

Eagle Quest Curriculum - Troop 202

Topics	Time/Place	Rank	Reqmt	Description
Map and Compass	EQ Monday	Second Class	3a	Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
Map and Compass	EQ Monday	--	--	In preparation for later completion of 5-mile hike and orienteering course, help Scouts measure and record their pace length.
Map and Compass	EQ Monday	Second Class	3d	Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
Map and Compass	EQ Monday	--	--	Instruct Scouts on how to measure the height of an object. (part of First Class requirement 4a)
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for simple cuts and scrapes
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for blisters on the hand and foot
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for minor (thermal/heat) burns or scalds (superficial, or first-
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for bites or stings of insects and ticks
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for venomous snake bite
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for nosebleed
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for frostbite and sunburn
First Aid	EQ Tuesday	Tenderfoot	4a	Show first aid for choking
First Aid	Troop Meeting	Tenderfoot	4d	Assemble a personal first-aid kit to carry with you on future campouts and hikes. Tell how each item in the kit would be used.
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for an object in the eye.
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for a bite of a warm-blooded animal
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for a puncture wound from a splinter, nail, and fishhook.
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for serious burns (partial thickness, or second degree).
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for heat exhaustion.
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for shock.
First Aid	EQ Tuesday	Second Class	6a	Demonstrate first aid for heatstroke, dehydration, hypothermia, and hyperventilation.
Knots and Rope	EQ Wednesday	Tenderfoot	3a	Demonstrate a practical use of the square knot.
Knots and Rope	EQ Wednesday	Tenderfoot	3b	Demonstrate a practical use of two half-hitches.
Knots and Rope	EQ Wednesday	Tenderfoot	3c	Demonstrate a practical use of the taut-line hitch.
Knots and Rope	EQ Wednesday	Second Class	2f	Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
Knots and Rope	EQ Wednesday	Second Class	2g	Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
Knots and Rope	EQ Wednesday	First Class	3a	Discuss when you should and should not use lashings.
Knots and Rope	EQ Wednesday	First Class	3b	Demonstrate tying the timber hitch and clove hitch.
Knots and Rope	EQ Wednesday	First Class	3c	Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
Knots and Rope	EQ Wednesday	First Class	3d	Use lashings to make a useful camp gadget or structure.
Citizenship	EQ Thursday	Second Class	8b	Explain what respect is due the flag of the United States.
Citizenship	Daily in campsite	Tenderfoot	7a	Demonstrate how to display, raise, lower, and fold the U.S. flag.
Safety Outdoors	5-Mile Hike	Tenderfoot	4c	Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
Safety Outdoors	5-Mile Hike	Tenderfoot	5a	Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.
Safety Outdoors	5-Mile Hike	Tenderfoot	5b	Describe what to do if you become lost on a hike or campout.
Safety Outdoors	5-Mile Hike	Tenderfoot	5c	Explain the rules of safe hiking, both on the highway and crosscountry, during the day and at night.
Map and Compass	5-Mile Hike	Second Class	3b	Using a compass and map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.
Safety Outdoors	5-Mile Hike	Second Class	3c	Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.
Safety Outdoors	5-Mile Hike	Second Class	6c	Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
Outdoor Ethics	Outdoor Ethics Guide	Tenderfoot	1c	Tell how you practiced the Outdoor Code on a campout or outing.
Outdoor Ethics	Outdoor Ethics Guide	Second Class	1b	Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.
Plants and Animals	Spare Time	Tenderfoot	4b	Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.

Plants and Animals	Spare Time	First Class	5a	Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.
Plants and Animals	Spare Time	Second Class	4	Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
Citizenship	9-11 T202 Ceremony	Second Class	8a	Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.
Safety Outdoors	Troop Mtg not at camp	Second Class	6d	Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.
Safety Outdoors	Troop Mtg not at camp	Second Class	6e	Tell how you should respond if you come upon the scene of a vehicular accident.
Map and Compass	Troop Mtg not at camp	First Class	4a	Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/ or width of designated items (tree, tower, canyon, ditch, etc.).
First Aid	Troop Mtg not at camp	Second Class	6b	Show what to do for "hurry" cases of stopped breathing, stroke, severe bleeding, and ingested poison.
First Aid	Troop Mtg not at camp	First Class	7a	Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
First Aid	Troop Mtg not at camp	First Class	7b	By yourself and with a partner, show how to: • Transport a person from a smoke-filled room. • Transport for at least 25 yards a person with a sprained ankle.
First Aid	Troop Mtg not at camp	First Class	7c	Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).