

2018 Webelos Resident Camp Course Offerings & Descriptions

Course Name & Area	Course Descriptions
OUTDOOR SKILLS	
3 Mile Hike - Walkabout	A completion at camp. Scouts will go on a hike, learn about first aid kits, Outdoor Code & Leave No Trace Principles, identify plants, animals and insects
Outdoorsman (Camper)	A completion at camp. Participate in a campout, set up tents, learn about extreme weather conditions, learn the bowline knot, recite the Outdoor Code and the Leave No Trace Principles.
Cast Iron Chef	A completion at camp. Learn to plan & budget a menu, learn different methods of food preparation and learn how to build a fire in an appropriate outdoor location.
Castaway	A partial at camp. Demonstrate how to light a fire, build a shelter, learn about an outdoor survival kit. Ways to treat drinking water, what to do if lost in the woods and learn the qualities of a good leader.
First Responder	A completion at camp. What is first aid? Learn about different injury cases, as well as choking and treatment for shock. Learn how to treat: cuts-scratches-burns-sunburn-blister-bites. Have the opportunity to hear from a medical professional
COMM/TECH	
Adventures in Science	A partial at camp. Will learn how to do a "fair test" comparison, build a model solar system, build and launch a rocket and learn about electricity circuits
Game Design	A partial at camp. Learn elements of a game, safety rules about using the internet and how to create your game.
Radio Fox Hunt	A fun-filled activity where participants use radio direction finding techniques to locate one or more radio transmitters that are hidden.
Robotics	A fun-filled activity where Scouts will learn the basics of robot construction and have the opportunity to build their robot. An additional fee of \$10 for the robot kit.
FIELD SPORTS	
Human Foosball	Just for FUN! An opportunity to play as a life-size foosball team with your pack.
BMX Bike	FUN activity. Learn the history of BMX biking, safety & equipment and ride the course. Bikes and equipment are provided.
Sportsman	A completion at camp. Learn signals used by officials for various sports, participate in two sports while at camp and will learn aspects of "good sportsmanship".
Stronger, Faster, Higher	A partial at camp. Explanation of warming up/cooling down with exercising; record results in various degrees of activities, will learn a new sport & participate in an obstacle course.
NATURE	
Earth Rocks	A completion at camp. Scouts will work on meeting the requirements to complete this adventure - learn about geology, rocks, minerals, do a mineral test, geological features, building materials used in the home and community.
Into the Wild	A completion at camp. Learn to care for different insects & amphibians while visiting the nature center. Discover different creatures in the wild; ecosystems and the balance of nature.
Into the Woods	A partial at camp. Will be able to identify plants, trees and how they impact the environment; learn about the parts & growth rings of a tree, and visit the camp nature center.
HANDICRAFT	
Build It	A partial at camp. Scouts will have the opportunity to learn how to safely use basic tools, as well as work and build a project using some of those tools.
Duct Tape Adventure	This is a fun-filled activity to do some "ductagami" making interesting things out of duct tape. Duct tape can be purchased at the trading post.
Engineer	A completion at camp. Learn about the different types of engineers in our society, examine blueprints, design your own project and learn the aspects of building a bridge.
Open Crafts - Rockets	This is an opportunity to finish building your rocket or do a different craft such as leather stamping. Craft kits can be purchased in the trading post to do during "Open Crafts".
AQUATICS	
Aquanaut (pool)	Must attempt the BSA swim test prior. Learn safety precautions for any water activities; skills for boating; learn different swimming strokes, and the proper way to wear a life jacket.
Aquanaut Boating (waterfront)	This class is needed in addition to Aquanaut if working on completing the Aquanaut Elective. Learn about boating safety, how to select the proper paddle & with adult supervision paddle a canoe or rowboat.
Learning to Swim (pool)	If a non-swimmer this is an opportunity to complete the goals to become a classification of 'Beginner Swimmer'. This is not a requirement for Aquanaut or Aquanaut Boating, the only requirement for the BSA Swim test is to 'Attempt it'.
Open Boating (waterfront)	An open time to do more boating while at camp.
Open Swim (pool)	An open time to do more swimming during your stay at camp.
SHOOTING SPORTS	
Archery	Scouts will have the opportunity to work towards meeting the requirements to earn the shooting sports Rank level patch and discipline pins. This will allow Scouts to focus on their archery skills.
BB Gun	Scouts will have the opportunity to work towards meeting the requirements to earn the shooting sports Rank level patch and discipline pins. This will allow Scouts to focus on their BB gun skills.
Open Shooting Sports-Sling Shots	Open to those who want more practice or just enjoy the shooting sports area.