

SCOUTBOOK PLUS

A Parent's Guide to Following Your Scout's Adventure



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ASSISTANT CUBMASTER, PACK 3116

WHAT YOU CAN DO AS A PARENT

01

Follow Progress

See your Scout's rank, adventures, and requirements in real time.

02

Mark Completed

Record family and at-home requirements so your den leader can sign them off.

03

Explore Adventures

Look up every required and elective adventure, with requirements and activity ideas.

04

Stay on Schedule

See the den and pack calendar, sync it to your phone, and RSVP if your den uses it.

WHAT YOU CAN'T DO Parents can mark items **Completed**, but only a registered unit leader can mark them **Approved** (signed off). That's by design.

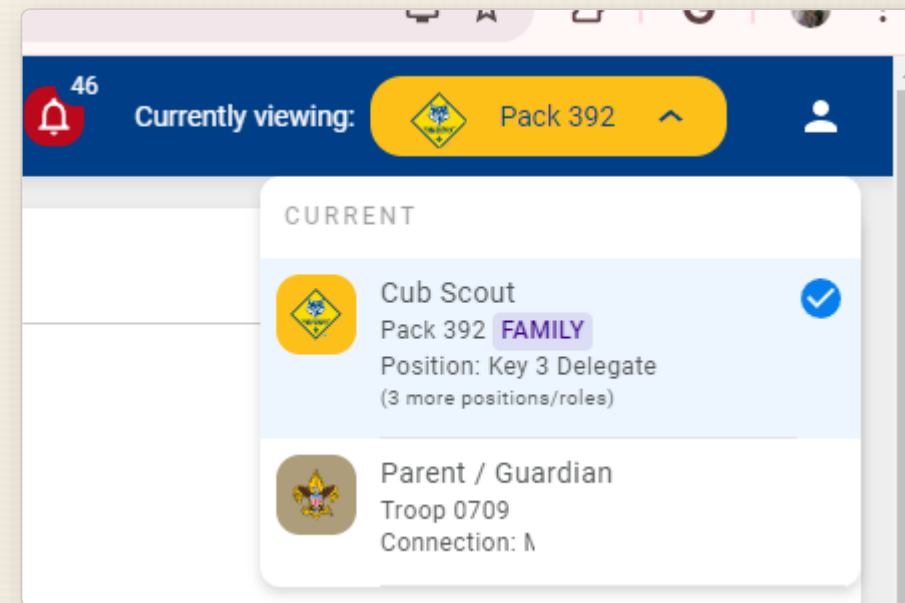
GETTING IN

Logging in and finding your Scout

LOGGING IN

advancements.scouting.org

- 1 Sign in with your **my.Scouting** account — the one you used to **register your Scout**.
- 2 If you have more than one role, use the **Currently viewing** pulldown (top right) to pick **Parent / Guardian**.
- 3 Click your **child's name** to open their Scoutbook page.



PARENT / GUARDIAN APPEARS AS ONE OF YOUR CONNECTIONS

DON'T SEE YOUR SCOUT? Parents should already be connected to their Scouts. If yours is missing, contact your **local council registrar** (your den leader can help you reach them).

YOUR SCOUT'S PAGE

- ▶ Every **rank** with a progress bar.
- ▶ **Current adventures** and their status.
- ▶ **Edit Profile:** check contact info, add a nickname or photo.

PLEASE DON'T change your Scout's **name** or **Member ID**. They must match the official application.

