### PROGRESS THROUGH THE CUB SCOUT JOURNEY

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<th>YEAR PROGRESSION</th>
<th>JUNGLE ADVENTURES</th>
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| **Runner** Age 8 | One or more adventures for each area of the Jungle Map with the Lair or Pack | • Learn Cub Scout Promise, Law and Motto  
• Outdoor Adventure Skills  
• Option of Personal Achievement Badges  
• Do at least one linking activity | • Review each adventure with Lair and/or Pack  
• Year-end Review with Pack, with specific attention to the SPICES | Tracker |
| **Tracker** Age 9 | One or more adventures for each area of the Jungle Map with the Lair or Pack | • Take part in leadership of Lair  
• Plan and participate in linking activities, especially those with Beaver Colony  
• Outdoor Adventure Skills  
• Option of Personal Achievement Badges | • Review each adventure with Lair and/or Pack  
• Year-end Review with Pack, with specific attention to the SPICES | Howler |
| **Howler** Age 10 | One or more adventures for each area of the Jungle Map with the Lair or Pack | • Participate in leadership of Pack in Howler Council  
• Outdoor Adventure Skills  
• Option of Personal Achievement Badges  
• Participate in linking activities with other sections, especially with Scout Troop | • Review each adventure with Lair and/or Pack  
• Review their Cub Scout Journey with the Howler Council and Scouters  
• Year-end Review with Pack, with specific attention to the SPICES | • Seeonee Award  
• Scouts |

Each year provides new challenges for the Cub Scout. Let’s take a look at the following chart which shows how the Cub Scout program does that in a progressive way.

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