Timberwolf Badges

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The Timberwolf Program follows a pattern of investiture followed by earning two stars for demonstrating general scout skills. Generally they are able to earn the first star within the first 3 - 12 months. Over the next 6 - 18 months, the scout works on earning their second star, then they can focus on the twenty Special Proficiency badges available. They are also able to earn a Whittler's Card by demonstrating knife skills and safety.

The meeting suggestions below are just that: suggestions. You can accomplish these requirements over whatever timeline works for your group. It's also good to track the kids' badge requirements over time and have some flexibility in meetings to help the kids meet their goals. Many of the meetings will cover multiple requirements or even multiple badges and you will repeat activities over time, which helps ensure the kids will be able to earn their badges, even if they miss a meeting or two. If you are looking for a meeting agenda that meets a specific requirement, you can search all meeting ideas by badge requirement on the Meeting Agendas page.

A note about inclusivity: all badge requirements may be adapted and modified to fit the abilities of your scouts. The goal is to keep the scouts engaged and having fun.

Tenderpaw (Investiture) Badge



The first badge your scouts will earn is the Tenderpaw badge. This should only take one or two meetings, and revolves around learning what it means to be a Timberwolf.

It's good to come back to the basics and refresh every once in a while even if you all the kids have earned their tenderpad. You can incorporate the motto, law, and promise into your opening ceremony, for example, which will help the kids remember them over time.

All of the requirements can be met using the following meeting agenda:

- Welcome to Scouting

Requirements

Know what it means to be part of a Pack

The Old Wolf's Story at the beginning of the Timberwolf handbook is a great way to start off. One idea is to have some sort of costume piece that gets kids in the spirit and helps the leader embody the Old Wolf. Once you read the story, ask the kids to talk about the questions at the end, especially talking about how they are the same/different from wolves.

The story of Mowgli from the Jungle Book by Rudyard Kipling is also included as a traditional Scouting story. If you have already read one of the stories, you could read the other if you have additional kids coming in to be invested.

Recite from memory the Timberwolf Law. Explain its meaning in your own words.

The Cub respects the Old Wolf, the Cub does not give into themselves.

Recite from memory the Timberwolf Promise. Explain its meaning in your own words.

I promise to do my best, to do my duty to [my community], to keep the law of the timberwolf pack, and to do a good turn every day.

This is a good opportunity to have a discussion about what the kids want to pledge to do their duty to. What is meaningful to them?

Demonstrate theTimberwolf Sign and Salute



Take part in a Pack and Six activity.

This could be a hike, a game, a meeting, a campout, etc.

Show that you know how to do the Grand Howl.

The Grand Howl is a chance for the kids to get a little silly and get in the spirit of scouting. The Grand Howl can also be worked into your opening and closing ceremonies.

Grand Howl

(Scouts sit on haunches, with fingers making ears)

Pack: Olllllld Wolf, We Do Our **jump** Best!

Old Wolf: DYB! DYB! DYB! DYB!

Pack: DOB! DOB! DOB! DOB!

Participate in an opening and closing ceremony

The opening and closing ceremonies can be as complicated or simple as you like. Bringing in a sense of theatricality can help the kids engage. You may want to start with something a bit more simple, then bring in more theatrical elements as the kids get more comfortable with the Grand Howl. Check out the Timberwolf Ceremonies page to see some example scripts of opening and closing ceremonies.

Recite the Timberwolf Motto from memory. Explain its meaning in your own words.

Do your best

Know about the three Baden-Powells and Scouting around the world

There is a good summary of the lives of Robert, Agnes, and Olave Baden-Powell in the Timberwolf Handbook. A short discussion about the history of the scouting movement and inviting the kids to share their thoughts about the questions at the end of that section should suffice for this requirement.

First Star

Once scouts have earned their Tenderpad badge, they can begin working on their first star. They must complete the first star before they can display any Special Proficiency Badges on their uniforms.

Requirements

Know about the United States flag and other community flags & symbols

This requirement covers both knowing about the American flag, including how to fly and fold it, and flags/symbols in general. Timberwolves are often responsible for raising and lowering the flag at campouts, so they should have ample time to practice these skills over the course of their time with the pack.

Flags can be a contentious topic for some families. Talking about the flag is a great opportunity to discuss why people may have complicated feelings about some flags. It's also a chance to discuss the use of flags for communities/movements beyond just countries. Many groups fly an inclusivity flag alongside the American flag, for example. You could also talk about the history of folks using the flag as a way to protest policies and actions that they disagree with.

You can also use this as an opportunity to have the Timberwolves create flags for their Six, which can be a fun chance for team building and good practice for collaboration.

Know about the United States National Anthem

If kids aren't familiar with the National Anthem, you can sing it together. I also like to tell the (somewhat dramatic) story of how the National Anthem was written. Here's a more in depth link about the history that you can then relay in your own words to the kids: The Story Behind the Star Spangled Banner

If you prefer to use a different song that is significant to your community, that is an acceptable substitution. Many States have a state song, for example. As with the flag, this is a good opportunity to

discuss the customs around anthems, including using them as a vehicle for peaceful protest.

