

# Cub Scout Module 6

## Cub Scout Angler Education Day

**Introduction:** Cub Scout Angler Education Day was created by Tad Biggs, BSA Certified Angling Instructor and Cub Scout Leader in the Great St. Louis Area Council. The outline and example are design to help guide the events leader in developing a Cub Scout Angler Education for their District or Council. Some support data has been left to give the reader a sense of what was done to execute the program. This event requires a lead time of at least 6 months or more and a number of volunteers and local community support. For more specific information please contact Bill Pepito, BSA National Fishing Task Force, Cub Scout Emphasis at [billpepito@gmail.com](mailto:billpepito@gmail.com).

Purpose:

The Cub Scout Angler Education Day is a one day program designed to educate/expose Cub Scouts to the various aspects of fishing. The scouts will have the opportunity to explore three separate areas to learn about basic fishing skills, aquatic ecosystems, and water/boating safety.

Area One covers aquatic ecosystems where the fish lives and how they entwine with the other creatures and what we can do to help keep the ecosystem clean. The scouts will have the opportunity to assist in building fish habitats. (Seek assistance from your local state Aquatic Education Department.)

Area Two covers basic casting skills, how to rig a fishing pole, how to make a fishing rig, how to bait a hook, and introduction to fly tying.

Area Three covers basic water / boating safety, how to get in and out of a canoe/kayak , how to correctly put on a life jacket, learn how to spot approaching severe weather, make their own first aid kit, and remove a hook from themselves or a buddy.

Stations by Location

### Fish Eco-systems

- Amphibians (FE-A) –St. Louis Zoos
- Reptiles (FE-R) -
- Birds (FE-B) – Louis Audubon
- Plants (FE-P) - Missouri Botanical Garden
- Invertebrates (FE-I) – Department of Fish Wildlife
- Wetlands (FE-W) –
- Mammals / track identification (FE-M) - Scouts using MDC Trunk
- Fish Identification (FE-FI) - Scouts
- Fish Prints (FE-FP)
- Fish Habitats (FE-FH)

- Water Quality (FE-WQ)
- Leave No Trace/Outdoor Code (FE-LNT)

#### Fishing Skills

- Basic Casting (FS-C)
- Backyard Bass (FS-BB)
- Casting for accuracy and distance (FS-AD)
- Try Fly Casting (FS-FC)
- Make your own casting plug (FS-CP)
- Make your own cane pole or soda can fishing rig (FS-FR)
- Learn to bait a hook (FS-BH)
- Intro to Fly Tying - San Juan worm (FS-FT)
- Basic knots (FS-K)
- Know your tackle box (FS-TB)
- How to take a fish off a hook (FS-FH)
- Fishing regulation (FS-R)
- Fish Identification (FS-FI) - Scouts

#### Water/Boating Safety

- First Aid Kits (WB –FA)
- How to remove a hook from you or your buddy (WB –RH)
- Weather (WB –W)
- US Coast Guard – life jackets (WB –CG)
- Missouri Water Patrol (WB –WP)
- How to safely get in a canoe or kayak (WB –CK)
- Basic water safety (WB –WS)
- How to pull someone in from the bank (WB –RS)

## AREA #1 FISH ECOSYSTEM

Covers aquatic ecosystems where the fish lives and how they entwine with the other creatures and what we can do to help keep the ecosystem clean. The scouts will have the opportunity to assist in building fish habitats that will be donated to the local Department of Natural Resources or similar.

#### Tiger Core Adventure: Backyard Jungle

- Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike
- With your adult partner, go on a walk, and pick out two sounds you hear in your "jungle."

#### Tiger Core Adventure: Tigers in the Wild

- Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
- Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.

#### Wolf Elective Adventure: Code of the Wolf

- Do one of the following:
  - With other members of your den or family, identify three different types of shapes that you see in nature.

#### Wolf Core Adventure: Paws on the Path

- Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before.

#### Bear Core Adventure: Fur, Feather, and Ferns

- While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike.
- Observe wildlife from a distance. Describe what you saw
- Name one animal that has become extinct in the last 100 years and one animal that is currently endangered Explain what caused their declines

- **Amphibians (FE-A)**

- **Reptiles (FE-R)**

- **Birds (FE-B)**

#### Tiger Core Adventure: Backyard Jungle

- Point out two different kinds of birds that live in your area.

Wolf Core Adventure: Paws on the Path

- Name two birds, two insects, and two other animals that live in your area. Explain how you identified them

- **Plants (FE-P)**

Tiger Core Adventure: Tigers in the Wild

- Find two different trees and two different types of plants that grow in your area.

Bear Core Adventure: Fur, Feather, and Ferns

- Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

- **Invertebrates (FE-I)**

- **Wetlands FE-W**

- **Mammals / track identification FE-M**

Tiger Core Adventure: Tigers in the Wild

- While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail

Wolf Core Adventure: Call of the Wild

- While on a den or family outing, identify four different types of animals. Explain how you identified them.

