May Week 1
Home Assignment - Bear
Earn the Whittling Chip (part of the Bear Claws Adventure)
Requirement 3 of the Bear Claws Adventure

______________________________
Akela’s OK Date

Return this paper to Cub Scout meeting after you have completed the assignments.

Whittling Chip:

1. Know the safety rules for handling a knife.
2. Show that you know how to take care of and use a pocketknife.
3. Make a carving with a pocketknife. Work with your den leader or other adult when doing this. (See carving instructions below.)
4. Read, understand and promise to abide by the "Knives Are Not Toys" guidelines.
5. Read, understand and promise to abide by the "Pocketknife Pledge"

“Knife Safety Rules”
-A knife is a tool, not a toy
-Know how to sharpen a knife.
-A sharp knife is safer than a dull knife because it is less likely to slip and cut you.
-Keep the blade clean and dry.
-Never carry an open pocketknife
-When you are not using your knife, close it using the palm of your hand and put it away.
-When you are using the cutting blade, do not try to make big shavings or chips. Cut slowly and steadily.
-Make a safety circle. Before you pick up your knife to use it, stretch your arm out and turn in a circle.
-If you cannot touch anyone or anything else, it is safe to use your knife.
-While using your knife, be sure to watch in case someone walks toward you and gets too close.
-If that happens, put your knife away until it is safe to continue.
-Always cut away from you, never toward you.
-Never hand a knife to someone else blade first.
-Learn and use the "eye contact" method of handing a knife to someone else. Do not release the knife until the other person makes eye contact with you and acknowledges he is receiving the knife.
-Never use a knife on something that will dull or break it.
-Never throw a knife for any reason.
-Always think before you cut.

“Knives Are Not Toys” Guidelines
-Close the blade with the palm of your hand.
-Never use a knife on something that will dull or break it.
-Be Careful that you do not cut yourself or any person nearby.
“The Pocketknife Pledge”

I understand the reason for safety rules.
I will treat my pocketknife with the respect due a useful tool.
I will always close my pocketknife and put it away when I am not using it.
I will not use my pocketknife when it might injure someone near me.
I promise never to throw my pocketknife for any reason.
I will use my pocketknife in a safe manner at all times.
Carving Helps:

It is fun to whittle sticks, but it is even more fun to make carvings of things like animals, acorns, and space aliens. A good way to learn to carve is to practice with a bar of soap. Carve a simple item and then try something a little harder.

What you will need:
- A large bar of soap – it is best to unwrap the soap and let it dry for a day or two before you start carving.
- A pocketknife.
- One or two orangewood sticks (used for manicures) or a sheet of tracing paper.
- Paper for sketching a design or a preprinted pattern.
- A tray to work on– this will keep chips and shavings from going everywhere.

**WHAT TO DO**

1. Choose a simple design that does not have too many projections or fine details. Start simple. You can pick a fancier design for your next carving.

2. Prepare the soap. Cut away the raised edges on the soap and scrape off the lettering. This will give you a nice, smooth block to work with.

3. Sketch the outline of your design on the soap. You can do this by drawing with an orangewood stick or by tracing your design using tracing paper.
4. Make your first rough cuts. Cut away small pieces and slices of the soap that are not part of your design. Do not cut big pieces; if you do, the soap might break. Leave a margin of about one-quarter inch outside your outline.

5. Shape the model. Continue carving so you get closer and closer to your outline. Keep turning the soap to work on all parts of your design. Do not try to finish one part before another. Pay special attention to high points and low points on the carving.

6. Polish your carving. Let the soap dry for a day or two, then rub it gently to smooth it out. Use a paper napkin first and then your fingertips.

7. Add detail. Finally, use your knife to add details like eyes or hair. If you like, create a crisscross pattern to give the carving more depth.
Requirement 3 of Bear Claw Adventure

With a pocketknife, safely perform each of these tasks 1) Demonstrate how to cut through a piece of rope, twine or fishing line and 2) Open a sealed box without damaging the contents.
May Week 2
Home Assignment – Webelos (those in the 4th grade)

First Responder Adventure, Requirement 6
Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.

Every home and car should have a first-aid kit so that supplies will be there when you need them. *(Webelos Handbook, pages 82-83)*

Home First-Aid Kit

Here are some things you could include:
- Tweezers
- Box of latex-free bandages – different sizes
- Twelve each of 3-by-3 inch and 4-by-4 inch sterile pads
- Roll of 1-inch and roll of 2-inch latex-free adhesive tape
- Scissors; safety pins
- Two 1-inch roller bandages; two 2-inch roller bandages
- Three cravat, or triangular, bandages
- Two 17-inch splits of thin board
- Antibiotic ointment
- Calamine lotion
- Goggles, latex-free gloves
- Hand sanitizer

Car First-aid Kit

All of the above plus:
- Small flashlight and batteries
- Blanket

______________________________
Akela’s OK                      Date

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May Week 1
Home Assignment – Arrow of Light
Earn the Whittling Chip (part of the Scouting Adventure)

Akela’s OK
Date

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Whittling Chip:

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“Knives Are Not Toys” Guidelines
- Close the blade with the palm of your hand.
- Never use a knife on something that will dull or break it.
- Be Careful that you do not cut yourself or any person nearby.
- Never use a knife to strip the bark from a tree.
- Do not carve your initials into anything that does not belong to you.
“The Pocketknife Pledge”

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