



2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.

Technique1: \_\_\_\_\_

Technique2: \_\_\_\_\_

3. Do two of the following:
- a. Draw or paint an original picture outdoors, using the art materials of your choice.
  - b. Use clay to sculpt a simple form.
  - c. Create an object using clay that can be fired, baked in the oven, or air dried.
  - d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.
  - e. Make a display of origami or kirigami projects.
  - f. Use a computer illustration or painting program to create a work of art.
  - g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.
  - h. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.
  - i. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.
4. Choose one of the following methods to show your artwork:
- a. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.
  - b. Display your artwork in a pack, school, or community art show.

When working on Cub Scout Advancements and awards, Cub Scouts, their parents, and Scouters should be aware of some vital information in the current edition of the *Guide to Advancement* (BSA publication 33088). Important excerpts from that publication can be downloaded from <http://usscouts.org/advance/docs/GTA-Excerpts-Cub.pdf>.

You can download a complete copy of the *Guide to Advancement* .from <http://www.scouting.org/filestore/pdf/33088.pdf>.