FAITH IN GOD/11 YR. OLD SCOUTS REQUIREMENT CORRELATION

SCOUT REQUIREMENT
No direct correlation here, but prayers could be given in the Scout mtg.
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Tenderfoot # 3: On the campout, assist in preparing and cooking one of your patrol's meals. Tell why it is important for each patrol member to share in meal preparation and cleanup, and explain the importance of eating together.
1st Class: 4a. Help plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner, and that requires cooking at least two of the meals. Tell how the menu includes the foods from the food pyramid and meets nutritional needs. 4e. On one campout, serve as your patrol's cook. Supervise your assistant(s) in using a stove or building a cooking fire. Prepare the breakfast, lunch, and dinner planned in requirement 4a. Lead your patrol in saying grace at the meals and supervise cleanup.
Tenderfoot # 5: Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.
1 st Class # 5: Visit and discuss with a selected individual approved by your leader (elected official, judge, attorney, civil servant, principal, teacher) your constitutional rights and obligations as a U.S. citizen.
2 nd Class: 8a. Tell what precautions must be taken for a safe swim. 8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place. 8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.
2 nd Class: 1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean. 1b. Using a compass and a map together, take a five-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.
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2 nd Class # 10: Earn an amount of money agreed upon by you and your
parent, then save at least 50 percent of that money.

 Plan a physical fitness program for yourself that may include learning to play a sport or game. Participate in the program for one month. 	Tenderfoot: 10a.Record your best in the following tests: Push-ups Pull-ups Sit-ups Sit-ups Standing long jump (ft in.) 1/4-mile walk/run
	10b. Show improvement in the activities listed in requirement 10a after practicing for 30 days. Push-ups Pull-ups Sit-ups Standing long jump (ft in.) 1/4-mile walk/run
 Plan and complete your own activity that will help you develop your talents (write the activity below). 	2 nd Class # 5: Participate in an approved (minimum of one hour) service project. Tenderfoot # 2: Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.

Note: the above information was based around 11 yr. old scout focus of achieving 1st Class rank advancement; several other correlations can be found around merit badge achievements that are not listed above, but ideas are identified below:

- Make an item from wood, metal, fabric, or other material, or draw, paint, or sculpt a piece of art. Display your finished work for others to see.
- Visit an art museum or attend a concert, play, or other cultural event. Share your experience with your family or activity day group.
- List five things you can do to help around your home. Discuss the importance of obeying and honoring your parents and learning how to work