- **Fish Prints (FE-FP)**

- **Fish Habitats (FE-FH)**

## • **Water Quality (FE-WQ)**

Wolf Elective Adventure: Spirit of the Water

- Demonstrate how the water in your community can become polluted.
- Explain one way that you can help conserve water in your home.

## • **Leave No Trace/Outdoor Code (FE-LNT)**

Tiger Adventure: Tigers in the Wild

- Do the following:
  - Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
  - Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

Wolf Core Adventure: Call of the Wild

- Do the following:
  - Recite the Outdoor Code with your leader.
  - Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code

Wolf Core Adventure: Paws on the Path

- Tell what the buddy system is and why we always use it in Cub Scouts.
- Describe what you should do if you get separated from your group while hiking.
- Choose the appropriate clothing to wear on your hike based on the expected weather.
- Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.

## **AREA #2 FISHING SKILLS**

- Area Two - covers basic casting skills, how to rig a fishing pole, how to make a fishing rig, how to bait a hook, and introduction to fly tying.

- **Basic Casting (FS-C)**

- This station will teach the three basic casting techniques. Flipping , pitch and overhand cast.
- EQUIPMENT NEED: 4-6 rods and reels

- **Backyard Bass (FS-BB)**

Practice what they learned in basic casting by trying to catch the back yard bass.

EQUIPMENT NEED: 12-16 rods and reels, 36 backyard bass.

- **Casting for accuracy and distance (FS-AD)**

Practicing casting for distance and accuracy using hula hoops and targets.

EQUIPMENT NEED: 6 – 8 rods and reels, 10 hula hoops, empty cans, two target posters.

- **Try Fly Casting (FS-FC)**

Introduction on how to use a fly rod.

EQUIPMENT NEED: 6-12 fly rods, yarn, hula hoops.

- **Make your own casting plug (FS-CP)**

Using a precut wooden dowel and eye hook create a casting plug that will be used on the cub scouts bamboo pole or soda can rig.

- **Make your own cane pole or soda can fishing rig (FS-FR)**

Bear Elective Adventure: A Bear Goes Fishing

- Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.
- **Learn to bait a hook (FS-BH)**
- **Intro to Fly Tying - San Juan worm (FS-FT)**

- **Basic knots (FS-K)**
- **Know your tackle box (FS-TB)**
- **How to take a fish off a hook (FS-FH)**
  
- **Fishing regulation (FS-R)**

Bear Elective Adventure: A Bear Goes Fishing

- Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.

- **Fish Identification (FS-FI)**

Bear Elective Adventure: A Bear Goes Fishing

- Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.
- Your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.

- **AREA # 3 Water/Boating & Safety Skills**
- **First Aid Kits (WB –FA)**
- **How to remove a hook (WB –RH)**
- **Weather (WB –W)**

Wolf Core Adventure:

Call of the Wild With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one..

- **US Coast Guard – life jackets (WB –CG)**

Tiger Elective Adventure: Floats and Boats

- With your den, say the SCOUT water safety chant
- Show that you can put on and fasten a life jacket the correct way.
- **State/County Water Patrol (WB –WP)**
- **How to safely get in a canoe or kayak (WB –CK)**
- **Basic water safety (WB –WS)**

Wolf Elective Adventure: Spirit of the Water

- Explain the safety rules that you need to follow before participating in swimming or boating.
- **How to pull someone in from the bank (WB –RS)**



# Promotional /Marketing Flyer Examples:

Cub Scouts can earn requirements toward advancement .

This is a family friendly event. Everyone is welcome to attend.

Great event to bring new recruits.

April 30th, 2016  
9:00 a.m. to 3:00 p.m.  
8:30 a.m. Registration Opens

Beaumont Scout Reservation  
High Ridge, MO

Cost is \$10 per scout or sibling over 7 years old

## Upcoming Events

- ◆ Scout and Adult Fishing Day at S-F Ranch May 21, 2016
- ◆ Missouri Department of Conservation Free Fishing Day June 11th & 12th Fish with CAI's at Busch Wildlife, Forest Park, or Suson Park,
- ◆ Forest Park Twilight Fishing Camp June 20th - 24th
- ◆ Bee Tree Fishing Twilight Camp July 19th - 21st

More events coming soon .  
<http://stlbsa.org/activities/other-activities/fishing/>



Greater St. Louis Area  
Certified Angling Instructors

For more information contact

Cheryl Fisher [cfisherfamily@yahoo.com](mailto:cfisherfamily@yahoo.com)  
Tad Biggs [tad\\_biggs@yahoo.com](mailto:tad_biggs@yahoo.com)

