

LOST RIVER CAVE



CUB SCOUTS
WOLF RANK

PROGRAM GUIDE
2016

PAWS ON THE PATH



Rank: Wolf

This program can be applied to the fulfillment of:

- Wolf Core Adventures
- Wolf Rank Cub Scout Outdoor Activity Award
- Wolf Rank Cub Scout World Conservation Award

Duration: 2 hours

Cooperative Learning:

In October, Lost River Cave offers Camping on the Park during the *Great American Campout*. Prior to the campout, this program can be offered in conjunction with the *Call of the Wild* activity for a full day of activities. Check out the Outdoor Activities Award opportunities for ways to work on this award while you are visiting.

Availability:

This program is available during any season of the year. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm.

Service Learning Project:

Pair this program with a Service Learning Project to make a more complete experience. Collect litter along the trails while you take the hike.

SUMMARY

Scouts expand on, and practice, their knowledge of responsible behavior in the outdoors and skills needed for a safe and fun hike.

Requirements Met:

This program completes all requirements needed to fulfill this adventure. At the end of the program Scouts will have experienced:

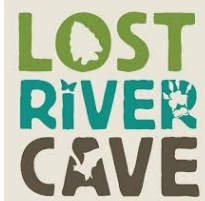
- Cub Scout 6 Essentials
- Hiking responsibility and safety
- Outdoor Code and Leave No Trace
- Wildlife on the trail
- Cartography

Making Connections:

With this program Scouts practice skills they have learned as a Tiger and expand the experience with a 1-mile hike. Adding the component of cartography helps the Scouts to experience a facet of the field of Geography and its connection to outdoors recreation.



CALL OF THE WILD



Rank: Wolf

This program can be applied to the fulfillment of:

- Wolf Core Adventures

Duration: 1.5 hours + camp time

Cooperative Learning:

In October, Lost River Cave offers Camping on the Park during the *Great American Campout*. Prior to the campout, this program can be offered in conjunction with the *Paws on the Path* activity for a full day of activities.

Availability:

The program is only offered during the Great American Campout offered in October at Lost River Cave.

Service Learning Project:

Pair this program with a Service Learning Project to make a more complete experience. Volunteer at the beginning or end of the Great American Campout, to assist other visitors with getting gear between their car and the campsite.

SUMMARY

Scouts practice responsible campout skills, wildlife identification, and present a public performance.

Requirements Met:

When completed along with the Great American Campout, this program completes all requirements needed to fulfill this adventure. At the end of the program Scouts will have experienced:

- A campout
- Overhand and square knots
- Outdoor Code and Leave No Trace
- Wildlife identification
- Camping safety measures
- Public performance

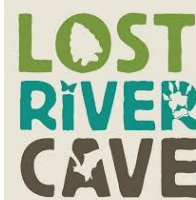


Making Connections:

With this program Scouts apply skills they learn while on an overnight campout. Completing this activity with a public group performance helps the Scouts with experience with public speaking, creativity, and dramatics. When experiencing the outdoors activities along with the performance it helps Scouts to see that it is possible to blend various skills and interests.



FINDING YOUR WAY



SUMMARY

Scouts learn cartography skills and explore geography.



Rank: Wolf

This program can be applied to the fulfillment of:

- Wolf Elective Adventures

Duration: 1.5 hours

Cooperative Learning:

When paired with the *Discovery Cave Crawl*, Scouts can learn to map underground passageways while exploring the cave.

Availability:

This program is available during any season of the year. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm. A significant part of this program is done outdoors on the trails, therefore the time of Sunset should be considered when booking evening classes.

Requirements Met:

This program completes all requirements needed to fulfill this adventure. At the end of the program Scouts will have experienced:

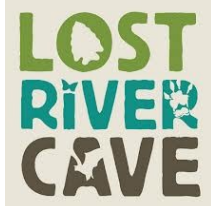
- Reading a map
- Creating their own map
- Exploring locations on the globe
- Using maps and compasses to find your way

Making Connections:

In a world where Global Positioning System units are directing the routes we take, it is important that Scouts learn to read maps and use them as they explore.



GROW SOMETHING



Rank: Wolf

This program can be applied to the fulfillment of:

- Wolf Elective Adventures
- Wolf Rank Cub Scout World Conservation Award

Duration: 2 hours

Cooperative Learning:

Plan a guided hike through the prairie to look at a unique plant environment and its changes over the years.

Service Learning Project:

Pair this program with a Service Learning Project to make a more complete experience. An invasive plant pull can help the park get rid of exotic plants that take the space and nutrients from native species.

Availability:

This program is available during the late spring and summer seasons. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm. A significant part of this program is done outdoors on the trails, therefore the time of Sunset should be considered when booking evening classes.

SUMMARY

Scouts experience growing and nurturing plants.

Requirements Met:

This program completes 3 requirements and partially fulfills the remaining two. At the end of the program Scouts will have experienced:

- Planting a seed
- Local growing zone
- Local domesticated plants
- Making a terrarium
- Hydroponics

To complete this activity after the Guided Program, Scouts will need to continue to monitor and record growing plants as stated in the requirements 1 and 5.



Making Connections:

Scouts build a connection between the local climate and plants. This helps them to see that the ecosystem is in sync. Scouts also learn to nurture nature while growing their plants helping to establish care and concern. Patience is exercised while watching plants grow.



FUR, FEATHERS, AND FERNS



Rank: Bear

This program can be applied to the fulfillment of:

- Bear Core Adventures
- Bear Rank Cub Scout World Conservation Award

Duration: 2 hours

Cooperative Learning:

Combining this program with the *Discovery Cave Crawl* can place Scouts up close and personal with the ecology of the cave—a unique and differing community than on the surface.