The screenshot displays the Scoutbook Plus Youth Profile interface. The top navigation bar includes the Scoutbook Plus logo, a notification bell with 57 alerts, and a dropdown for 'Currently viewing: Pack 392'. The profile section on the left shows the Scout's name 'S. [redacted] rra', their rank 'Wolf', and their Member ID. Below this is a section for 'About me (hobbies, scouting experience)...' and a 'Parents / Guardians' section. The 'Program Leadership' section shows 'Total days: 0'. The 'Current Positions' and 'Past Positions' sections both show 'No positions'. The 'CUB SCOUT RANKS' section lists the following ranks with their completion status: LION (AWARDED, Completed 04-06-2021, 100%), BOBCAT (AWARDED, Completed 11-09-2021, 100%), TIGER (AWARDED, Completed 03-24-2022, 100%), WOLF (AWARDED, Completed 05-15-2023, 100%), BEAR (STARTED, 0%), WEBELOS (STARTED, 0%), and ARROW OF LIGHT (STARTED, 0%). A blue arrow points to the 'View More' button for the BEAR rank. The 'CURRENT ADVENTURES' section shows required activities (Bobcat (Bear), Bear Habitat, Bear Strong, Paws for Action, Standing Tail, Fellowship) and elective activities, all marked as 'NOT STARTED'. The right sidebar shows 'Activity Logs' for CAMPING (2 NIGHTS), HIKING (0 MILES), and SERVICE HOURS (1.5 HOURS). The 'Ranks' section shows the progression from Tiger to Wolf to Bear, with Wolf marked as 'Last Approved'. A 'Run Report' button is at the bottom right.

THE ARROW MARKS VIEW MORE ON THE CURRENT RANK

FOLLOWING PROGRESS

What the statuses mean and where to look

WHO DOES WHAT

STARTED

Work is in progress.

YOU, YOUR SCOUT, OR A LEADER

COMPLETED

Someone thinks the Scout is done.

Not a sign-off yet.

YOU, YOUR SCOUT, OR A LEADER

APPROVED

A leader verified it. **Officially earned.**

UNIT LEADERS ONLY

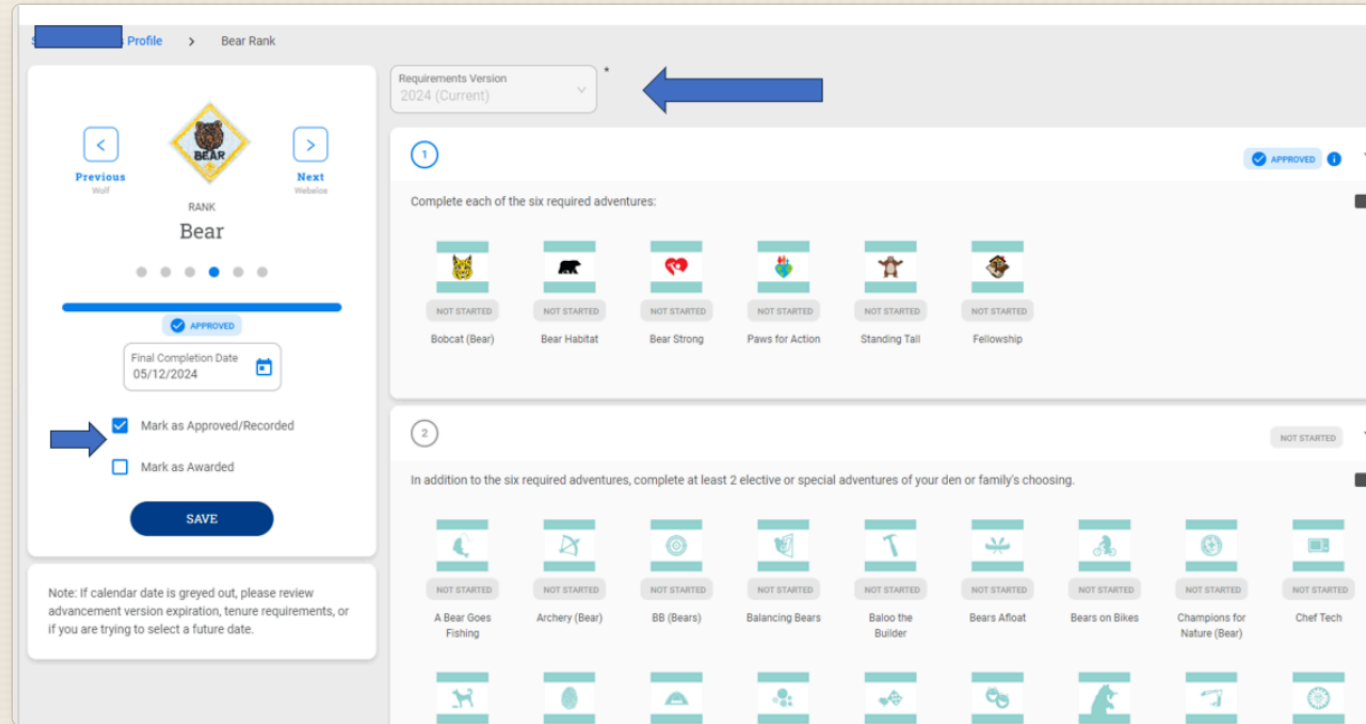
AWARDED

Optional. The badge or loop was presented to your Scout.

