



## ADVENTURE WORKSHEET

# High Tech Outdoors

Cub Scouts · Elective · Arrow of Light rank

Name

Started

Completed

High Tech Outdoors shows how technology can make outdoor adventures safer and easier. You'll use apps to check weather and learn knots, then think up your own gear improvements. Who knows, you could invent the next great camping gadget.

## Requirements

Every official requirement, in plain language. Check the official wording when you sign off ([scouting.org/cub-scout-adventures/high-tech-outdoors/](https://scouting.org/cub-scout-adventures/high-tech-outdoors/)). Tips and examples are ideas, not extra requirements.

- ☐ **1** With an adult, check a weather app or website for the forecast for an outdoor activity and talk about how to prepare for that weather

**Tip:** With an adult, check a weather app before an outing and decide what to bring or change.

**Example:** If the forecast shows 40 percent rain after 2 p.m., your plan might be: start the hike early, pack rain jackets and a tarp, and set a turnaround time. Check again the morning you leave.

- ☐ **2** With an adult, find a knot-tying app, choose a knot from it, and learn to tie it with the app's help

**Tip:** Use a knot-tying app with an adult and practice the knot until you can tie it without looking.

**Example:** Use an app to learn the taut-line hitch, then practice it on a tent guyline until you can tie it without the app. Show your patrol how it lets you tighten a line that sags.

☐ **3** Talk about how technology has made camping gear better

**Tip:** Compare old and new gear, like heavy canvas tents and light modern ones. Ask an older camper.

**Example:** Old tents were heavy canvas with wooden poles; today's use light nylon and aluminum poles. Sleeping bags, water filters, headlamps, and rain gear have all changed too. Pick one and compare.

☐ **4** Come up with a way technology could improve camping gear you use on one of your outdoor activities

**Tip:** Draw your idea for better gear, like a smarter water bottle or warmer sleeping bag.

**Example:** Draw your idea and label it: a water bottle that shows how much you've drunk today, a tent stake that glows so no one trips, or a sleeping pad that warns you when it's losing air.