

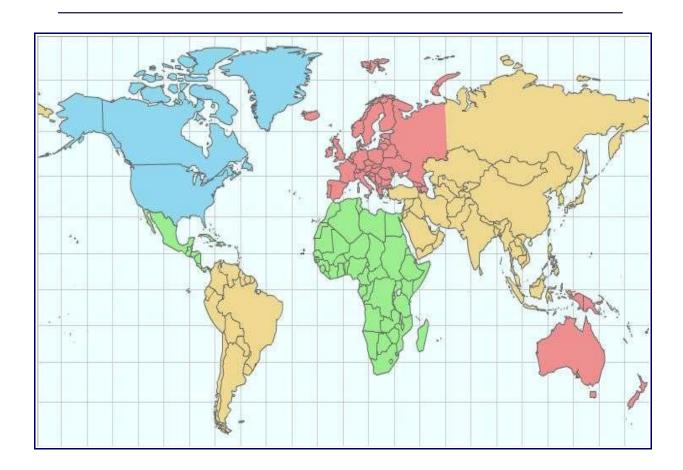
Geography

Beltloop and Pin Worksheet

Scout Name:	Cub Scout Academic & Sports Program
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		e physical geog 100 miles. Disc		•
equator, c	and the north	e or map to loc ern and southe used to locate (rn hemisphe	



Geography Pin

Earn the Geography beltloop, and complete five of the following requirements:

■ 1. Make a 3-D model of an imaginary place. Include five different land forms, such as mountains, valleys, lakes, rivers, plateaus, and plains. 2. List 10 cities around the world. Calculate the time it is in each city when it is noon in your town. ■ 3. Find the company's location on the wrapper or label of 10 products used in your home, such as food, clothing, toys, and appliances. Use a world map or atlas to find each location. 4. On a map, trace the routes of some famous explorers. Show the map to your Den, Patrol or family. 5. On a United States or world map, mark where your family members and ancestors were born. ■ 6. Keep a map record of the travels of your favorite professional sports team for one month. _____

■ 11. Draw or make a map of your state. Include rive state parks, and cities. Include a key or legend of map	
adult some facts you learned about a place that was p	_
 ■ 10. Play a geography-based board game or comp 	
9. Choose a country and make a travel poster for it.	
■ 8. Take part in a geography bee or fair in your Pack	, school, or community
(a) Read a book in which geography plays an important site with satellite views of earth, identify at least five local home address or a nearby building. Be sure you have your partner's permission first.	ations, including your