Course #	Theme	Period	Course Name	Course Description
100	Mgmt.	3	Nature	Experience the fun of Nature. Learn where to look, what to find, and how to use Nature as an exciting part of your Cub Scout Program.
105	Skills	2 OR 5	Wolf / Bear Crafts	Simple and easy to do craft ideas for your Wolf and Bear dens from everyday items. Hands-on experience and instructions to take with you.
115	Basic Training	1 AND 2	CS Leader Specific: Introduction	Required prerequisite for all Cub Leader Specific Courses. Takes periods 1 & 2.  This course need only be taken once however a refresher is always encouraged. Due to an update in the Training Syllabus, those wishing to receive credit for a previous session of this course must have attended that course after November 1st 2008, earlier versions of this course will not be accepted. "Proof of Previous Training is Required."
120	Basic Training	4 AND 5	CS Leader Specific: Tiger Leader	Get the who, what, when, where and how of Tiger Cubs. Learn ways to make this first step in Cub Scouting a positive experience for the boys and their adult partners! Required as part of the training requirements to become fully trained. Must have attended Cub Leader Specific Introduction.
125	Basic Training	3	CS Leader Specific: Den Leader	Learn how to be an effective Wolf and Bear Leader and have fun along with your scouts. Required as part of the training requirements to become fully trained.  Must have attended Cub Leader Specific Introduction.
135	Basic Training	3	CS Leader Specific: Pack Trainer	The Pack Trainer holds the key for unit training and parental involvement. This course is part of the requirements to be fully trained in this position. Come explore what a Pack Trainer can do for your unit. <b>Must have attended Cub Leader Specific Introduction.</b>
140	Basic Training	4 AND 5	CS Leader Specific: Cubmaster & Pack Committee	A detailed course for Pack Committee members, Cubmasters, and Assistant Cubmasters. It is required to become fully trained in these positions. Learn about program planning, unit finance, parent recruitment, record keeping, and how & why these positions are vital to a successful Pack. Must have attended Cub Leader Specific Introduction.
145	Recog- nition	1 OR 6	Cub Scout Ceremonies	Make lasting impressions and memories with great ceremonies. Learn why you need ceremonies for advancement, openings & closings, and special occasions.

Course #	Theme	Period	Course Name	Course Description
150	Skills	4 OR 6	Songs, Skits, & Sparklers	So you want entertainment? Discover the dynamics of getting cub scouts to perform. Learn simple songs, skits and other den and pack meeting sparklers. Go home with tips and techniques to get any cub scout to come out of his shell and perform.
155	Mgmt.	6	Nova Awards for Cub Scouts	STEM (Science, Technology, Engineering, and Math) is part of an initiative the BSA has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs. From Astronomy to Wildlife Preservation scouts can't help but enjoy the wide range of STEM-related activities. To support this initiative, the BSA developed the Nova Awards program so that youth members have fun and receive recognition for their efforts.
160	Recog- nition	5	Blue & Gold	Planning and preparing for Cub Scouting's most prestigious event can be time consuming, but well worth it. Cross over ceremonies, guest speakers, themes and rank advancement are among the many things to be covered.
165	Mgmt.	3	Outing in Cub Scouting	From museums to camping, discover new things to do in the Illowa Council area to get your Cub Scout Den or Pack out and about. Learn about requirements for Cub camping and other things to consider when heading out with your scouts.
170	Skills	1 OR 6	Knife Safety	Learn what is an acceptable use of pocketknives in the Cub Scout program and how to ensure the safety of your scouts. Discusses requirements for the Whittling Chip Wallet Card.
175	Mgmt.	3	The Trail from Tiger to Webelos	We lose many boys while advancing from rank to rank. Learn how to keep your Cubs from dropping out during these pivotal transition points.
180	Recog- nition	6	Cub Scout Extras	Learn about all the fun extra activities and awards that are available to Cub Scouts: World Conservation Award, HALT, Summertime Pack and Den Awards, Family Camping, MALT, Day Camp, PRAY, and more!
185	Skills	3 OR 5	Games	Everybody loves playing games. Learn to teach and play games for Den and Pack meetings. There will be theme related games for indoors and out, and for small and large groups. Use games to get your parents involved.
190	Skills	2 OR 5	Cub Scout Cooking	Learn simple recipes and methods of outdoor cooking suitable for Cub Scouts and Webelos. Actual cooking (and eating!) takes place.

