



DUTY TO GOD FOOTSTEPS



RATIONALE FOR ADVENTURE

This adventure will help each Wolf Scout develop a consistent awareness of his duty to God. He will also explore ways that he can practice his family's beliefs as part of living out his duty to God.

TAKEAWAYS FOR CUB SCOUTS

- We should show reverence for those of great faith who came before us.
- Religious freedom is one of the founding principles of our country, and Scouting honors that freedom.
- Practicing one's religion—walking the “footsteps”—shows reverence and duty to God.
- A Scout is reverent. 

ADVENTURE REQUIREMENTS

Wolf Handbook, page 68

Complete requirements 1 and 2.

1. Do both of these:
 - a. Visit a religious monument or site where people might show reverence.
 - b. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.
2. Complete 2a and at least two of requirements 2b–2d.
 - a. Give two ideas on how you can practice your duty to God. Choose one, and do it for a week.
 - b. Read a story about people or groups of people who came to America to enjoy religious freedom.
 - c. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you of how to show reverence, or demonstrates your duty to God.
 - d. Offer a prayer, meditation, or reflection with your family, den, or pack.

NOTES TO DEN LEADER

Meeting 1 will be an outing to a religious monument or reverential historic site (requirement 1a). Scouts may complete the outing with their families or with their dens.

If the den will conduct the outing together, be sure to contact the proposed location well in advance to set up the meeting and make any necessary plans. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

See the Appendix for optional den meeting activities, including gatherings, openings, and closings

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- If you need help finding a location for the outing, check with a local historical society for suggestions. Requirement 1a for this adventure in the *Wolf Handbook* also provides some ideas.
- Contact someone in charge at the site to make plans for the visit and to see if a tour guide is available. Let them know how many Wolf Scouts and adults to expect.
- Collect signed activity consent forms from parents for Scouts to attend.
- Make all the necessary transportation arrangements.

- Prepare thank-you notes for anyone who helps with the outing.
- Obtain a U.S. or den flag that can be used in a flag ceremony at or near the site. This can be a small flag carried by one Scout as the flag bearer.
- Also bring two flags for flag-folding practice (Gathering).
- Bring permanent markers and a section of cloth large enough for each Scout to draw a picture or write a message on it (Activity 2).
- Write the words for Scout vespers on a poster or on individual slips of paper (Closing).

GATHERING

- Remind Wolves of the buddy system, staying with the group, and observing all rules for behavior at the site. Remember, a Scout is courteous and abides by all of the rules and customs at an outing location.
- Review any questions the boys want to ask during the tour, to make certain all are appropriate.
- The den chief leads flag-folding practice.

OPENING

- Conduct a simple flag ceremony that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law. Follow this with a silent prayer.

TALK TIME

- Introduce the Duty to God Footsteps adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Have each Scout choose two of the options for requirement 2 to complete at home so he can report what he did at the next meeting.
- Have each Scout sign the thank-you note(s) you prepared.

ACTIVITIES

◆ Activity 1: Religious Monument or Site Visit (Requirement 1a)

Tour the site as a den, and allow time for the Scouts to ask their questions. When the tour is finished, have everyone thank the people who helped and present the thank-you note(s).

◆ Activity 2: Visual Display (Requirement 1b)

Find a place where the Scouts can sit and create something on the large section of cloth. Pass out markers for them to draw pictures or write messages about what the site meant to them personally.

CLOSING

Gather the den members in a circle and recite the Scout Vespers, if appropriate.

*Softly falls the light of day,
While our campfire fades away.
Silently each Scout should ask:
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?"*



Do-at-Home Project Reminder:

Tell each Scout to think of two ways he can practice his duty to God and choose one to do for a week (requirement 2a). Then have him pick at least two of the other options in requirement 2 and be ready to tell at the next meeting what he did to complete the requirement.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1a and 1b.
- Ensure cleanup takes place.
- Bring the decorated cloth to the next pack meeting and display it.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- Arrange a time and place for casting each Scout's footprint on paper or in plaster of paris before the meeting (Activity 2).
- Collect ribbons and dowels to create footprint wall hangings if the boys use plaster of paris, or construction paper, paints, permanent markers, and wiggle eyes, etc., if they use paper.
- Printed copies of wolf prints, enough to make a trail around the meeting place (Gathering).
- Poster board with words for the "America's Great Beauty" song. Bring a recording of the "Battle Hymn of the Republic" so Scouts can learn the tune if they do not already know it (Opening, requirement 2c).
- Notify parents that the Scouts will be using paints during the meeting, so they should wear activity clothes instead of their Cub Scout uniforms.

GATHERING

Wolf Prints Game. Place the wolf print copies in a trail around the floor of the meeting place. Have the trail change direction at several points and leave an activity card in those places with an activity instruction on each card. For example: "Jump in place five times." "Walk twice in a circle." "Say the Scout Law." "Say the Scout Oath." "Show a sign of being reverent." "Reach up high."

OPENING (REQUIREMENT 2C)

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Sing "America's Great Beauty" to the tune of the "Battle Hymn of the Republic."

*My eyes have seen the beauty of the land and skies and seas,
America's great beauty makes me fall upon my knees.
To thank my God who made her, and to ask him please,
Keep my homeland safe and strong.*

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Duty to God

Have each Scout share with the den what he completed for requirement 2, including how he practiced his duty to God throughout the week. They may bring pictures, books, or other items to make a presentation.

◆ Activity 2: My Footprints

Have paints, permanent markers, and other craft materials on hand for Scouts to decorate the footprint they made on paper or in plaster of paris.

CLOSING

Have each Scout show his footprint and tell about how it was decorated. Then gather in a circle and tell them: *All of these footprints are different, not only in size and how you decorated them but also in how unique each one of you is as a child of God. You are very special, not only to your families but to God, too. In the years ahead, you will continue to grow and your own footprints will get bigger; as this happens, remember to keep your feet moving forward, doing your duty to God.*

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 2.
- Work together to clean up the meeting place.

Upon completion of the Duty to God Footsteps adventure, your Wolves will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



MEETING 2 RESOURCES

GAME (GATHERING)