Be able to tie a Reef (Square) Knot and Sheet Bend and know their uses

These two knots are both used to tie two ropes together, but the reef knot is used for ropes of equal thickness while the sheet bend is used for ropes or fabric of different thicknesses. Using two different colored ropes or lengths of paracord is a good way for the kids to easily be able to tell which rope is which.

Know how to keep your body clean and healthy

This is a great chance to teach the kids about the paws & claws inspection (basically checking to make sure they've washed their hands well). You could do a demonstration by mixing glitter in oil to represent germs and then having the kids see how long it actually takes to wash all of it away.

Ask the kids about healthy habits and talk about what they do to stay healthy. Touch on oral/dental hygiene, staying active, eating a varied and balanced diet, drinking plenty of water, and getting enough sleep. You could also do this in concert with the Otters, since they have a similar requirement for their safety badge.

Try your best at four or more physical skills

With just some playground cones, you can easily turn this into an obstacle course and have the kids take turns going through it. You could also combine these activities with some of the activities for the Athlete badge and do it as a field day style meeting.

A weighted stuffed animal/beanbag works well for the “carry a weighted object on your head” activity.

Be able to tell time by an analog clock

This is a matter of practice. You may be able to find some clocks with different number styles at a thrift store and practice telling time using those. Kids can also practice this at home using the clock drawings in their Timberwolf Handbooks.

Show how to clean your shoes and fold your clothes neatly

For this one, you could bring some shirts and pants and have the kids practice folding them. You can also have the kids practice cleaning boots, maybe after a particularly muddy hike.

Show that you understand road safety rules for biking and walking

This is a great requirement to cover along with another special proficiency badge, such as the Guide badge, the Cyclist badge, or the Map Reader badge. Talk about safety, have the kids demonstrate hand signals, and practice staying on the right side of the path. You could also turn this into a game by presenting scenarios and having the kids share what the best practice is in that situation.

Tell a story from a book to your six or pack

Check out the list of Timberwolf books, and please let us know if you have other recommendations or suggestions. It's great if the kids can read a book with an outdoors/scouty theme, but that is not required. You could spread this out over time, or have one meeting where the kids take turns sharing their stories, maybe while working on something like a craft project that keeps their hands busy but their ears open.

Have at least three months satisfactory service as a Timberwolf

Generally by the time you've completed all the other requirements, this one is complete. If a kid is regularly not attending meetings, you may want to figure out how many meetings you typically hold in a month (2? 4?) and check this off once they've attended the number equal to three months of meetings.

Repass the Tenderpad Tests

If you are regularly holding opening/closing ceremonies, you will have been reviewing most of the Tenderpad requirements at each meeting. Ask the kids what they have enjoyed about their time in the Timberwolf pack and have them recite the motto, law, and promise. You can also ask them what they remember about the Baden-Powell family and the history of scouting. If you have new scouts joining, you can also have the First Star candidates teach the Tenderpad skills to the new scouts.

Second Star

Once Timberwolves have completed their first star, they are ready to begin working on their second star. This involves more advanced outdoor skills. Earning the second star also allows scouts to display as many Special Proficiency Badges as they can earn on their uniforms.

Requirements

Use the alphabet in Semaphore, Morse Code, or American Sign Language (ASL)

Use a compass to show the knowledge of the eight principle points

Know how to tie a bowline and clove hitch and explain their usage

Understand the meaning of thrift in all things and show you are carrying this out in practice

Produce a satisfactory model, useful object, or series of sketches made entirely by yourself

Know how to lay and light a fire out of doors, explain proper fire safety to your leader, and show that you understand how to "Leave no Trace"

Run, cycle, or travel with a verbal message of at least 15 words by a certain route, and deliver it correctly

Know what to do in an emergency: know how to use a phone and understand when to get an adult

Understand and demonstrate basic first aid: understand the danger of dirt in a wound, show how to clean and dress a cut and how to treat a burn/scald, know the simple treatment for shock

Observe and point out three trees, three birds, and three other natural things

Have at least one Scouting Year of satisfactory service as a Timberwolf

Repass the Tenderpad and First Star tests

Special Proficiency Badges

Scouts are not able to display any Special Proficiency badges until they have earned their first star, at which point they can display two. Once they have earned their second star they are able to display as many as they like. This is to encourage the development of important scout skills that they will take with them into the Pathfinder Program.

The Special Proficiency Badges are divided into five categories: Character, Physical Health, Handicraft, Outdoor Living, and Service for Others.

Character

The character badges revolve around personal hobbies and activities.

