Wolf Cub Scout

Air of the Wolf Adventure

Complete each activity below and have the table monitor stamp the box if given or sign the form if indicated (have them stamp if they have a stamper). Once you have completed all activities, you have fulfilled all requirements for this adventure (not provided) and earned the Super STEM Saturday Fun Patch. **Come back to show the completed sheet and grab the fun patch! Keep this paper to show your leader.**

Record your information from each booth on the back of this sheet.

Booth/Activity

Do each of the following booths in any order:

131. Fly Fly Fly	**101. Whirlybirds**	**96. Cloudy with a Chance of Water Rockets**

Do two or more of the following (for the fun patch):

50. Roller Coaster
7. Paper Tower
46. Tower Building
103. Penny Spinners
64. See Yourself in STEM!
132. To Infinity & Beyond
38-40. The Bot Block
80. Let's Fly
68. DaVinci Bridges
92. Make it Fly

Activity Numbers _____ _____

Signatures/Stamps _____ _____

Describe the design of your first plane _____

_____

How far and how long did the initial plane fly?

Length: _____

Time: _____

Describe the design of your 2nd plane _____

_____

2nd plane	***Trial 1***	***Trial 2***	***Trial 3***	***Trial 4***	***Trial 5***	***Average***
Length						
Time						

How do the first and second planes compare? _____

_____

Describe the other flying object or objects that you built:

Object #1 _____

_____

Object #2 _____

_____

What was your favorite activity of the day? _____