UNIT LEADERS

- ▶ **Completed** is like your Scout raising their hand: “I did it!” **Approved** is the leader’s initials in the handbook.
- ▶ You can enter Completed items on the website or in the **Scouting mobile app**.

INSIDE A RANK



Profile > Bear Rank

Requirements Version 2024 (Current)

Previous Wolf RANK Bear Next Webelos

APPROVED

Final Completion Date 05/12/2024

☒ Mark as Approved/Recorded

☐ Mark as Awarded

SAVE

Note: If calendar date is greyed out, please review advancement version expiration, tenure requirements, or if you are trying to select a future date.

1 Complete each of the six required adventures:

Bobcat (Bear) Bear Habitat Bear Strong Paws for Action Standing Tail Fellowship

2 In addition to the six required adventures, complete at least 2 elective or special adventures of your den or family's choosing.

A Bear Goes Fishing Archery (Bear) BB (Bears) Balancing Bears Baloo the Builder Bears Afloat Bears on Bikes Champions for Nature (Bear) Chef Tech

CLICK VIEW MORE ON A RANK: REQUIRED ADVENTURES ON TOP, ELECTIVES BELOW

- ▶ Each adventure shows whether it's **not started**, **started**, or **completed**.
- ▶ For example, the **Bear** rank takes **six required adventures** plus **any two electives**.

MARKING COMPLETED

Recording what your Scout did at home

BEFORE YOU MARK ANYTHING



Before marking anything as complete, discuss with your unit leaders to make sure you are aligned with your unit's advancement practices.

Scoutbook Plus Tutorial for Parents

YOUR DEN LEADER RECORDS

- ▶ Requirements done **at den meetings** and pack events.
- ▶ The **Approval** for everything.

YOU RECORD

- ▶ **Family** requirements.
- ▶ Anything assigned as **homework**.
- ▶ Make-ups and electives you agreed on with your den leader.

MARKING A REQUIREMENT COMPLETED

- 1 On your Scout's page, click **View More** on the rank.
- 2 Click the **adventure**.
- 3 Find the requirement and enter the **completion date**. Add a comment if helpful.
- 4 Click **Save**.

Link to Leader Resource Page for Adventure



ADVENTURE

Bear Habitat

0% Progress

NOT STARTED

Final Completion Date 

☐ Mark as Approved/Recorded

☐ Mark as Awarded

SAVE

Note: If calendar date is greyed out, please review advancement version expiration, tenure requirements, or

Requirements Version
2024 (Current) 

Check out this [resource page](#) to get the most out of this adventure!

1 NOT STARTED 

Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.

Completion Date  ☐ Mark as Approved/Recorded **ADD COMMENT (0)** **SAVE**

2 NOT STARTED 

"Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route.

Completion Date  ☐ Mark as Approved/Recorded **ADD COMMENT (0)** **SAVE**

LEADER VIEW SHOWN: THE APPROVED CHECKBOX IS LEADERS ONLY

SEVERAL AT ONCE: QUICK ENTRY

- 1 On the adventure page, click **Quick Entry** (top right).
- 2 Check each finished requirement in the **Complete** column.
- 3 Enter the **date** and click **Save**.

LEAVE APPROVE ALONE The **Approve** column is for leaders. Marking Completed sends it to your den leader's **Pending Items** list to sign off.

