



Code of the Wolf

Cub Scouts · Elective · Wolf rank

Name

Started

Completed

Code of the Wolf is about secret codes, patterns, and shapes. You'll send coded messages, play pattern games, and notice math all around you. It's like being a detective and a math wizard at once.

Requirements

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

- ☐ **1** Make up a secret code and send a message in it to a den or family member, who then answers you in the same code

Tip: Try a simple code where A=1, B=2, and so on. Send a secret message to someone in your den or family, and have them answer you in the same code.

Example: Try a shift code: every letter moves one forward, so CAT becomes DBU. Trade messages with a den buddy or your adult and see who cracks theirs first.

- ☐ **2** Build and play a game that uses codes or patterns

Tip: Make a pattern game, like guess-the-next-color, and play it with your den.

Example: Make cards that each show a pattern, like red-blue-red-blue, and have the other player pick the card that comes next. Or play a clap-and-stomp pattern game with your den.

- ☐ **3** Pick one shape, look around you, and write down where you see it and how it is used

Tip: Pick circles or triangles and take a walk to spot them. Write down where you found each one.

Example: If you pick triangles, your list might include a yield sign, a slice of pizza, a roof, and the beams on a bridge. Talk about why a triangle works well in each place.

- ☐ **4** Use a package of mixed-color items to find out which color is most common

Tip: Open a bag of colorful candy or cereal, sort by color, and count which color has the most.

Example: Pour out a bag of colored cereal, sort it into piles, and count each one. Make a bar graph so everyone can see which color won.

