SCHEDULE

Please plan to arrive before 8:00 am on Saturday, August 7, we will have flag raising at 8:00 am. Following that we will gather in the Dining Hall for instructions and information. Scouts BSA participants will attend the first session together that includes shooting sports (.22 rifles, archery, and paintball *(at metal targets)*). Then they will build Raspberry Pi’s *(which they get to keep)* and then participate in additional activities as time allows.

Those pre-registered for Welding Merit Badge (SOLD OUT) will proceed to the maintenance barn to take their class. Participants in Welding MB must be at least 14 years-old, they must wear long pants (preferably jeans, NO Nylon), and if possible they need to wear boots (there is a work around if they only have tennis shoes). They will be able to participate in additional activities as time allows.

Cubs and Webelos are offered 4 separate paths which allow them to earn a Nova Award that day, but these will take 4 of your 7 class selections. Scouts do not have to take a specific path.

Path 1 -Science Everywhere -requirement 1 - Dining Hall - videos

  requirement 2 – at check-in – show completion of belt loop
  requirement 3a-1 – STEMoveation Lab – fins on rockets
  requirement 3b – STEMoveation Lab – discuss scientific method.
  requirement 4 – entire STEM Discovery Day – where science done
  requirement 5 – dining hall closing - discuss with counselor.

Path 2 – Tech Talk - requirement 1 – Dining Hall – videos

  requirement 2 – at check-in – show completion of belt loop
  requirement 3 – Then & Now - meaning of Technology.
  requirement 4 – Then & Now - how technology changes
  requirement 5 – Then & Now - discuss with counselor

Path 3 – Swing! - requirement 1 – Dining Hall – videos

  requirement 2 – at check-in – show completion of belt loop
  requirement 3 – Pulleys & Levers – types of levers
  requirement 4 – Pulleys & Levers – use of pulleys & levers.
  requirement 5 – dining hall closing - discuss with counselor.

Path 4 – 1, 2, 3, Go! - requirement 1 – Dining Hall – videos

  requirement 2 – at check-in – show completion of belt loop.
  requirement 3a&b – Weights & Measures
  requirement 4 – Weights & Measures – secret codes
  requirement 5 – dining hall closing - discuss with counselor.

For Scouts BSA, they could earn the Hello World Nova Award, but reports are required, along with three hours of videos and a report on what they watched. Mike McCauley will serve as the Nova Counselor: 913-207-3901

There are 13 stations (minus Welding MB & Raspberry Pi’s) you get to choose up to 7 stations to visit. We will attempt to fulfill your selection, but class sizes will be limited, so first come, first served.

A class selection is only for the class, not a specific time.
All participants, including parents and leaders, need to bring a sack lunch and a water bottle. We plan to have refill coolers in multiple areas throughout camp. Don’t forget sunscreen, bug spray, and cooling towel.

Scouts and leaders will be walking from the Rifle Range to the Maintenance Barn. We only have one Kabota to move equipment and supplies. We will attempt to accommodate assisting the handicapped, but delays may be encountered.

8:00-8:20    Dining Hall – participants arrive, get checked-in, opening, and instructions.
8:30-9:20    program session 1 – all program areas, except Raspberry Pi’s & Welding MB
9:30-10:20   program session 2 – all program areas, including Raspberry Pi’s & Welding MB begin
10:30-11:20  program session 3 – all program areas
11:30-12:20  participants bring their own sack lunch, staff will have their lunch provided.
12:30-1:20   program session 4 – all program areas
1:30-2:20    program session 5 – all program areas
2:30-3:20    program session 6 – all program areas
3:30-4:20    program session 7 – all program areas
4:30-5:00    Dining Hall – closing and present Nova Awards to those that have earned them.

Please email your selections to: Mike McCauley at mrmike8108@gmail.com

Almost every station meets certain requirements for Nova Awards. We will have a sign to indicate what requirements you station meets. Scouts are encouraged to use the STEMovation App on their phones.

