safety**Before this adventure**

Two registered adults with current Safeguarding Youth Training on the walk, minimum, and more if there is a road crossing. If your den includes girls, one of those adults must be a registered female 21 or over.

Annual Health and Medical Record parts A and B on file for every participant, youth and adult, before any walk away from your regular meeting location. Read them for restrictions beforehand.

Check the route yourself in the week before. Know where the bathrooms are, where a car could reach you, and whether you have cell signal — and say so out loud to the other adults before you start.

Check the forecast the morning of. Heat, lightning and ice all cancel; use a rain date rather than pushing through.

Check for allergies before handing out any trail food.

Check with your council for any local activity notification requirement before an off-site den activity.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5