



Paws on the Path

Cub Scouts · Required · Wolf rank

Name

Started

Completed

Paws on the Path is all about getting ready for a nature walk and then taking one. You'll learn what to bring, who to stick with, and how to care for the places you explore. Then you get to see what animals might live nearby.

Requirements

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

☐ **1** Name the Cub Scout Six Essentials and show what you do with each one

Tip: Lay out the Six Essentials on a table and take turns explaining what each one is for.

Example: Lay out the Six Essentials and give each one a job: the whistle is for if you get separated, the flashlight for when it gets dark early, the snack for when your legs get tired.

☐ **2** Learn how the buddy system works outdoors and pick a buddy for your walk

Tip: Pick a buddy and practice checking in with each other every few minutes during a game.

☐ **3** Identify the right clothes and shoes for your walk and do your best to wear them on it

Tip: Check the weather first, then pick comfy shoes and layers you can take off or add.

Example: On a chilly morning you might wear a T-shirt, a sweatshirt, and a jacket you can take off as you warm up, plus sneakers or boots you've already worn a lot.

☐ **4** Learn the Outdoor Code and the Leave No Trace Principles for Kids

Tip: Act out each Leave No Trace principle as a skit, or make up hand motions to remember them.

Example: Pick one Leave No Trace idea to practice on your walk, like "Trash your trash." Bring a small bag and carry out every wrapper, even the tiny corners.

☐ **5** With your den, pack, or family, walk outside for at least 30 minutes exploring nature; describe four animals, wild or domestic, you could see

Tip: Walk slowly and quietly to spot more. Look for tracks, nests, and holes as clues to animals.

Example: Your four animals might be a squirrel (chewed acorns), a robin (a nest), a deer (hoof prints in mud), and an earthworm (little dirt piles after rain).