Please make selectins and email to: mrmike8108@gmail.com

Raspberry Pi build (Scouts BSA): _______
NOVA Award Path Selection: _______
Program Selection 1: _______
Program Selection 2: _______
Program Selection 3: _______
Program Selection 4: _______
Program Selection 5: _______
Program Selection 6: _______
Program Selection 7: _______
Welding MB (minimum age 14) _______
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Shooting Sports – rifle range – Offering .22 rifles, Archery and Paintball for Scouts BSA ages, BB’s and Archery for Cub & Webelos

Welding Merit Badge – maintenance barn - Scouts must be 14, wear long pants *(jeans preferable)*, and boots *(there is a workaround if all they have is tennis shoes)*. They will be offered additional activities as time allows.

Raspberry Pi’s – North side of dining hall - Scouts BSA will build Raspberry Pi kits, do some programming, and keep the Raspberry Pi’s. *(this is the first time this has been offered, so class time limits are open ended.)* They will be offered additional activities as time allows. Will complete requirements: Hello World – 3, 4, 5, 6, 7, 8

Chemistry – Commissioners Cabin - Actual scientists and chemists and do a phenomenal job engaging scouts in the world of Chemistry. Will complete requirements: Science is Everywhere – 4 a, 4b, & 5; Down & Dirty – 4a & 5

Pulley’s & Levers – West side of dining hall porch - Scouts will try to hoist themselves on three different pulley boatswain seats to learn how to reduce effort by using pulleys. There will be a large log (or rock) they will attempt to lift using a lever. Will complete requirements: Swing – 3, 4, 5, 6; Woosh! – 3 (partial)

Electricity – Nature Lodge - Scouts will learn how a breaker box works, how the light switch turns on a light, and they will build and keep their own popsicle stick flashlight. Just for FUN

Carpentry – Handicraft Lodge – This year Scouts will build their own Pinewood Derby Car display stand. With the Carpenters assistance the scouts will drill the holes necessary and assemble the stand they get to keep. Will complete requirement: Nova Wild – E1

Plumbing - Campsite Kiowa Pavilion – Scouts will learn how a drain works, why does the sink have that U-shaped pipe, how filters clean pollution out of water. Will complete requirement: Splash! – 4

Weights & Measures – Central Camp Chapel – Scouts will build their own hovercraft, build their own catapult, predict distances, how to measure height without a tape measure, how to calculate volume. Will complete requirements: 1, 2, 3 Go! – 3a, 3b, 4, & 5

Then & Now – OA Great House – Scouts will learn about how far technology has progressed, from the rotary dial phone, to the “brick” cell phone, to today’s cell phones; from stereoscopes, to Viewmasters; from disc readers the size of shelves to mini SD cards. The original toys that made toys. A little bit of history, mostly hands-on. Complete requirements: Tech Talk– 1, 2a, 2b, 6, & 7; Uncovering the Past– 3c; Start Your Engines– 5

NOVA Videos – South side of Dining Hall – every Nova Award requires either watching science videos or reading about science or a combination of the two. Scouts BSA require 3 hours and a written report, Cubs are required 1 hour. If Cubs or Webelos want to complete a Nova Award during STEM Discovery Day, meets the requirement.

GPS & Leave No Trace – around Central Camp – Scouts will learn how to use and play with GPS units. They can search out, find and claim prizes from a special GPS course, and they will learn about Leave No Trace principles. Just for FUN.

Robotics – STEM Lab at maintenance barn – Scouts will build and do some programming on a R2D2 mini robot kit. Sorry, do not get to keep this one. Just for FUN.

Rockets – Outside STEMovation Lab (trailer) at maintenance barn – Scouts will build their own compressed air rocket and launch it. They can add fins or a nosecone to see if that makes a difference in their flight. At KC Air Show some of the Blue Angels crew enjoyed playing with this. Will complete requirements: Science is Everywhere – 3a-1, 3b, 3c; Out of This World – 2b; Start Your Engines! – 4; Cub Scouts Can Code – 2b, 3a

Laser Engraving – Inside STEMovation Lab (trailer) at maintenance barn – Scouts get to watch the Laser engrave their name on a customized souvenir wooden coin. Just for FUN