




DUTY TO GOD IN ACTION



RATIONALE FOR ADVENTURE

A Scout is reverent. He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion.

TAKEAWAYS FOR CUB SCOUTS

- The BSA Statement of Religious Principle “maintains that no member can grow into the best kind of citizen without recognizing an obligation to God.”
- This adventure provides each Webelos Scout an opportunity to learn about and practice his religious faith.
- A Scout is kind. 

Webelos Handbook, page 168

ADVENTURE REQUIREMENTS

Do either requirement 1 OR requirement 2:

1. Earn the religious emblem of your faith for Webelos Scouts, if you have not already done so.
2. Do requirement 2a and any two from requirements 2b–2e:
 - a. With your parent, guardian, or religious or spiritual leader, discuss and make a plan to do two things you think will help you better do your duty to God. Do these things for a month.
 - b. Discuss with your family how the Scout Oath and Scout Law relate to your beliefs about duty to God.
 - c. For at least a month, pray or reverently meditate each day as taught by your family or faith community.
 - d. Read at least two accounts of people in history who have done their duty to God. (This can include family members and ancestors.) List their names and how they showed their duty to God.
 - e. Under the direction of your parent, guardian, or religious or spiritual leader, do an act of service for someone in your family, neighborhood, or community. Talk about your service with your family and your Webelos den leader. Tell your family, den, or den leader how it related to doing your duty to God.

NOTES TO DEN LEADER

Webelos Scouts will fulfill the requirements for this adventure primarily at home and with the support of their family and spiritual leaders. Several Duty to God in Action requirements are reflective in nature. Invite Webelos to share faith-building experiences during the opening or closing parts of the den meeting.

DEN MEETING RESOURCES

Possible Activities for Requirement 2b

Note: These may be printed as instructions or take-home sheets.

- Make a matching game with the points of the Scout Law on 12 cards and several of your religious beliefs on additional cards. Have each family member (or team) pick a Scout Law card and a religious belief card and list common elements between the two.
- Make a set of cards with one point of the Law written on each card. Select a life experience from the examples below and pick one of the cards. Act out what you would do in the scenario by applying that point of the law and your religious teachings.
 - You receive an email from a friend, Sean. In the email, Sean tells you to do his science homework for him. Sean says he will make fun of you in front of the class if you don't do it. You don't want to help Sean cheat, but you also don't want to be embarrassed in front of your class. What should you do?
 - You are visiting your friend Paul's home. Paul's family has a pool, and Paul suggests that you both go swimming. Your mother has told you not to swim if no adults are there to supervise. Paul's parents are away. You really want to swim with Paul, but you know your parents wouldn't approve. What should you do?
 - Your teacher introduces Eric, a new student, to the class. Eric is from another country. His clothes and way of speaking are different from those of his new classmates. At lunch, Eric sits alone. You notice that and you feel bad that he's alone. But many of your classmates think Eric is weird because of his clothes and the way he talks. What should you do?
 - You borrowed your dad's binoculars and accidentally broke them. The binoculars are very important to your dad. You fear your dad will be upset. You can't decide whether you should tell your dad what happened, or try to replace or fix the binoculars in hopes your dad does not find out. What should you do?
 - You are a hall monitor at school. While on duty, you see your friend Aaron take a cellphone out of his backpack. Cellphones are not allowed in school. You don't want to get Aaron in trouble, but you are supposed to help keep order in the halls and to tell a teacher when school rules are broken. What should you do?
 - You are at the mall when you see your best friend, Alex, steal candy from one of the stores. Alex offers to split the candy with you if you promise not to tell anyone. You love candy, but you know that stealing is wrong. What should you do?
 - Your grandmother surprises you with a sweater that she knit herself. It took your grandmother weeks to make it. You appreciate her effort, but you think the sweater is ugly. You don't want to wear the sweater, but you also don't want to hurt your grandmother's feelings. What should you do?
- Teach your family a song with words that describe what you believe.
- Create a poem, story, or play that teaches about your beliefs. Include some of the points of the Scout Law in your writing.
- Select a story or verse from a religious text that teaches one of the 12 points of the Scout Law. Tell the story to your family (or act it out for them in a skit) and explain how that point of the law (e.g., Trustworthy or Loyal) is relevant to the story.

Upon completion of the Duty to God in Action adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.

