

# TRAVELER

- The boys can work on this during the summer or winter vacations.
- Get a Metro bus timetable. Figure the closest bus and have boys -figure which bus they would take and where they would catch the bus. (req. #1)
- Plan a trip using the bus timetables. Have the boys plan a trip where they catch the bus from their neighborhood, down to the Convention Center to meet the Boy Scout Troop that they want to join. The boys will be joining the Troop for a week long campout. The boys must figure out which bus to catch that will get them near the Convention Center and with enough time to walk to the convention center from the downtown bus stop. (req. #2)
- Get out a duffel bag along with jeans, shorts, shirts, socks, windbreaker, shoes, personal hygiene kit, towel, flashlight, batteries, books, camera, blanket huge pillow, small pillow, electric radio, and some other absurd things. Tell the boys to pack the one duffel bag with what they will need to take on the Scout Campout. Boys work together on this. (Specify the weather and location) (req. #6)
- Utilizing copies of the "Special Features" map in the telephone book, have the boys write down directions to their favorite place (zoo, park, stadium, theater).
- Ride the bus downtown.
- Ride the ferry boat or the Trolley in Galveston
- Take a taxi ride. Pre-arrange for a reduced rate.
- Take the boat tour at the Port of Houston. It's FREE. Allow 3-4 hours for this tour.
- Ride the train in Rusk. Plan a campout and make a weekend out of it!

## Resources:

- Houston Intercontinental 281-230-3000
- Port of Houston 713-670-2416
- Railroad Museum of Gulf Coast 713-631-6612
- Railroad Museum in Galveston (the Strand)

# Traveler

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. If you plan to visit a travel agency, bus terminal, or airport, be sure to contact them ahead of time so that your Webelos may be able to visit behind the scenes.

## How Much Per Mile?

Webelos Woody's dad has offered to take him to the local Nature Center to work on his Naturalist Activity Badge. Woody's father tells him that they could go by bus, taxi, or in the family car. The bus would cost \$1.50 each for Woody and his father. The taxi would cost \$22.00 for the both of them. The family car would cost \$0.30 per mile to operate and would require two gallons of gas at \$1.50/gallon. Woody's father says they can leave as soon as Woody figures out what it would cost per mile to travel each of the three ways. The Nature Center is 20 miles away.

(Answer:      Bus=\$0.15/mile      Taxi=\$1.10/mile      Car=\$0.45/mile)

## Know the World Map Game

Lay out a world map for the boys to see - or a globe. Point out some of the geographical areas to be learned - countries, cities, or oceans, etc. Give each boy 3 cards on which to write three different geographical sites. Collect and shuffle all the cards. Then have each boy take turns drawing a card and identifying the geographical site. Those who know the site can help by calling out "you're getting hotter" when the contestant is getting close to the named site. This can also be done in relay style for larger groups

## Road Trip Survival Kit

Whether you are traveling by airplane or automobile, a survival kit can turn a rising civil war into peace. What you will need:

- pipe cleaners (in a travel toothbrush holder)
- playing cards (in a covered soap holder)
- modeling clay (in a sealable plastic bag(s))
- stickers
- binoculars
- compass
- alarm clock
- favorite books
- clipboard with paper
- pencil bag with:
- small scissors
- crayons
- colored pencils
- colored markers
- laminated map with dry-erase marker
- address book & postcard stamps
- favorite books
- portable tape player & tapes
- trial size toiletries

Take your child's age into account and add or subtract items that reflect his/her interests. Pack the collection into a small bag or backpack and set it aside until the day of the trip. Make a rule: they must clean up after one activity before beginning a new one AND they must clean up before disembarking for an extended time.

## Pack Meeting

1. Make an exhibit or display of an enlarged map of the area, showing points of interest, snapshots from trips, and travel logbooks.
2. Show slides or movies taken on a den trip with commentary.
3. Give an oral report on a trip.
4. Demonstrate proper packing of a suitcase.
5. Sign In, Please: Set up a registration table for the families as they arrive. Ask them to sign in with information on the car they drove to the meeting: model, color, and license plate number. After the pack meeting starts tally up the colors, kinds, and how many knew their license plate number.  
Report this during the pack meeting.