Course #	Theme	Period	Course Name	Course Description
195	Mgmt.	4	LNT For Cub Scouts	Learn the concepts of the 6 principles of Leave No Trace Front Country and the Leave No Trace Cub Scout award. Discover an exciting way to introduce, instruct, and promote Front Country Awareness at the Pack and Den level.
200	Basic Training	6	CS Leader Specific: Webelos Leader	A detailed course for Webelos Leaders. The Webelos time is critical to the success of your Pack and to your boys making a smooth transition to Boy Scouting. Required as part of the training requirements to become fully trained.  Must have attended Cub Leader Specific Introduction.
210	Skills	3	Webelos Readyman	This course is designed to give you instruction on how to effectively present this activity badge to your Den. Handson information about the different requirements as well as tips and suggestions on resources to use in the presentation. This activity badge is required for the Arrow of Light.
220	Skills	4	Webelos Showman	Are you scared to talk in front of people? Help your scouts avoid that pitfall by starting young. Gather some great ideas for doing this badge with your scouts to develop their confidence and creativity.
240	Skills	6	Webelos Citizen	Learn proper etiquette for formal public ceremonies, our government's structure, where to find more information, the concepts of good citizenship, and the responsibilities of being helpful in our world. This activity badge is required for the Arrow of Light.
250	Skills	5	Webelos Scientist	Does Newton make you think of cookies or motion? You can do this badge in any case. Learn about pressure, motion, crystals and more. Science is a blast!
260	Skills	1	Webelos Engineer	It's not complicated to do this badge in your den. Learn how to do some simple projects like catapults and rockets to discover everyone's inner engineer.
270	Skills	3 OR 4	Webelos Crafts	You don't have to be an engineer or craftsman to use these great ideas to bring new life and excitement to Den meetings. Hands-on experience with the crafts and instructions to take with you.
290	Skills	2	Webelos Map & Compass	Learn and teach the basics of map and compass at the Webelos level. Give the scouts (and yourself) a simple grounding in the basics: orienting a compass, following compass directions, map layouts, symbols, and more. It's a snap!

Course #	Theme	Period	Course Name	Course Description
300	Basic Training	All Day	BS Leader Specific	As part of the requirements to become a fully trained Scoutmaster or Assistant Scoutmaster this is a must have to meet upcoming National training mandates.
310	Skills	6	Equipment You Don't Need	Every sporting goods store has more than enough gadgets to "improve" your outingbut do you really need them? Find out what is truly critical to a successful campout and what should be left at home.
315	Mgmt.	1	Scout to First Class	Advancement is important to scout retention! Learn some approaches to getting the boys to First Class in a reasonable time frame.
325	Recog- nition	1	Boy Scout Ceremonies & Courts of Honor	Recognition and family involvement are very important for successful retention. Learn how to guide your youth as they plan memorable Courts of Honor.
330	OA	3	Intro to the Order of the Arrow (OA)	Learn what the Order of the Arrow is, what it does, and why it is an important part of Scouting. Find out how scouts are selected for membership.
335	OA	5	OA and Your Unit	Discover just what the Order of the Arrow can do for your unit! Insightful information on advancement incentives, citizenship, good scouting habits, and much more. What are you waiting for? Involve your unit in the OA!  Prerequisite: Introduction to the OA
340	Recog- nition	4	Boy Scout Extras	So what else can your scouts do? Many awards, achievements, and recognitions can be earned above and beyond normal scout advancement. Come learn what is available to keep your scouts active and interested.
345	Mgmt.	1	Recruiting Webelos	Looking for great ideas to build your troop? Wondering what might lure those Webelos into giving Boy Scouts a try? Discover and share great ideas for courting the Webelos Scout.
350	Skills	1	Team Building	Learn some fun and challenging initiative games to help break the ice and build camaraderie amongst your scouts or adults.
355	Mgmt.	4	Nova Awards for Boy Scouts	STEM (Science, Technology, Engineering, and Math) is part of an initiative the BSA has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs. From archery to welding, Scouts can't help but enjoy the wide range of STEM-related activities. To support this initiative, the BSA developed the Nova Awards program so that youth members have fun and receive recognition for their efforts.

