



ADVENTURE WORKSHEET

Webelos Walkabout

Cub Scouts · Required · Webelos rank

Name

Started

Completed

Webelos Walkabout is a 2-mile hike that you help plan from start to finish. You'll pack the right gear, check the weather, and learn simple first aid for the trail. It's a great first step toward bigger hikes.

Requirements

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

- ☐ **1** Get ready for a 2-mile walk outdoors: gather your Cub Scout Six Essentials plus clothes and shoes suited to the weather

Tip: Lay out your Six Essentials and clothes on your bed the night before, then pack them in a small daypack.

- ☐ **2** Plan a 2-mile walking route

Tip: Look at a map of a local park or trail with an adult and pick a loop that's about 2 miles long.

Example: Your plan can fit on one card: the trail name, where you'll park, the loop you'll walk, about how long it should take, and where the bathrooms and water are.

- ☐ **3** Check the weather forecast for when your 2-mile walk is planned

Tip: Check the forecast the day before and the morning of your walk on a weather app or website.

- ☐ **4** Go over the four points of the SAFE Checklist and how you'll use them on your 2-mile walk

Tip: Talk with your den about each SAFE point, like who's in charge and what to do if the weather turns.

Example: SAFE for a walk: Supervision means which adults are coming. Assessment means checking for hazards like a busy road crossing. Fitness and skill means everyone can walk 2 miles. Equipment and environment means the right shoes, water, and weather.

- ☐ **5** Show first aid for problems that could happen on the walk: blisters, sunburn, a sprained ankle, dehydration, and heat-related illness

Tip: Practice each kind of first aid with a buddy, like wrapping an ankle or covering a blister.

Example: Practice with a buddy: cover a blister spot with a bandage or moleskin, help someone with a sore ankle sit and rest it, and know that drinking water and resting in shade help with heat.

- ☐ **6** Take your 2-mile walk with your den, pack, or family, following Leave No Trace Principles for Kids plus the Outdoor Code

Tip: Pack out all trash and stay on the trail. See how many Leave No Trace ideas you can practice.

- ☐ **7** After the walk, talk with your den about what went well and what you'd change next time

Tip: After the walk, have each scout share one thing they liked and one thing they'd change.

Example: After the walk, each Scout shares one thing that went well and one thing to change, like "We brought enough water, but next time we'll start earlier when it's cooler."