<https://www.facebook.com/GSLACFishing/>

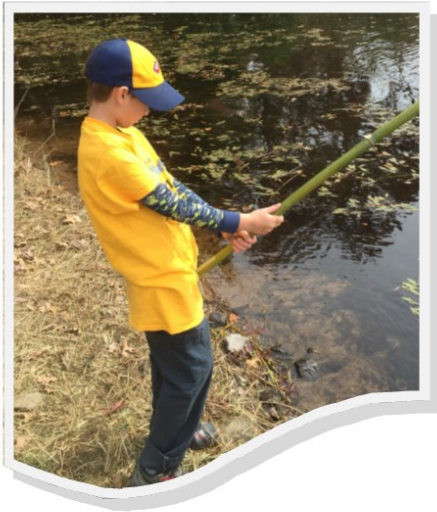
## CUB SCOUT ANGLER EDUCATION DAY

April 30<sup>th</sup>, 2016



Register at

Greater St. Louis Area Council  
<https://www.scoutingevent.com?cubscoutangler>



## **CUB SCOUT ANGLER EDUCATION DAY APRIL 30TH, 2016**

**The Cub Scout Angler Education Day is a one day program designed to educate/expose Cub Scouts to the various aspects of fishing. The scouts will have the opportunity to explore three separate areas to learn about basic fishing skills, aquatic ecosystems, and water/boating safety.**

**Registration and more information can be found at the Greater St. Louis Area Council's web site under ACTIVITIES/FISHING**

**<http://stlbsa.org/activities/other-activities/fishing/>**

**OVER 30**

**INTERACTIVE  
STATIONS!**

**Cub Scouts can earn requirements toward advancement .**

**9:00 a.m. to 3:30 p.m.**

**8:30 a.m. Registration Opens**

**Bring a picnic lunch and stay all day**

**Cost is \$10 per scout or sibling over 7 years old**

**Need more Information  
Contact**

**Cheryl Fischer**

**[cfisherfamily@yahoo.com](mailto:cfisherfamily@yahoo.com)**

**Tad Biggs**

**[tad\\_biggs@yahoo.com](mailto:tad_biggs@yahoo.com)**

**Beaumont Scout**

**Reservation**

## Schedule Example: Note Last Column is supplies and some data is cut off.

Area	8:00 a.m. to 11:30 a.m.	11:30 a.m. to 3:00 p.m.	Supplies
1	St. Louis Zoo, Mike Dawson	St. Louis Zoo, Mike Dawson	
1			
1	St. Louis Audubon, Lisa Nansteel	St. Louis Audubon, Lisa Nansteel	MDC Trunk
1	MO Botanical, Eric Swanson	MO Botanical, Eric Swanson	
1	U.S. Fish and Wildlife, Cortney Solum	U.S. Fish and Wildlife, Cortney Solum	
1			Mike's fish, paint, paper, paper towel
1			
1			
1	Diane Biggs		MDC Trunk
1	Brian Waldrop, Clean Stream	Brian Waldrop, Clean Stream	
1	Michael Herries	Michael Herries	Hand Outs
2	Anthony Dean	Randy Millerman	6 Rods
	Robert McRath		
2	Gabe Wiemken, CAI	Robert McRath	18 rods, back yard bass
2	Tony Barry, CAI	Gabe Wiemken, CAI	6-12 Rods, targets, soda cans, hula hoops
2	Ozark Fly Fishers, Jim Gera	Ozark Fly Fishers, Jim Gera	12 -18 fly rods, hula hoops
	Ozark Fly Fishers, Jim Gera	Ozark Fly Fishers, Jim Gera	
	Ozark Fly Fishers, Jim Gera	Ozark Fly Fishers, Jim Gera	
	Ozark Fly Fishers, Jim Gera	Ozark Fly Fishers, Jim Gera	
2			Wooden dowel plugs, eye hooks, mar
2	Randy Millerman	Anthony Dean	Bamboo, soda cans, line, sinkers, bob
2		Tony Barry, CAI	Knot Kits
2	Fly Fisherman at the Cross, Mike Bisaga,	Fly Fisherman at the Cross, Mike Bisaga,	Fly Tying kits
2			Two to three tackle boxes
2	Joshua Pollard		Paper Clips and Gummi Worms
2			Card board fish, needle nose pliers,
2			Tad's Backyard Bass, small plastic fish
2			fishing regulations
3	Children's Hospital	Children's Hospital	They are supplying
3			Hooks, oranges, lines
3	Coast Guard	Coast Guard	PFDS
3	NOAA, Douglas Tilly	NOAA, Douglas Tilly	
3	Missouri Water Patrol	Missouri Water Patrol	

3	Aaron Millerman	Dustin Reid	Canoe, possibly kayak
3	Dustin Reid	Aaron Millerman	
3			Rope, Long Branch...
	Carol Turner-Smith Tad Biggs		
	unmanned	unmanned	MDC providing setup
	Ursula Menke	Ursula Menke	
	Unmanned	unmanned	Event flyers
	Madeleine Biggs	Madeleine Biggs	
	unmanned	unmanned	Coloring pages and crayons

John Fitzpatrick (a few hours)

Ursula Menke

Alex Menke

Will Menke

Calvin Biggs

Joshua Pollard