Quick Entry

Select all the requirements you want to complete/approve

Complete	Approve	Requirement Details
☐	☐	
☐	☐	1 Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.
☐	☐	2 "Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route.
☐	☐	3 "Choose the Right Path" Learn about the path and surrounding area you will be walking on.
☐	☐	4 "Trash your Trash" Make a plan for what you will do with your personal trash or trash you find along the trail.
☐	☐	5 "Leave What You Find" Take pictures along your walk or bring a sketch book to draw five things that you want to remember on your walk.
☐	☐	6 "Be Careful with Fire" Determine the fire danger rating along your path.
☐	☐	7 "Respect Wildlife" From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.
☐	☐	8 "Be Kind to Other Visitors" Identify what you need to do as a den to be kind to others on the path.
☐	☐	9 With your den, pack, or family, go on your one-mile walk while practicing your Leave No Trace Principles for Kids. 0/200

Add Comment

Completion Date

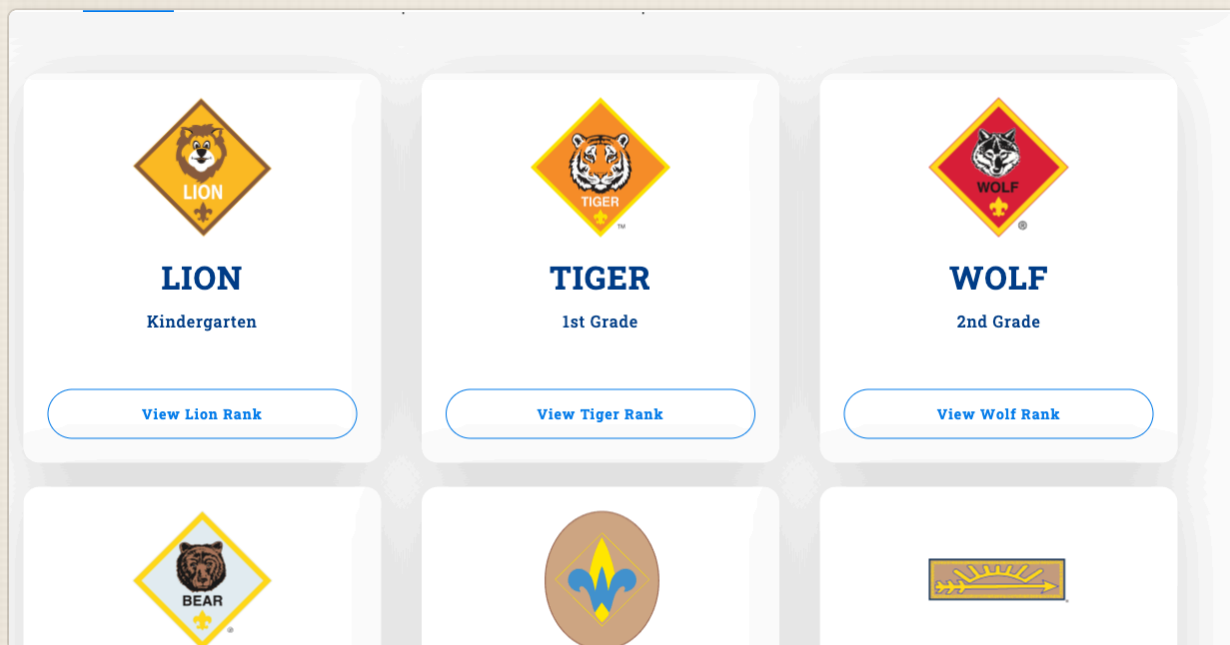
SAVE

EXPLORING ADVENTURES

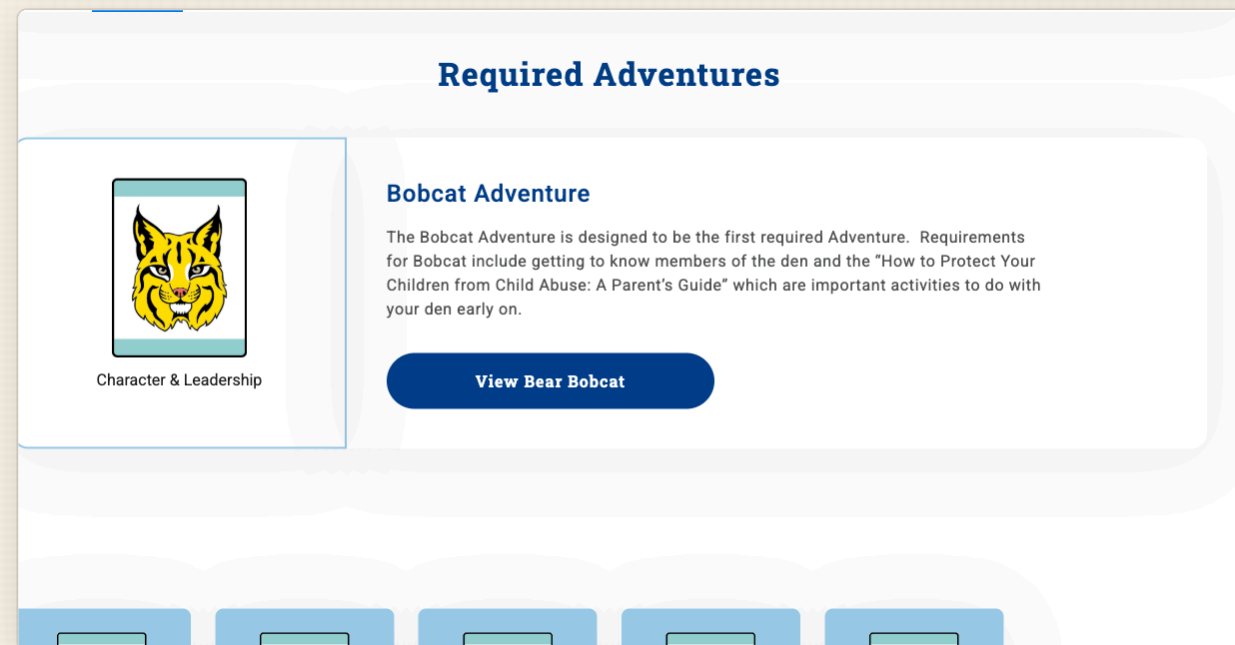
Every rank, adventure, and requirement on scouting.org

FIND YOUR SCOUT'S RANK

scouting.org/programs/cub-scouts/adventures



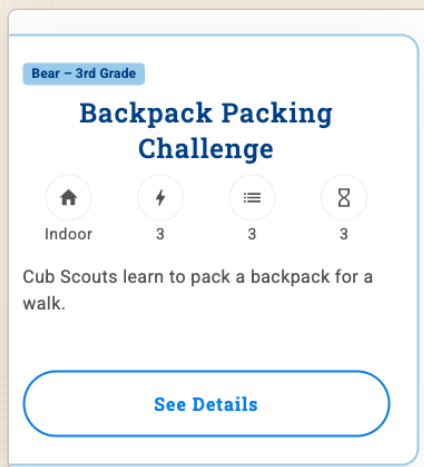
PICK A RANK: LION THROUGH ARROW OF LIGHT



EACH RANK LISTS REQUIRED, ELECTIVE, AND SPECIAL ELECTIVE ADVENTURES

INSIDE AN ADVENTURE PAGE

- ▶ **Snapshot:** what the adventure is about.
- ▶ **Safety Moment:** what to check before you start.
- ▶ **Requirements:** the full list, numbered.
- ▶ **Activities:** choose **one activity for each requirement**; [See Details](#) gives step-by-step instructions.



Requirement 1 Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.	Requirement 2 "Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route.	Requirement 3 "Choose the Right Path" Learn about the path and surrounding area you will be walking on.
Requirement 4 "Trash your Trash" Make a plan for what you will do with your personal trash or trash you find along the trail.	Requirement 5 "Leave What You Find" Take pictures along your walk or bring a sketchbook to draw five things that you want to remember on your walk.	Requirement 6 "Be Careful with Fire" Determine the fire danger rating along your path.
Requirement 7 "Respect Wildlife" From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.	Requirement 8 "Be Kind to Other Visitors" Identify what you need to do as a den to be kind to others on the path.	Requirement 9 Go on your one-mile walk while practicing your Leave No Trace Principles for Kids.