Collector

Requirements

Choose ONE of the following options:

Collect a group of objects over a period of at least three months

Keep a scrapbook, diary, or journal of events, for a period of at least three months

Observer

Requirements

Observe 6 animals, 18 flowers, 12 trees/shrubs, or 12 mushrooms/fungi

Find their way to an unknown spot 300 yards away by following directions given to them

Successfully identify nine out of twelve objects when playing Kim's Game

Gardener

Requirements

Care for a patch of garden (at least 16 sq. feet) for at least 3 months

Timberwolves who do not have access to a garden may instead care for a window box or two or more perennial plants in pots.

Use the following tools in a garden: spade, fork, hoe, trowel, rake

Name at least four common trees, shrubs, flowers, or vegetables

Identify weeds and remove them

Timberwolves who do not have access to a garden may instead grow two of the following:

- A bulb in water, peat moss, sand, or soil
- A chestnut or acorn in water, sand, peat moss, or soil
- Mustard, cress, peas, or beans on a cloth or paper towel

Make a scrapbook or garden plan covering at least 6 months

This plan should identify at least 12 plants (flowers or vegetables) total and indicate which months they could be planted in and when they would be flowering.

Signaler

Requirements

Send and receive a complete message of at least 10 words using Morse Code, Semaphore, or American Sign Language (ASL)

For Morse Code and Semaphore, the message should be sent/received at a rate of at lest 15 letters per minute. For ASL, the message should be sent/received at a rate of 10 letters per minute (or 10 words per minute using word signs).

Briefly discuss other common codes and methods of signaling

Handicraft

Artist

Choose one of the following options:

Visual Art Requirements

Draw an original illustration of an incident, scene, or character in a story

This could be done with pencil, brush, pen, marker, crayon, or another medium, and should be at least 5 x 7“.

Complete one other visual art project: portrait, landscape, still life, sketchbook, illustration, or greeting card

Performance Art Requirements

Give a satisfactory performance: musical instrument, singing, acting, puppetry, conjuring, comedy, dance, recitation

Musical performances should be of two songs.

Modeler

Requirements

Using odds and ends, make a model or dynamic model of reasonable size

Recycled materials are great for this. Legos would also be a good option if you have them on hand.

Static Model Examples: boat, car, airplane, building Dynamic Model Examples: rocket, mechanically-propelled boat or car, sailboat

Make and paint a paper mache mask

See the wolf mask activity.

Construct a wooden toy

One option is to find an inexpensive model kit like this one, which are available through online retailers for less than $10.



Home Craft

Requirements

Be able to thread a needle and sew a button

Using embroidery floss and needles is a good way to practice this.

Choose TWO of the following options:

Knit or crochet a useful article

Make a piece of netting

Work a design in cross stitch

Make a rug or mat

Darn a hole in a shirt or sock, or mend a tear

Wash and iron your neckerchief

Make a basket

Weave a useful article

Knotter

Requirements

Tie all of the first and second star knots and explain their uses

Must be able to tie a square knot, sheet bend, clove hitch, and bowline.

Tie a sheepshank, two half-hitches, and a taut-line hitch and explain their uses

Properly lash three staves together to make a tripod for use in camp

Be able to whip the end of a frayed rope

Help someone else learn any one of the first or second star knots

Service for Others

First Aid

Requirements

Know the meaning of "First Aid" and know when to summon help

Be able to dress minor cuts and scrapes and know the importance of cleanliness in treatment

Be able to treat sprains, including wraps and slings

Know about burn causes, prevention, and treatment

Know how to treat a nosebleed

Understand the symptoms of shock (not electric) and know simple treatment

Guide

Requirements

Be able to give clear and concise directions to the examiner.

Understand the dangers of speaking to or being approached by strangers.

Know how to call for police, fire, ambulance, and poison control.

Choose ONE of the following:

Know the name/number of two public transportation routes and at least two locations along each route

Know 4 major roads through town and the next town where they lead

House Orderly

Conservationist

Physical Health

The physical health badges are about getting your body moving.

Athlete

Swimmer

Cyclist

Team Player

Outdoor Living

Camper

Hiker

Angler

Map Reader

Silver Leaping Wolf

The Silver and Gold Leaping Wolf are the capstone badges for the Timberwolf program. The Silver Leaping Wolf is displayed on the Timberwolf uniform above the Tenderpaw badge.

Requirements

Be a Two-Star Timberwolf

Hold the Timberwolf First Aider Special Proficiency Badge

Hold at least one of the following Special Proficiency Badges: Guide, House Orderly, or Conservationist

Hold any three additional Special Proficiency Badges

Camp at least 10 nights as a Timberwolf with your Six or Pack

Participate in at least 8 day hikes and 4 night hikes with your Six or Pack

Gold Leaping Wolf

If a scout has earned the Silver Leaping Wolf, they may complete their Pathfinder tenderfoot requirements prior to leaping up and may wear the Gold Leaping Wolf on their Pathfinder Uniform.

Requirements

Hold the Silver Leaping Wolf Badge

Take Part in a Pathfinder Patrol or Troop activity

Pass the Pathfinder Tenderfoot tests

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