



# Code of the Wolf

Wolf Elective



# Note to Parents, Guardians, or other Caring Adult

Occasionally, the requirements ask the Cub Scout to address or present to their den. This can be facilitated by recording your Scout with the use of a smartphone, computer with a camera, or an alternative device. WHEN RECORDING, PLEASE ENSURE THAT YOUR SCOUT IS WORKING WITH AN ADULT TO VERIFY THAT WE ARE USING SAFE INTERNET PROTOCOLS AND PROPER YOUTH PROTECTION GUIDELINES.

Please send or email your videos to your local Den Leader or Cubmaster so they can record your completion on this elective.

You can complete any of the requirements, but this slideshow is designed with preselected activities that would be most suitable to complete at home.

# Online Resource

[Code of the Wolf Workbook](#)



# Code of the Wolf Requirements

Complete the following Requirements.

1. Complete two of the following:
  - a. With the members of your den or family, make a game with simple materials that requires math to keep score.
  - b. Play a game of "Go Fish for 10s."
  - c. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.
  - d. Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14.
  - e. Make a rain gauge or some other measuring device, and use it.
2. Complete one of the following:
  - a. With other members of your den or family, identify three different types of shapes that you see in nature.
  - b. With other members of your den or family, identify two shapes you can see in the construction of bridges.
  - c. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.
3. Complete one of the following:
  - a. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:
    - i. Draw a graph showing the number of items of each color.
    - ii. Determine what the most common color is.
    - iii. Compare your results to those of the other Scouts.
    - iv. Predict how many items of each color you will find in one more package.
    - v. Decide if your prediction was close.
  - b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.
  - c. Have each member of your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6-10, 11-15, 16-20, and more than 20 tries to sink their shots.
4. Complete one of the following:
  - a. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code.
  - b. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
  - c. Practice using a code stick to create and decode a message

# Code of the Wolf

## Requirements

### 1b. Play a game of "Go Fish for 10s."



Rules:

You need a deck of ordinary playing cards with the face cards and 10s removed.

1. Each player is dealt 5 cards.
2. Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them.
3. Players take turns asking each other for a card that will make 10 with a card in their own hands.

If a player gets the card he or she asked for, he or she puts the pair down and picks a new card from the deck.

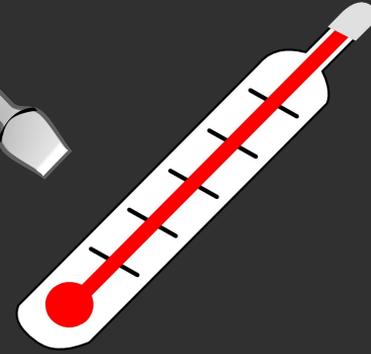
If a player does not get the card that he or she asked for, the player must "Go Fish" and pick a card from the deck.

If the new card makes 10 with a card in the player's hand, he or she puts the pair of cards down and takes another card.

If a player runs out of cards, the player picks two new cards.

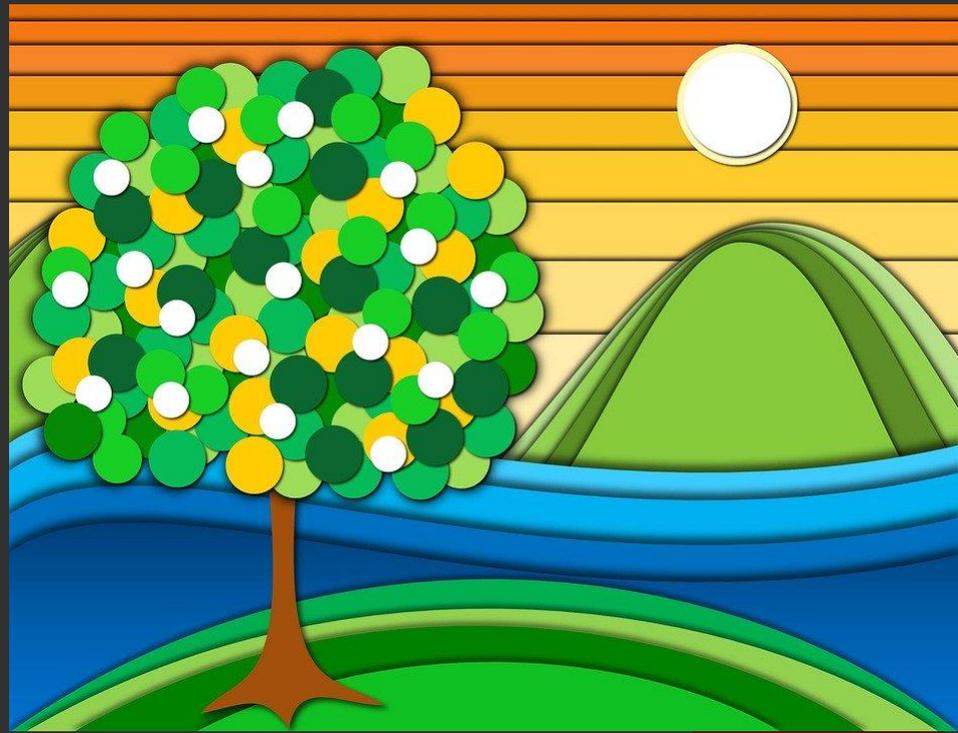
# Code of the Wolf Requirements

1c. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.



# Code of the Wolf Requirements

2a. With other members of your den or family, identify three different types of shapes that you see in nature.



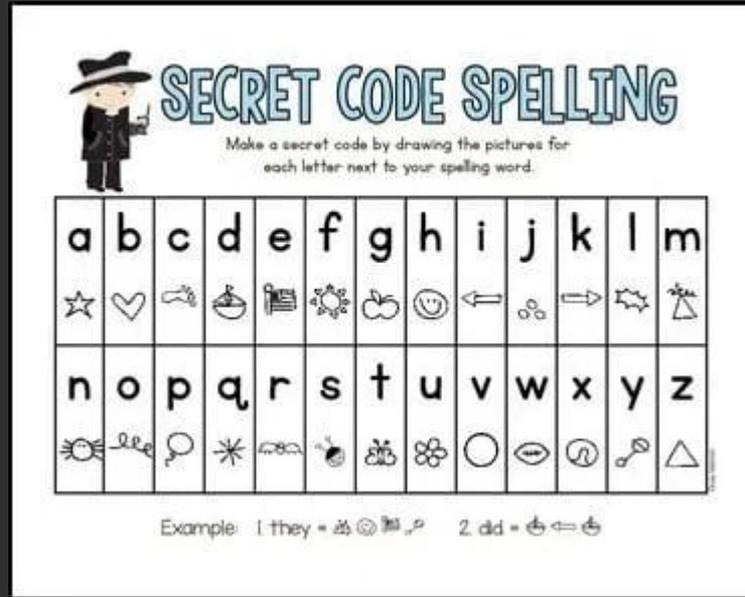
# Code of the Wolf Requirements

3b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.



# Code of the Wolf Requirements

4a. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code.



**SECRET CODE SPELLING**  
 Make a secret code by drawing the pictures for each letter next to your spelling word.

a	b	c	d	e	f	g	h	i	j	k	l	m
☆	♡	☞	☕	🇺🇸	☀️	🍏	😊	←	⊙	⇒	⚡	🧪
n	o	p	q	r	s	t	u	v	w	x	y	z
👁️	🐛	💬	✳️	☞	👁️	🍄	🌸	◯	↔️	🌀	🔍	△

Example: 1. they = ☞ ☺ ☹️ ☹️ 2. dd = ☞ ← ☞