Course #	Theme	Period	Course Name	Course Description
360	Mgmt.	2	Boy Led Troop	Does the thought of a troop led by the boys seem out of reach? Learn some techniques and approaches to help develop this all important goal.
370	Skills	5	Lashing	Is your stomach tied in knots just thinking about lashing? Learn a few simple techniques and you'll be lashing like a pro!
375	Mgmt.	4	Why Your Troop Needs an OA Rep	Adult training for the Troop OA Rep Adviser and the Scoutmaster on how they they can use an OA Troop Rep to enhance their troop and why they want to develop this leadership position.
380	Skills	3 OR 6	Dutch Oven Cooking	Helpful tips to make your Dutch oven your friend at campouts. Learn how to care for and store Dutch ovens. Get recipes that are easy to use on your next campout. Sample some of the great Dutch oven meals.
385	Mgmt.	6	Training Troop Chaplains	Learn the duties of a Troop Chaplain and of a Chaplain's Aide so you can implement them in your unit.
390	Skills	2	Boy Scout Cooking	There's more to Boy Scout cooking than Dutch Ovens! Learn about great meals and other ways to prepare them to keep the boys interested and the leaders full.
410	Mgmt.	3	Venture Rank Advancement	Discover the real differences between Boy Scout and Venturing Advancements from someone who's been there. Taught by real Venturers for Venturing leaders.
420	Basic Training	1 AND 2	Venture Leader Specific	Required for all Venture Leaders to be fully trained. This is a must have to meet upcoming National training mandates.
455	Mgmt.	5	Nova Awards for Venturers	STEM (Science, Technology, Engineering, and Math) is part of an initiative the BSA has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs. From aviation to weather, Scouts can't help but enjoy the wide range of STEM-related activities. To support this initiative, the BSA developed the Nova Awards program so that youth members have fun and receive recognition for their efforts.
480	Basic Training	6	Venturing Youth Protection	Venturing has its own Youth Protection training. This is a required course for all adult Venture Leaders.

Course #	Theme	Period	Course Name	Course Description
500	Youth	All Day	Den Chief Training	"In learning you will teach, and in teaching you will learn."  Both Boy Scouts and Venturers can benefit from the experience of mentoring Cub Scouts, and having a Den Chief enriches a Pack. Everyone wins! Includes handbook. The scout must have Scoutmaster/Advisor approval, be 13 years old, First Class, and mature enough to benefit from and contribute positively to this training.  Disruptive scouts will be sent home.
520	Youth	All Day	SPL / ASPL Course	Nothing is more important to the success of a boy led troop than well trained leaders. Your prospective or current Senior Patrol Leader and Assistants will become more effective when they apply these valuable leadership skills. Includes handbook.  The scout must have Scoutmaster approval, be 13 years old, First Class, and mature enough to benefit from and contribute positively to this training.  Disruptive scouts will be sent home.
540	Youth	All Day	ILSC	Introduction to Leadership Skills for Crews. This is the first part of the Venturing Youth Leadership training program. Designed to help Venturers in leadership positions within their crew understand their responsibilities and to equip them with organizational and leadership skills to fulfill those responsibilities.
600	Skills	1	Basic Leather Craft	Discover leather crafts suitable for Cub Scouts. Experience hands-on teaching techniques and try your own hand at the crafts. In this class the students will learn: -where leather comes from and the different uses for leather -how to use the basic stamping tools and dyes on leather -how to make a simple leather billfold. To enhance your learning craft kits will be available for purchase ranging in price from \$6 - \$20.
601	Mgmt.	3	Unit Budget, Finances & Record Keeping	Every successful unit has a well-balanced budget, great fundraising opportunities and up-to-date advancement records. Learn techniques for keeping that paperwork manageable and exciting ideas for fundraising that will make your "Unit Thrive!"
605	Mgmt.	6	Parent Management	Handling difficult parents. How to do your job in spite of overly helpful, critical, or upsetting parents.

