

Traveler Requirements

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 at 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 the 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.**

Outdoorsman Requirement #3 - With your parent or guardian, take part in a Webelos den overnight campout or a family campout. Sleep in a tent that you have helped pitch.

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 parent 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.**

Outdoorsman Requirement #1 - Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight camp out. Show the camping gear you will use. Show the right way to pack and carry it.

8. **Check the first aid kit in the family car to see if it contains what is needed. Explain what you found.**

Readyman Requirement #12 - Explain how to use each item in a first-aid kit.

9. Look at the 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 the traveler should take for travel by each of the following: car, bus, plane, boat, and train.**

Readyman Requirement #14 - Explain six safety rules you should remember when riding in a car.

12. **While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Geography.**

Complete these three requirements:

1. *Draw a map of your neighborhood. Show natural and man-made features. Include a key or legend of map symbols.*
2. *Learn about the physical geography of your community. Identify the major landforms within 100 miles. Discuss with an adult what you learned.*
3. *Use a world globe or map to locate the continents, the oceans, the equator, and the northern and southern hemispheres. Learn how longitude and latitude lines are used to locate a site.*

13. **While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Map and Compass.**

Complete these three requirements:

1. *Show how to orient a map. Find three landmarks on the map.*
2. *Explain how a compass works.*
3. *Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place that you often visit.*