Availability:

This program is available during the late spring and summer seasons. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm. A significant part of this program is done outdoors on the trails, therefore the time of Sunset should be considered when booking evening classes.

SUMMARY

Scouts look at plants and animals by examining clues of their existence, watching their behavior and structures, and learning more about their dependence on a healthy ecosystem.

Service Learning Project:

Pair this program with a Service Learning Project to make a more complete experience. An invasive plant pull can help the park get rid of exotic plants that take the space and nutrients from native species. Collect litter along the trails that can be harmful to wildlife. Cleaning the gardens out of weeds and old fruit to go towards composting.

Requirements Met:

This program meets all but one requirement needed to fulfill this adventure. At the end of the program Scouts will have experienced:

- Wildlife clues and signs
- Wildlife susceptibility
- Wildlife observation
- Plants on a micro-scale
- Composting

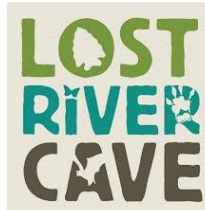
To complete this activity after the Guided Program, Scouts will need to plant an herb or vegetable garden.

Making Connections:

Understanding the interdependence that occurs in nature can help Scouts realize the dependence we have on each other and our connection with nature.



CUB SCOUT OUTDOOR ACTIVITY AWARD OPPURTUNITIES



IN ADDITION TO ATTENDING SCOUT DAY CAMP OR RESIDENT CAMP,
SCOUTS AT EACH RANK NEED TO COMPLETE A SELECT NUMBER OF OUTDOOR ACTIVITIES TO
FULFILL THE CUB SCOUT OUTDOOR ACTIVITY AWARD.

Tiger Rank: 4 activities
Wolf Rank: 5 activities

Bear Rank: 6 activities
Webelos Rank: 7 activities

A visit to Lost River Cave can provide the following Outdoor Activities:

☐ **Nature Hike**– Hike up to 3 miles on the park. Park map available to determine routes.

☐ **Picnic Fun Day**– Choose from picnic tables near the Nature Explore Classroom or the Prairie, or bring blankets and find a place in the Valley.

☐ **Nature /Conservation Project**–
Work with a Park Naturalist to create a service project for your unit. Choices can include:
Updating nesting boxes
Removing Invasive Plants

☐ **Buddy System**– Practice the Buddy System on a guided tour of the cave. There is a cost, per scout for cave tours.

☐ **Outdoor Aquatics Activity**– explore the cave on Kayak. Begin with simple basics and end with team building games. There is a cost, per scout for this activity.

☐ **Nature Observation Activity**– Lost Rive Cave is home to 7 different ecosystems

- Spring
- Prairie
- Forest
- Cave
- Wetland
- Meadow
- Bluehole

Visit these areas and compare them using the Nature Observation Activity Worksheet provided at the front desk of the Visitor's Center .

☐ **Outdoor Service Project**– Work with a Park Volunteer Coodinator to create a service project for your unit. Choices can include:
Invasive Plant Pull
Trash Collection
Garden Weeding

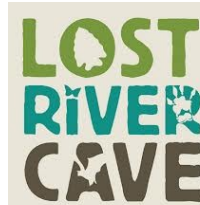
☐ **Explore a Park**–Provide each Scout with a Trail Guide and Map to the park. Hike the trails and have the Scouts learn about different facets of the park from the guide. Study the map to look at facilities provided to park visitors. Guides and Maps available at the Visitor's Center.

☐ **Pack Overnight**– Camp overnight at Lost River Cave during the *Great American Campout* in late October. There is a cost, per unit , for this activity. Reserve your spot today!

CUB SCOUT PROGRAMS AND OUTINGS

FEE SCHEDULE

ALL PROGRAMS HAVE A 5 SCOUT MINIMUM



TIGER PROGRAMS

| | |
|--------------------|-------------------|
| Backyard Jungle | \$15.00 per Scout |
| Tigers in the Wild | \$13.00 per Scout |

WOLF PROGRAMS

| | |
|------------------|-------------------|
| Paws on the Path | \$13.00 per Scout |
| Call of the Wild | \$13.00 per Scout |
| Finding Your Way | \$15.00 per Scout |
| Grow Something | \$20.00 per Scout |



BEAR PROGRAMS

| | |
|--------------------------|-------------------|
| Fur, Feathers, and Ferns | \$13.00 per Scout |
|--------------------------|-------------------|

WEBELOS PROGRAMS

| | |
|---------------|---------------------------------------|
| Walkabout | \$15.00 per Scout w/out Requirement 2 |
| | \$20.00 per Scout w/ Requirement 2 |
| Earth Rocks | \$25.00 per Scout |
| Into the Wild | \$20.00 per Scout |



CAVE TOURS

| | |
|----------------------|-------------------|
| Cave Boat Tour | \$5.00 per Scout |
| Discovery Cave Crawl | \$30.00 per Scout |
| Kayak the Cave | \$30.00 per Scout |

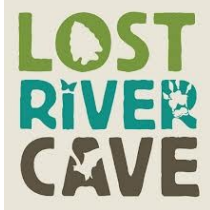
EXTRAS

| | |
|------------------------------------|---------|
| Small Gemstone Sluice bag | \$3.50 |
| Large Gemstone Sluice bag | \$5.50 |
| Fossil Sluice bag | \$8.50 |
| BIG Gemstone and Fossil Sluice bag | \$16.50 |
| Bucket Gemstone and Fossil bag | \$19.50 |



The use of the trails, picnic areas, and the Nature Explore Classroom are ALWAYS FREE!

CONTACT INFORMATION



To inquire about or schedule a
Scout Program please contact :

Chad Singer or Annie Holt
at 270-393-0077

or

Chadwick@lostrivercave.org

Annie@lostrivercave.org

