



Air of the Wolf

Cub Scouts · Elective · Wolf rank

Name

Started

Completed

Air of the Wolf is about making things fly. You'll build paper airplanes, test them like a scientist, and invent your own flying machine. Every crash teaches you something new.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/cub-scout-adventures/air-of-the-wolf/). Tips and examples are ideas, not extra requirements.

- ☐ 1 Make a paper airplane, fly it five times, and record each flight's distance and time

Tip: Fold your plane, then measure each flight with a tape measure and time it with a stopwatch.

Example: Your chart might show five flights of a dart-shaped plane: 12 feet in 1 second, 15 feet in 2 seconds, and so on. Throw the same way every time so the test is fair.

- ☐ 2 Make a paper airplane of a different design, fly it five times, and record each flight's distance and time

Tip: Try a new design, like wider wings or a pointy nose. Fly it five times too.

Example: Try a glider with wide, flat wings. It may not go as far, but it might stay in the air longer. Fly it five times from the same spot.

- ☐ 3 Compare and contrast the two airplanes' flight distances and times

Tip: Make a simple chart and compare. Which plane went farther or stayed up longer, and why?

Example: Compare your charts: "The dart went farther, but the glider stayed up longer." Then guess why. Maybe the wide wings caught more air.

☐ **4** Build something that flies that is not a paper airplane

Tip: Try a paper helicopter, a straw rocket, or a kite.

Example: Build a paper helicopter that spins as it falls, a straw rocket you launch with a puff of air, or a parachute made from a plastic bag for a small toy.