BEAR HABITAT: ALL NINE REQUIREMENTS AT A GLANCE

TIP In Scoutbook, the **resource page** link at the top of an adventure takes you straight to its page.

STAYING ON SCHEDULE

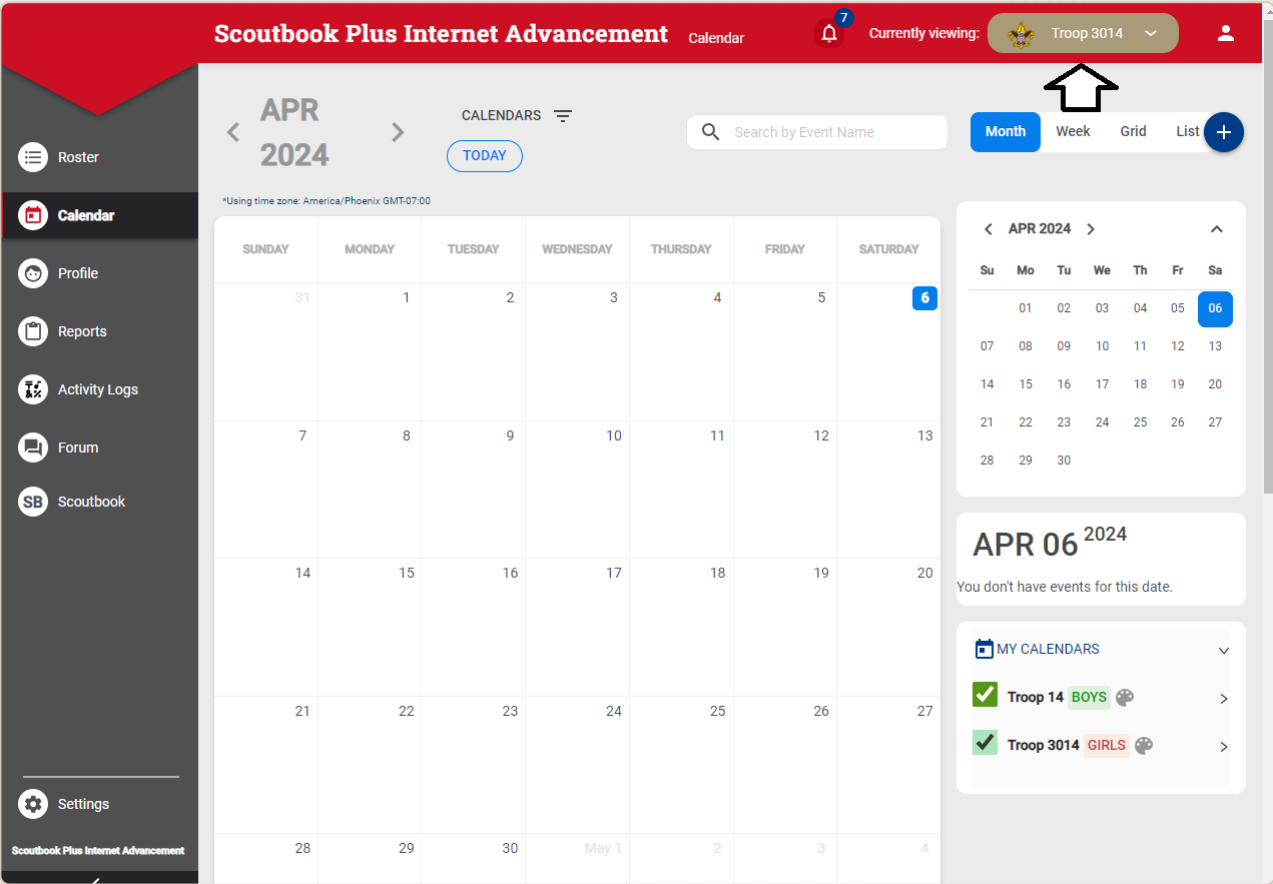
The den calendar, RSVPs, and your phone

THE DEN & PACK CALENDAR

- 1 Pick your unit in the **Currently viewing** pulldown (top right).
- 2 Click **Calendar** in the left menu.
- 3 Choose which calendars to show: pack and den.

