

# Webelos Traveler Activity Badge

## Mental Skills Group

A traveler is someone who has great adventures. Travelers plan their trips by using maps and timetables. Travelers know what needs to go in their suitcase. Travelers show good manners in whatever form of transportation they are riding in - car, plane, train or boat.

### IDEAS FOR DEN ACTIVITIES

- Invite a travel agent to explain to your den about planning for a trip.
- Invite a parent or other resource person to tell of an unusual vacation he/she has taken.
- Take a short trip on public transportation, perhaps a bus or train. Plan an itinerary.
- Ask the boys to bring in some vacation pictures for everyone to look at. Ask them to point out on the map where they went, tell how they traveled, and where they stayed.
- Make games to take in the car for long trips.
- Make a first aid kit for the car.
- Learn how to pack a suitcase and practice at the den meeting.
- Learn the shapes and meaning of road signs. Learn how to read a road map.

### GAMES AND ACTIVITIES

#### **ALLITERATIVE TRAVELERS**

The leader announces that everyone is going on a trip. They can go to any place they choose, but when they tell what they are going to do there, they may use only words beginning with the first letter of the place to which they are going. The leader says to some player: "Traveler, where are you going?" That person answers, "California." "What are you going to do there? .... Can corn, cucumbers, and carrots," or, "Capture caged circus cats." If the answer is "Boston", it could be "Borrow big boots," or "Bring back Boston baked beans."

#### **CITY TO CITY**

You need a road map, dice, and, for each player, a small marker. Choose two cities several hundred miles apart on the map. Each player rolls the dice in turn and moves his marker from the starting city toward tile finishing city by an appropriate number of towns on the map. Players may take any route they wish toward the destination city. First to arrive there wins.

#### **WHERE IS IT?**

Show the boys a road map of your community. Give brief instruction in map reading and point out where they are now. Then divide the den into two teams.

In turn, a member of each team is asked to locate a community landmark on the map. Example: City park, police headquarters, high school, football field, a bakery, post office, their home.

If you want to keep score, you can give them point for each correct location.

## More on the Traveler Activity Badge

The Traveler activity badge will help the boys discover new things about traveling, and they will have a great time "navigating" for mom and dad on the required trips. Earning the Traveler Activity Badge will help boys prepare for traveling experiences and it will enable them to get the most out of trips and learn about our country. Working on the achievements for this Badge will help them learn how to read maps and timetables for different transportation methods, compare costs, plan trips, and pack suitcases.

## OBJECTIVES:

- To introduce WEBELOS to the excitement of traveling to See new places and meet new people.
- To show Scouts some of the practical *skills that* are needed to get "there" successfully and efficiently so that when "there", they can have a rewarding experience.
- To have the Scouts practice planning in a fun way.

## DEN ACTIVITIES

- Visit a traffic operations center. It can either be one run by a local, county or state government or by a local TV station. It seems the big new thing on all the news shows is their traffic centers. Let the boys learn how our roads are monitored and how traffic is controlled.
- Take a ride on public transportation. Is there a light rail system near you that would be good for a Den Trip?? How many of your Cubs have ever been on public transportation (other than school buses). Be sure to have enough adults along. I met a group one time on a Sunday in Washington, DC, attempting to set some record for number of trains ridden because on Sunday in DC you can ride and transfer all day on one ticket. Look up the links for your local transit authority and see what can be done.
- Put on a skit about traveling (See "What Did You Say Your Name Was?" in the Skit section for an idea)

### **Hello, My Name Is Alberta:**

Have the boys stand or sit in a circle. Each person has to say a name, a place and a product that all begin with the same letter. The first player says, "My name is Alberta, and I came from Alabama with a load of artichokes." (*Any names would be all right as long as they begin with A.*)

The second player must repeat the sentence using B words, such as "My name is Bruce, and I came from Belgium with a load of bats."

Go all the way through to Z.

*This was one of my family's favorite car games when we would travel to Ohio to see Grandma. CD*

### **Car Passenger Code**

This code provides hints on how car passengers can help make each trip a safe and pleasant one.

