



Cub Scout Family Travel

Academics Workbook

The work space provided for each requirement should be used by the Cub Scout to make notes for discussing the item with Akela, not for providing the full and complete answers. Each Cub Scout must do each requirement.

No one may add or subtract from the official requirements found in the **Cub Scout Academics and Sports Program Guide** (Pub. 34299)

This workbook was updated in June 2012.

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

Please submit errors, omissions, comments or suggestions about this **workbook** to: Workbooks@USScouts.Org

Comments or suggestions for changes to the **requirements** for the **Belt Loop or Pin** should be sent to: Advancement.Team@Scouting.Org

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

Cub Scout Family Travel Belt Loop (See the [Pin Requirements](#) below.)

Complete these three requirements:

1. Make a list of things you would take on a three day trip with your family, then pack these items in a bag or suitcase.

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

2. With an adult's help, figure out the cost and miles to complete a trip to a place of interest using the family car or public transportation.

From:: _____

To:: _____

By means of: _____

Cost: _____

Miles: _____

3. Research at least five places to visit during a trip to a place of interest. Explain what you learned to your family.

1. _____

2. _____

3. _____

4. _____

5. _____

Cub Scout Family Travel Pin

Earn the Cub Scout Family Travel belt loop, and complete five of the following requirements:

- 1. Go on a trip with your family that includes at least one overnight stay. Keep a journal of your trip and then share it with your den leader.

- 2. Play a travel game while traveling in a car.
- 3. With an adult, review the [Guide to Safe Scouting, chapter XII, "Transportation."](#) Then make a list of safety rules to follow when traveling in the car or while using public transportation such as a bus, plane, boat, and train. Share the list with your den.

- 4. With the help of a parent or adult partner, use a computer to look up an airfare from your closest airport to a city in a foreign country. Calculate the total travel time, the day and time you will leave your home, and the day and time you will arrive at your destination.

Total travel time: _____

Day and time you will leave your home: _____

Day and time you will arrive at your destination: _____

- 5. Visit a travel agent office or look up a travel Web site.
- 6. Using pictures, explain to a family member how people's forms of transportation have changed in the last 300 years.

- 7. Visit with an adult who has driven in a different country. List five things that the adult found to be very different from driving in the United States

1. _____

2. _____

3. _____

4. _____

5. _____

- 8. Make a list of occupations that people have that are related to traveling.

Describe the position you would like to try. _____

Explain to a family member why you chose that occupation. _____

- 9. Learn how to apply for a U.S. passport. With adult supervision, read an actual application and complete as much of the form as you can.

- 10. Change \$1,000 U.S. dollars into pounds, Euros, or pesos.

Pounds: _____

Euros: _____

Pesos: _____

(Editor's Note: The Cub Scout doesn't have to physically change the money into a different currency, just calculate how much it would become in the other currency.)

- 11. With an adult, conduct a motor vehicle inspection of the car designated for traveling. Use the checklist provided in the Guide to Safe Scouting called "Annual Motor Vehicle Checklist.." The appendix to the Guide can be found at www.scouting.org/scoutsorce/HealthandSafety/GSS/gssax.aspx.

Requirement resources can be found here:
http://www.meritbadge.org/wiki/index.php/Cub_Scout_Family_Travel#Requirement_resources

Important excerpts from the [‘Guide To Advancement’](#), No. 33088:

Effective January 1, 2012, the ‘Guide to Advancement’ (which replaced the publication ‘Advancement Committee Policies and Procedures’) is now the official Boy Scouts of America source on advancement policies and procedures.

- [Inside front cover, and 5.0.1.4] — **Unauthorized Changes to Advancement Program**
No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements. (There are limited exceptions relating only to youth members with disabilities. For details see section 10, “Advancement for Members With Special Needs”.)
- [Inside front cover, and 7.0.1.1] — The [‘Guide to Safe Scouting’](#) Applies
Policies and procedures outlined in the ‘Guide to Safe Scouting’, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects. [Note: Always reference the online version, which is updated quarterly.]
- [4.1.0.3] — **Who Approves Cub Scout Advancement?**
A key responsibility for den leaders is to implement the core den meeting plans as outlined in the Den & Pack Meeting Resource Guide, No. 34409. For Wolf, Bear, and Webelos advancement, den leaders take the lead in approving requirements, though their assistants, and also parents who help at meetings, may be asked to play the role of “Akela” and assist. Parents sign for requirements that, according to meeting plans and instructions in the handbooks, take place at home. For the Bobcat trail and Tiger Cub achievements, parents (or adult partners) should sign in the boy’s handbook; the den leader then approves as progress is recorded in the den’s advancement record.
- [4.1.0.4] — **“Do Your Best”**
Advancement performance in Cub Scouting is centered on its motto: “Do Your Best.” When a boy has done this—his very best—then regardless of the requirements for any rank or award, it is enough; accomplishment is noted. This is why den leaders, assistants, and parents or guardians are involved in approvals. Generally they know if effort put forth is really the Cub Scout’s best.
- [4.1.2.2] — **Cub Scout Academics and Sports Program**
More than just a recognition opportunity, this program develops new skills, improves those existing, and otherwise enriches Cub Scouting. Details can be found in the Cub Scout Academics and Sports Program Guide, No. 34299. Activities include subjects like science, video games, collecting, and chess; and sports such as baseball, skateboarding, and table tennis. Each has two levels—a belt loop and a pin. Belt loops, which can be earned more than once, are awarded when each of three requirements is met. Cub Scouts may then continue with additional requirements and earn the pin. Archery and BB gun shooting are included, but can only be conducted at a council presented activity with certified supervisors.

Additional notes of interest:

- Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements for all Academics and Sports Belt Loops and Pins (**except shooting sports**) in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.
- **“Akela”** (Pronounced “Ah-KAY-la”) — Title of respect used in Cub Scouting—any good leader is *Akela*. *Akela* is also the leader and guide for Cub Scouts on the advancement trail. The name comes from Rudyard Kipling’s Jungle Book. (See “Law of the Pack.”)
- **“Law of the Pack”** —
The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout grow.
The Cub Scout gives goodwill.