PUT IT ON YOUR PHONE

Click the **link next to the calendar name** at the bottom of the calendar page for its iCal URL. Add it to Google, Apple, or Outlook and new events show up automatically.



UNIT SELECTOR UP TOP • MY CALENDARS AT THE RIGHT

RSVP FOR YOUR SCOUT

RSVP is **optional**. Your pack or den decides whether to use it, and leaders turn it on **event by event**. If an event has RSVP turned on:

- 1 Make sure you're set as **parent** in the top-right pulldown.
- 2 Click the **event** on the calendar.
- 3 On the right, expand **My Youth Connections** with the chevron.
- 4 Select your Scout and set the RSVP.

← Back to: Calendar

Permission slips are required for this event. All the information about the event is pre-filled for your convenience so you just need to print, review and sign. [Download Permission Slip](#)

DECLINE

EVENT INFORMATION

Name: Iceland Trip
Event Type: Campout
Start Date: Jun 28, 2024 @ 09:00 AM
End Date: Jul 06, 2024 @ 01:00 PM

EVENT LOCATION

Location: Úlfjótavatn
Location URL: <https://maps.app.goo.gl/gCv4bzbnUfBRfKto8>

EVENT DETAILS

Description: Iceland Trip

CALENDARS

Crew 3333

INVITEES/ATTENDEES

Expand/Collapse All RSVP/Attendance

Adults (10) >

Youths (4) >

My Youth Connections (1) v

✓ ? Kyli

External Guest (0)

COMMENTS (0)

No comments yet. Be the first to share your thoughts!

Add Comment

MY YOUTH CONNECTIONS, CIRCLED AT RIGHT

WHY IT MATTERS If your den uses RSVP and you don't answer, you show up as **Maybe**. Your RSVP tells the den leader how many supplies to bring.

YOUR SCOUT'S OWN ACCOUNT & THE APP

A LOGIN FOR YOUR SCOUT

- ▶ Scouts with their own **my.Scouting** account can review their advancement and see the unit calendar.
- ▶ Get your Scout's **Member ID** from your den leader, then create the account at **my.Scouting.org**.
- ▶ **Never share your login** with your Scout. Every user needs their own account.

THE SCOUTING APP

- ▶ Parents and Scouts can use the **Scouting** mobile app for advancement and the unit calendar instead of the website.
- ▶ You can mark items **Completed** from the app too.

PARENT CHEAT SHEET

DO

- ▶ Ask your den leader how the pack handles home advancement.
- ▶ Mark family and homework requirements **Completed**, with a date.
- ▶ Add a **comment** saying what your Scout did.
- ▶ Browse adventures on **scouting.org** to preview what's coming.
- ▶ Subscribe to the den calendar, and **RSVP** if your den uses it.

DON'T

- ▶ Change your Scout's **name** or **Member ID**.
- ▶ Expect Completed to mean earned. It still needs **leader approval**.
- ▶ Plan **special electives** (archery, BB guns, slingshots) at home. Those need approved events.
- ▶ Share your login with your Scout.

RESOURCES

- ▶ These slides as a PDF: [Scoutbook-Plus-for-Parents.pdf](#)
- ▶ Scoutbook Plus login: [advancements.scouting.org](#)
- ▶ [Scoutbook Plus Tutorial for Parents](#): login, profile, marking complete, calendar, RSVP
- ▶ [Introduction to Scoutbook Plus for Cub Scout Packs](#): advancement statuses, Quick Entry
- ▶ [Why Do Parents Have Full Control?](#)
- ▶ Cub Scout adventures: [scouting.org/programs/cub-scouts/adventures](#)
- ▶ Create a my.Scouting account: [my.scouting.org](#)
- ▶ **Questions?** Start with your den leader. The [Scouting Forums](#) cover technical issues.

Screenshots courtesy of the Scoutbook Knowledge Base and scouting.org, Scouting America. Scoutbook Plus changes often; screens may differ from what you see today.

QUESTIONS & DISCUSSION

Tyler Malone



ASSISTANT CUBMASTER, PACK 3116