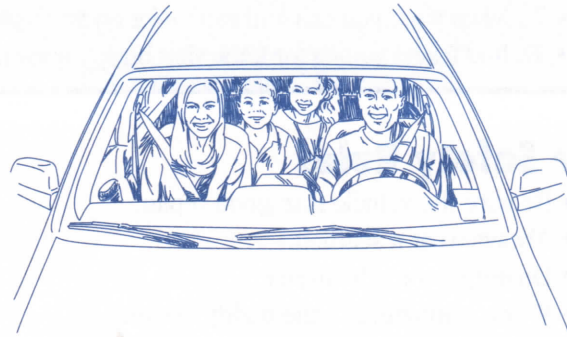


Cub Scout Academics: Family Travel



REQUIREMENTS

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

Belt Loop

Complete these three requirements:

1. Make a list of things you would take on a three-day trip with your family, then pack these items in a bag or suitcase.
2. With an adult's help, figure out the cost and miles to complete a trip to a place of interest using the family car or public transportation.
3. Research at least five places to visit during a trip to a place of interest. Explain what you learned to your family.

Academics Pin

Earn the Family Travel belt loop and complete five of the following requirements:

1. Go on a trip with your family that includes at least one overnight stay. Keep a journal of your trip and then share it with your den leader.
2. Play a travel game while traveling in a car.
3. With an adult, review the *Guide to Safe Scouting*, chapter XII, "Transportation." Then make a list of safety rules to follow when traveling in the car or while using public transportation such as a bus, plane, boat, and train. Share the list with your den.
4. With the help of a parent or adult partner, use a computer to look up an airfare from your closest airport to a city in a foreign country. Calculate the total travel time, the day and time you will leave your home, and the day and time you will arrive at your destination.
5. Visit a travel agent office or look up a travel Web site.
6. Using pictures, explain to a family member how people's forms of transportation have changed in the last 300 years.
7. Visit with an adult who has driven in a different country. List five things that the adult found to be very different from driving in the United States.
8. Make a list of occupations that people have that are related to traveling. Describe the position you would like to try. Explain to a family member why you chose that occupation.

Resources

Your local library, schools, and the Internet all are excellent sources for travel information.

- To find out how to apply for a U.S. passport, visit http://travel.state.gov/passport/passport_1738.html.
- To convert U.S. currency to another currency, visit <http://finance.yahoo.com/currency?u>.
- To find a map of a place of interest, visit <http://maps.google.com/maps> or <http://www.mapquest.com>.
- To find out which side of the road drivers in other countries drive on, visit <http://www.brianlucas.ca/roadside>.
- To learn what you can and can't take on an airplane, visit <http://www.tsa.gov/travelers/index.shtm>.
- To find travel games for kids, visit <http://www.kidsturncentral.com/summer/travelgames.htm>.

Car Safety Rules

- Be sure the vehicle is in good repair.
- Always wear a seatbelt.
- Do not distract the driver.
- When stopping, use the buddy system.
- Leave nothing valuable in the car.
- Do not exit the car on the traffic side.
- Do a head count before starting out again.

Hotel Safety Rules

- Know how to call 911.
- Know where the fire exits are located.
- Sleep with a light next to your bed.
- Never answer the door unless you know who is on the other side and you have your parent's permission.

- _____ 9. Learn how to apply for a U.S. passport. With adult supervision, read an actual application and complete as much of the form as you can.
- _____ 10. Change \$1,000 U.S. dollars into pounds, Euros, or pesos.
- _____ 11. With an adult, conduct a motor vehicle inspection of the car designated for traveling. Use the checklist provided in the *Guide to Safe Scouting* appendix, called "Annual Motor Vehicle Checklist." The appendix to the *Guide* can be found at www.scouting.org/scoutsource/HealthandSafety/GSS/gssax.aspx.

Books for Travel

Everything Kids' Travel Activity Book, by Erik A. Hanson and Jeanne Hanson. Adams Media, 2002.

Frommer's 500 Places to Take Your Kids Before They Grow Up, by Holly Hughes. Frommer's, 2006.

Kid's Trip Diary, by Loris Bree and Marlin Bree. Marlor Press, 2007.

Oh, the Places You'll Go! by Dr. Seuss. Random House Books for Young Readers, 1993.

Our 50 States: A Family Adventure Across America, by Lynne Cheney. Simon & Schuster Children's Publishing, 2006.

Travel Games

Color Match. Choose a color and watch out the window for objects of the same color. Try to find ten objects before choosing a new color.

Alphabet Game. Using the alphabet, starting with A, watch out the window for road signs, billboards, store signs, etc., that begin with the call letter. Once you find an "A," move on to "B," and so on until you have completed the alphabet.

Number Game. Similar to the alphabet game, but using numbers. Watch out the window for numbers from 1 through 9, in order.

I See It! Make a list of things to watch for during the drive. Items could be put on a bingo card for kids to color in the square when the item is seen. The list could include animals, trees, plants, mountains, fences, buildings, billboards, schools, places of worship, different types vehicles, lakes, railroad signs or tracks, etc.

Tic-Tac-Toe. Print out lots of tic-tac-toe sheets for everyone to play!

License Plate Game. See how many different license plates you can find. Keep track of the states.