Course #	Theme	Period	Course Name	Course Description
610	Skills	2 OR 4	Basic Knots	Before you get yourself all tied up trying to teach knots learn how to tie simple knots and learn the proper techniques for teaching the skills to scouts.
612	Mgmt.	3	LDS Scouting	The LDS church adopted Scouting in 1913 as a program for its youth and since then has been a leading proponent of Scouting. Learn about the Scouting program in the LDS Church including its structure, how it is used, and what its purposes are. Learn also about Varsity Scouting. Additional topics covered will include the LDS Church position on selling popcorn, fundraising, and providing a Scouting experience for youth who are not members of the faith.
615	Skills	1	Duct Tape 101	Everyone looks for those great ideas of how to fix this or accomplish that and this course is just packed with strange but effective answers to that age old question "What do we do now?"
620	Skills	1	Basic Astronomy	Here is your opportunity to learn how to teach your scouts about the night sky and constellations. An exceptional course to get you started with the basics.
622	Mgmt.	4	What is LT?	Come discover the many opportunities that await everyone at our Council's Loud Thunder Scout Reservation. Learn how to gain access to the range or C.O.P.E. course, find out details about camping, cabin rentals, winter activities, the guest ranger program, conservation projects, canoeing, and much more.
630	Recog- nition	3	Adult Recruitment, Retention, & Recognition	You have a great group of scouts. Now, how do you get their parents involved? Where do you find adults to chair projects, assist with Pack meetings, and serve on your committee? Better yet, how do you recognize them to keep them coming back? Discover fantastic ways to encourage and keep adult involvement in your unit.
632	Mgmt.	3	How to Use a Den Chief	Learn the who, how, when and where about obtaining, retaining and utilizing Den Chiefs to their fullest potential. Everyone wins when you use a Den Chief.
635	Basic Training	2	Climb on Safely	Learn the do's and don'ts about climbing presented lin an entertaining and fun atmosphere.
637	Mgmt.	5	Youth to Adult Transition	What do you do with that 18 year old scout? How to navigate those tricky years from 18 to 25 so the scout stays involved and feels useful.

Course #	Theme	Period	Course Name	Course Description
640	Skills	5	Social Media & Unit Websites	We will discuss the pros and cons of having a unit website and a variety of ways to start a website including several easy options that require no technical knowledge. We will also discuss how to manage the content, getting parents and scouts to use the site, and ideas to keep it interesting. Lastly we will cover the BSA rules of a unit site, youth protection, and site security.
642	Mgmt.	4	myscouting.org	Would you rather sleep on the ground without a pad than go to this website? Learn about all the wonderful resources that are at your fingertips and can make your scouting experience easier, better, and safer.
645	Basic Training	5	Safe Swim Defense	This course is a must have for any activities on, in or near the water. Presented live by a qualified instructor.
650	Skills	2 AND 3	Advanced Leather Craft	Delve deeper into advanced leather crafting including advanced kits, tools and techniques. In this class the students will learn: -where leather comes from and the different uses for leather -how to used the basic tools/dyes/finishes from the kits -how to tool the basic Sheridan flower. To enhance your learning craft kits will be available for purchase ranging in price from \$6 - \$45.
652	Mgmt.	4 AND 5 AND 6	LNT 101	This BSA recognized course is a general introduction to the Leave No Trace ethics and skills to those with little prior exposure to it. Learn what it takes to bring Outdoor Ethics to your unit.
655	Skills	2	Intro to C.O.P.E.	Have you ever wondered just what C.O.P.E. stands for? Or how to use that high course at Loud Thunder? Do you really understand how valuable the C.O.P.E. experience can be to your unit? Gain insight about this unique program and the availability of additional training. Although geared for Boy Scout Leaders, any interested adults are welcome to attend.
657	Mgmt.	2	Religious Awards	A Scout is Reverent. Learn about the different levels, for Tiger Cubs through Boy Scouts, of the <b>P</b> rograms of <b>R</b> eligious <b>A</b> ctivities for <b>Y</b> outh (PRAY) program. This class will make the program and awards easy to understand and implement in your unit. Boy Scout leaders are encouraged to attend as it is never too late to start this program.
660	Skills	4	Advanced Knots	Looking for a challenge? Learn about advanced knots used in high adventure scouting and their applications. You must be fluent with basic knots to take this course.