#### **Help yourself by:**

- Always wearing your seat belt, and (if 12 or younger) sitting in the back.
- Sitting down, so that you won't be hurt if there is a sudden stop
- Keeping your hands away from door handles, gear stick, ignition key and the driver



#### **Help the driver by:**

- Sitting down, so that you don't distract him
- Looking out for road signs
- Keeping the noise down

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### Help other passengers by:

- Not teasing younger passengers
- Not putting anything dangerous on the back ledge
- Saving all litter until you get home; use litter bags

### Help others on the road by:

- Staying in the car - if you put your arms and head out of the window, you could lose them - while you are moving.
- Not throwing things out the window
- Getting out of the car on the side away from the traffic

### Safe Driving Tips for Families

- Allow enough time to avoid feeling rushed.
- On long trips, allow for frequent stops.
- Have your car checked before you leave - tires, brakes, lights, turn signals, and windshield wipers - to ensure proper functioning.
- Use seat belts. They help save lives.
- Be alert to hazards - adjust your driving speed accordingly.
- Use courtesy abundantly - everywhere - at intersection, while being passed or passing, at night with headlights.
- Follow the rules of the road - signals, signs and road markings, for a safe enjoyable trip.

Planning travel to faraway places can be lots of fun for your Webelos Scouts. As a Den leader, you can help your boys prepare for the "navigator" status they will assume on the family trips they will take to qualify for this Activity Badge. They can plan anything from a family outing to the movies to an international trip if you show them how to develop a checklist for each required activity in advance. While it is outside the scope of the requirements, planning a trip to another planet can be fun, too! As is true for all Activity Badge instruction, remember that the boys want to hear from "experts" and anybody but you is an expert! Bring in resource people if possible.

### Den Activities:

- Visit a county, state or national park with your den families.
- Visit an historic site nearby in your city.
- Take a bus or train trip.
- Visit a travel agency or automobile club office, and find out what they do.
- Make a map of your neighborhood area w/ a key and have a den member follow it.
- Calculate cost and speed of a plane trip.
- Prepare a first aid kit for the family car, with each boy furnishing his own supplies
- Visit a train depot, bus terminal or airport, to see inside operations.
- Discuss timetables and how to read them.
- Have a speed contest of locating specific destination and how to get there, using maps and timetables.
- Teach proper packing of suitcase, Afterwards, have speed contest, stressing neatness as well as speed.
- Locate points of interest on city and state highway maps.
- Prepare a list of travel agencies and transportation media available in your area.
- Have the boys develop a set of rules for family travel (subject to parents approval) including such things as using seat belts, behavior, responsibilities., etc.
- Be sure to let boys report on family trips ... and get their ideas how the trip could be changed or improved next time.
- **Field Trips:** travel agencies, railroad stations, bus terminals

## Pack Activities

### Exhibit:

- Family car first aid kits,
- Enlarged map of area showing points of interest,
- Timetables,
- Snapshots from trips,
- Travel log books,
- Travel posters,
- Literature on exotic places.

### Demonstration:

- Demonstrate proper packing of a suit case; how to pack a suitcase for a trip;
- How to determine comparative travel costs;
- Show slides or movies taken on your den trip, with commentary furnished by denner or give an oral report on trip.

## Traveler Family Activities

This Activity Badge is a good opportunity to involve parents who sit on the sidelines, and do not often participate in Den activities. If they are involved in the planning of a family trip to take place in the next month, however short, they will be contributing to your program. A pack family campout is a good way to combine the trip planning, suitcase packing, first aid kit preparation, and navigating skills into one trip. Again, asking parents to be sure to attend a meeting with their son prior to the trip gives you the opportunity to show what the boys have learned, and to pass out a Den newsletter with the Traveler checklists attached.

Encourage the boy and his parents or guardian to use the checklists, and to make a record of the trip in the form of a journal or photos or both. Be sure to include maps, timetable, and any other aid used in travel planning. Also, ask the boy to be prepared to tell the Den about his trip at the next den meeting.

While the parents are attending, review the importance of safety in trips. Seat belt use can be emphasized along with information about how to prepare for the unexpected (running out of gas, car trouble on the road, changing a tire, and preparing a simple car repair/maintenance kit).

## Games

### Fifty States

Material needed: Paper and pencil for each boy. Work alone or in pairs.

Instructions: Make a list of as many of the 50 states that you can think of. Score extra points if you also know the correct capital of the state.

### Road Map Alphabet

Give each boy a map. On the signal "go", each boy finds a city on the map for as many letters of the alphabet as they can find in five minutes.

The boy with the most number of cities found on the map wins.