## **Den Activities**

- Take a den field trip to a travel agency.
- Take a short trip on public transportation--perhaps a bus or train
- Learn how to pack a suitcase and practice at den meeting
- Make a car first-aid kit
- Visit a train depot, bus terminal, or airport; to see the inside operation (the dispatcher's office or control tower, perhaps the cockpit of an airliner or cab of a locomotive.)
- Have a speed contest of location specific destinations and how to get there, using maps and timetables.
- Locate points of interest on city and state highway maps
- Visit a historic site nearby and teach the boys to read street signs, traffic signs, how to spot landmarks, see if the boys can tell you where North, South, East, and West are while you are traveling
- Have the boys call the bus, train, and airport and ask the price of a ticket to Los Angeles, California or New York City, New York from the city they live in.
- Make games to take in car for long trips
- Invite a bus driver or truck driver to speak with your Scouts
- Visit a travel agency or automobile club
- Make a First Aid kit to take on trips
- Discuss timetables and how to read them
- Locate points of interest on city and state highway maps. Visit some of these places
- Visit a bus terminal, train station, or airport
- Have a slide show given by someone who has been on a trip, but remember to keep it short!
- Visit a garage and learn what to do to prepare your car for a long trip.
- Visit a travel agency.

## **Ways to Go**

Unscramble the following modes of transportation. Count up how many you have used.

- |                            |                      |
|----------------------------|----------------------|
| 1. necoa (canoe)           | 5. rmat (tram)       |
| 2. crepeithlo (helicopter) | 6. osdedlg (dogsled) |
| 3. odemp (moped)           | 7. wuasyb (subway)   |
| 4. atfr (raft)             | 8. giiknsi (skiing)  |

## **Do You Know Your Cars?**

Each definition below describes a type of car. Can you identify them?

- |                                       |                   |
|---------------------------------------|-------------------|
| 1. Our 16th President.                | 1. Lincoln        |
| 2. River in New York.                 | 2. Hudson         |
| 3. First colony in New England.       | 3. Plymouth       |
| 4. Indian Chief.                      | 4. Pontiac        |
| 5. Theater in which Lincoln was shot. | 5. Ford           |
| 6. A young horse.                     | 6. Colt           |
| 7. A spotted horse                    | 7. Pinto          |
| 8. A hawk                             | 8. Falcon         |
| 9. Wild animal in the cat family.     | 9. Jaguar, Cougar |
| 10. A motherless calf.                | 10. Maverick      |
| 11. A stinging insect.                | 11. Hornet        |
| 12. A shooting star.                  | 12. Comet         |
| 13. French tourist spot.              | 13. Riviera       |
| 14. Prince Rainier's country          | 14. Monaco        |
| 15. A Roman mythical god.             | 15. Mercury       |

## **Activity**

### **Sphere of Influence Map**

Mark the town where you live on a United States map using a different color pen for each group below, mark the map:

City where you were born

Other cities where you have lived

Cities you have visited

Cities where friends live

Cities about which you know one fact

You can now see how different towns play a part in your life. You'll probably be surprised to find out how far your influence reaches. Compare your map with the other Webelos in your den and find out how many cities you have in common.

## **Postcards**

Most families have collected postcards as they traveled or have postcards received in the mail. Invite the boys to bring some postcards to the den meeting to show the other boys. Find the locations on the map.

## **GAMES**

### **My Ship Goes Sailing**

This game tests your memory. The first player starts by saying, "My ship goes sailing with elephants, or any favorite thing. The second player must say, "My ship goes sailing with elephants and oranges," or any other favorite addition. Each player must repeat all the things that the ship goes sailing with. It gets more difficult when there are a lot.

### **Pretend Hide and Seek**

Our player thinks of a place to pretend to hide in the car, such as "under the spare tire in the trunk" or "on top of the rearview mirror", and others try to guess the hiding place. The player who's "it" will tell them if they're getting warmer (guessing somewhere near the hiding place), or getting colder (guessing far away.)

### **My Name Is Alberta**

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.

### **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 Oklahoma City to Boston." The two players representing the two 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. Have each boy in turn name something that is found in a gas station. If a boy can't think of anything else or repeats something that has already been said, he is "out of gas" and out of the game until only one person is left and you can play it again.

### **Concentration**

Make up a set of index cards showing map signs and symbols. On another set of cards, write the correct answers. Show the cards and lay them face down on a table. To play concentration, the first boy turns over two cards. If they match he removes them and tries again. If they don't match, he turns them back over and the next person takes a turn. Continue until all cards are matched.