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662	Mgmt.	1	Religious Services in a Scouting Unit	Learn how to put together religious services for Packs, Troops, Crews, and Posts that are both adult led and scout led.
665	Skills	2 OR 5	STARLAB	Increase your STEM knowledge!  Take a trip to the stars in the giant inflatable planetarium STARLAB. This class will give unit leaders the opportunity to expand their knowledge of astronomy and the stars in an indoor setting. With your newfound knowledge you will be able to challenge your scouts in the new NOVA program that emphasizes Science-Technology-Engineering-Mathematics.
670	Mgmt.	1	BSA High Adventure Opportunities	Learn about Philmont Scout Ranch, the Florida Sea Base, Northern Tier, the new Bechtel Summit, National and World Jamborees, and OA High Adventure opportunities for your scouts.
675	Basic Training	4	Safety Afloat	Required for Troops and Crews participating in any trip afloat. Learn about proper boating safety and equipment along with helpful tips to make your trip afloat safe and enjoyable for all.
680	Basic Training	2 OR 5	Youth Protection	Youth Protection training is mandatory for all contact leaders every 2 years (and a great idea for ALL adults) in the Boy Scouts of America. This will be presented live by a qualified instructor.
682	Skills	6	Balloon Art	Come explore the basics of balloon twisting with Balloonatic Tracy! Great for Blue and Gold decorations, Scout Penny Carnivals, and as an enhancement to recruiting and fundraising events. All supplies provided, as well as information on how to advance in your new skill. Kids from 3 - 93 LOVE balloons!  *****Please note: All balloons are latex.****
685	Mgmt.	1 OR 4	Boy Behavior	This course teaches about the stages boys go through as they grow and mature. There are common traits they share and understanding these will help you deal effectively with your Cub and Boy Scouts.
690	Mgmt.	2	How to Work with Teens	What worked in Cub Scouts probably doesn't work with the "maturing scout". Learn how to relate to Boy Scouts and Venturers.

Course #	Theme	Period	Course Name	Course Description
692	Mgmt.	6	Native American	Learn ways in which to incorporate the Native American theme into your scout meetings and Cub advancement ceremonies. Learn more about Native American involvement in scouting.
695	Mgmt.	5	Intro to Leave No Trace	Learn about the new LNT Trainer position for Boy Scout and Venturing youth plus review the seven principles and discuss ways to bring awareness to your unit through adult level training. Presented by a LNT Master Educator.
699	Mgmt.	6	Ask Me Anything!	There are no stupid questions! A panel of knowledgeable Scouters will answer every and any question you have about scouting. A special prize will be given to anyone who can stump the panel.
700	Basic Training	All Day	Unit Commissioner Basic Training	This is the foundation for commissioner service and is required for all commissioners.  NOTE: Commissioners are assigned by their district. If you are interested in this position please contact your District Commissioner or District Executive.
999	Fun	Any	Midway Viewing Time	Simply select this subject as a course for any period and you will be given free time to explore our Midway without the in-between class time rush. The Midway will offer a variety of ideas, crafts, and displays by Packs, Troops, and Crews, as well as vendors selling scouting related products and snacks/pop.