### Words

On a piece of paper write the name of an airline (i.e., United, Delta, or American). Give each of the boys a piece of paper and a pencil. Have them see how many new words they can form out of the name of the airline. Set a time limit. The one with the most words at the end of the time limit is the winner.

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### Air Route

Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for the plane from Baltimore to Pittsburgh." The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city that has not been assigned to anyone, thus causing confusion and excitement.

### Map Symbols Relay

On separate 3 x 5 inch cards, paste road map symbols taken from a standard road map. (Or enlarge them by copying.) On smaller cards, write the proper meanings. Divide the den into two teams, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team.

On signal, the first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (Record his starting time.) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team's elapsed time.

The second team then does the same. Deduct one second for every improperly matched set. The winning team is the one with the faster corrected time.

### GEOGRAPHY

Players are seated in a circle. First player names a geographical term- city, river, country, mountain, etc. Second person must give a place: River-Mississippi, Mountain-Everest, etc. Continue around the circle. The same word is not to be given twice. This could also be made into a relay race.

*We used to play this by having the next person name something that started with the last letter of the place named by the person ahead of him. (e.g. Alabama, Alaska, Albuquerque, Ecuador, Rhode Island, Denver, Rocky Mountains, ...)*

### PLOTTING YOUR ROUTE

Give each boy a state map. Tell them you are leaving this city and going to \_\_\_\_\_ (another city in the state), and have each boy plot the route. The object is to be the first to plot the most direct route to that point. After several attempts, have them plot an entire trip, with several designated stopovers.

### International Sign Quiz

Give the meaning of each of the International Road Symbols

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*The following answer list is in the same order as the picture. Be sure to scramble the list before giving it to boys to match picture to meaning.*

- |                 |                       |
|-----------------|-----------------------|
| 1. No U-turn    | 11. Red Cross         |
| 2. No bicycles  | 12. Animal Crossing   |
| 3. Tent site    | 13. Handicap Access   |
| 4. Hotel, motel | 14. Wildlife Refuge   |
| 5. Boat ramp    | 15. Magnetics         |
| 6. Forest       | 16. Shower            |
| 7. Restrooms    | 17. Information       |
| 8. Wet floor    | 18. Campsite          |
| 9. Trash can    | 19. Child Crossing    |
| 10. First Aid   | 20. Fasten Seat Belts |

## I PACK MY SUITCASE

One boy starts the game by saying, "I'm going on a trip. I packed my suitcase, and I put in a \_\_\_\_\_." The next player says the same thing but first must repeat what the first boy said and then add his item. Each boy in turn repeats the entire thing and adds an item. If a boy is not able to repeat all previous items correctly he is out of the game. The game ends when only one boy is left.

## ALPHABET EYE-SPY

This is another touring game. When you reach the town or city limits start looking for objects. Start with the letters of the town name. Boys call them out. If the town is Lincoln, a boy might say, "Eye-spy a library for the first letter or a Ice rink for the second letter and so on. This can be played at a den meeting with objects that can be seen in the room.

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efficiently so that when "there", they can have a rewarding experience. To have the Scouts practice planning in a fun way.

### **SUGGESTED DEN ACTIVITIES**

- Invite a travel agent to explain to your den about planning for a trip and the use of computers in making reservations.
- Hang travel posters around the den meeting place and discuss ways to travel to these places.
- As a den visit the control tower of an airport.
- Invite a parent or other resource person to tell of an unusual vacation he/she has taken.
- Take a den trip to a travel agency.
- Take a short trip on public transportation, perhaps a bus or train. Plan an itinerary.
- Ask the boys to bring in some vacation pictures for everyone to look at. Ask them to point out on the map where they went, tell how they traveled, and where they stayed.
- Make games to take in the car for long trips. Make a first aid kit for the car.
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### **MAP STUDY**

Each boy is given the same state or regional map. They are then given the names of two cities which are located fairly far apart on the map. Using a highlighter, the boys try to trace as many different routes as possible that connect the two cities without duplicating a road in any of the routes. Teams could play this. You can use the same map to teach the boys map symbols, how to calculate mileage and other map skills.

Another version is to divide the den into small groups. Give each group a different state map. Ask them to find: state capital, a state park, two county seats, an airport, three state highways, three towns beginning with H, name of a town, park or site of interest in a certain area, the mileage scale used on their map. Make up your own questions to ask the boys.