



## Middleton Mills Park, Covington KY

# WELCOME

Dear Cubmaster,

Welcome to the Dan Beard Council 2018 Trailblazer District Scout Day Camp. This year's camp is being held June 11-15, 2018 at Middleton-Mills Park in Covington, KY. Our primary mission at Scout Day Camp is to provide your Scouts with an experience that will leave upon them a lifelong positive impact, while reinforcing the values of the Scout Oath and Law. Your Scouts will enjoy a camping experience that will allow them to develop character through personal challenges and success. We will also provide opportunities for **many elective advancements** and **fun** during their week with us.

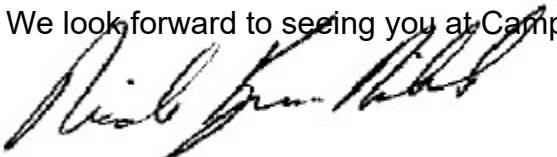
At Scout Day Camp, you will find a friendly and inviting atmosphere, where we take seriously the needs of every Scout. We work hard to assemble a staff of volunteer adults and older Scouts who are trained in Scout skills, teaching methods and all forms of Scouting safety, and are good leaders and mentors, as well. Our adult staff members enjoy working with youth and our youth staff members are Scouts who have or actively working on earning their Eagle Scout rank or equivalent Venturing Awards. They are the kind of Scouts your pack members can look to as role models.

As in years past for camp and in Scouting in general, Scout Day Camp is a volunteer run, professionally guided endeavor. For this year, **each Pack with 3-5 registered Cub Scouts attending Camp are asked to provide 1 Adult volunteer; Packs with 6-10 registered Cub Scouts are asked to provide 2 Adult volunteers; and so on.** The Adult volunteers do NOT have to be the same person each day, it's perfectly fine to have a different individual each day, all we require is for each volunteer to have completed Youth Protection Training and come to camp with a positive attitude. Adult volunteers who assist every day will receive a discount for their child or grandchild. **As always, Tiger Scouts (1st graders in the fall) MUST have an Adult Partner with them every day.**

In this **Cubmaster's Guide**, you'll find the information you need to prepare your Scouts for Scout Day Camp 2018. Let us draw your attention to the new program format offered by Trailblazer District. On the next several pages, you will find a general overview for all the program areas featured at our camp. Trailblazer District's Scout Day Camp was designed to offer opportunities for the Cub Scouts to explore many of the different elective Adventures offered for their specific rank, while working and interacting with Boy Scouts, Venturers, Arrowmen, Explorer Scouts, Sea Scouts, and International Scouts so they can learn about Scouting opportunities available as they get older. The adult volunteers who are serving as Camp Staff are committed to working with your youth to provide a fun filled week that will allow your Scouts to experience the fun of Scouting while giving them introductions to many different topics by way of fun and exciting activities. We have taken feedback from previous years' programs and incorporated that into this year's program to enhance the experience for everyone. Tigers are limited to 25 Scouts and all other ranks are limited to 50 Scouts.

If there is anything that we can do to maximize your Scouts' experience, please let us know. In addition, please feel free to contact me ([nkn610@gmail.com](mailto:nkn610@gmail.com)) or the other members of our District team so we can answer questions or support you in other ways as you prepare for your Scouts' experience at Trailblazer District Day Camp.

We look forward to seeing you at Camp!



Nicole Kuzmin-Nichols  
Camp Director

## OVERVIEW

Location:	Middleton-Mills Park 3415 Mills Rd. Covington, KY 41015
Dates:	June 11-15, 2018
Time:	8:00am – 4:00pm Scouts may be dropped off starting at 7:30am Scouts must be picked up by 4:30pm Before and After care is NOT offered at this camp
Required:	BSA Medical Form, Parts A & B (must have for all Scouts & staff)
Daily Required Items:	Water Bottle Sack Lunch (no refrigeration available) Sunscreen Closed toe shoes Camp T-shirt Whittling Chip - AOL Scouts only— <b>NO POCKETKNIVES</b> —card only
Suggested Daily Items:	Bug Spray Hat Small backpack for Scout treasures
Pre Check-In:	June 10 @ Middleton-Mills Park 1-3pm (drop off medical forms & receive camp T-shirt)
Pack Responsibilities:	1 Adult Volunteer for 3-5 registered Cub Scouts 2 Adult Volunteers for 6-10 registered Cub Scouts 3 Adult Volunteers for 11-15 registered Cub Scouts, etc...
Cost:	\$110 early registration by May 15 <sup>th</sup> \$125 after May 15 <sup>th</sup>
Cub Scout Registration:	<a href="http://www.danbeard.org/daycamp">http://www.danbeard.org/daycamp</a> (Northern Kentucky)
Adult Volunteer Registration:	<a href="http://www.danbeard.org/communityCamp">http://www.danbeard.org/communityCamp</a> (Registration link at bottom of page)

# Part A: Informed Consent, Release Agreement, and Authorization

# A

Full name: \_\_\_\_\_  
DOB: \_\_\_\_\_

High-adventure base participants:  
Expedition/crew No.: \_\_\_\_\_  
or staff position: \_\_\_\_\_

## Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.



**NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.**



List participant restrictions, if any: ☐ None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, or the Summit Bechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent/guardian signature for youth: \_\_\_\_\_ Date: \_\_\_\_\_

(If participant is under the age of 18)

Second parent/guardian signature for youth: \_\_\_\_\_ Date: \_\_\_\_\_

(If required; for example, California)

## Complete this section for youth participants only:

### Adults Authorized to Take to and From Events:

You must designate at least one adult. Please include a telephone number.

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Telephone: \_\_\_\_\_

Telephone: \_\_\_\_\_

### Adults NOT Authorized to Take Youth To and From Events:

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Telephone: \_\_\_\_\_

Telephone: \_\_\_\_\_



Prepared. For Life.®

680-001  
2014 Printing

## Part B: General Information/Health History

# B

**Full name:** \_\_\_\_\_

**DOB:** \_\_\_\_\_

**High-adventure base participants:**

Expedition/crew No.: \_\_\_\_\_

or staff position: \_\_\_\_\_

Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Height (inches): \_\_\_\_\_ Weight (lbs.): \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP code: \_\_\_\_\_ Telephone: \_\_\_\_\_

Unit leader: \_\_\_\_\_ Mobile phone: \_\_\_\_\_

Council Name/No.: \_\_\_\_\_ Unit No.: \_\_\_\_\_

Health/Accident Insurance Company: \_\_\_\_\_ Policy No.: \_\_\_\_\_



**Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.**



**In case of emergency, notify the person below:**

Name: \_\_\_\_\_ Relationship: \_\_\_\_\_

Address: \_\_\_\_\_ Home phone: \_\_\_\_\_ Other phone: \_\_\_\_\_

Alternate contact name: \_\_\_\_\_ Alternate's phone: \_\_\_\_\_

## Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
		Diabetes	Last HbA1c percentage and date:
		Hypertension (high blood pressure)	
		Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
		Family history of heart disease or any sudden heart-related death of a family member before age 50.	
		Stroke/TIA	
		Asthma	Last attack date:
		Lung/respiratory disease	
		COPD	
		Ear/eyes/nose/sinus problems	
		Muscular/skeletal condition/muscle or bone issues	
		Head injury/concussion	
		Altitude sickness	
		Psychiatric/psychological or emotional difficulties	
		Behavioral/neurological disorders	
		Blood disorders/sickle cell disease	
		Fainting spells and dizziness	
		Kidney disease	
		Seizures	Last seizure date:
		Abdominal/stomach/digestive problems	
		Thyroid disease	
		Excessive fatigue	
		Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
		List all surgeries and hospitalizations	Last surgery date:
		List any other medical conditions not covered above	



**Prepared. For Life.®**

680-001  
2014 Printing

## Part B: General Information/Health History

# B

Full name: \_\_\_\_\_

DOB: \_\_\_\_\_

### High-adventure base participants:

Expedition/crew No.: \_\_\_\_\_

or staff position: \_\_\_\_\_

## Allergies/Medications

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
		Medication				Plants	
		Food				Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

☐ CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN.

☐ IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.

Medication	Dose	Frequency	Reason

☐ YES ☐ NO Non-prescription medication administration is authorized with these exceptions: \_\_\_\_\_

Administration of the above medications is approved for youth by: \_\_\_\_\_

Parent/guardian signature

MD/DO, NP, or PA signature (if your state requires signature)



**Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.**



## Immunization

The following immunizations are recommended by the BSA. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Yes	No	Had Disease	Immunization	Date(s)
			Tetanus	
			Pertussis	
			Diphtheria	
			Measles/mumps/rubella	
			Polio	
			Chicken Pox	
			Hepatitis A	
			Hepatitis B	
			Meningitis	
			Influenza	
			Other (i.e., Hib)	
			Exemption to immunizations (form required)	

**Please list any additional information about your medical history:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**DO NOT WRITE IN THIS BOX**  
Review for camp or special activity.

Reviewed by: \_\_\_\_\_

Date: \_\_\_\_\_

Further approval required: ☐ Yes ☐ No

Reason: \_\_\_\_\_

Approved by: \_\_\_\_\_

Date: \_\_\_\_\_



Prepared. For Life.®

680-001  
2014 Printing



# TIGER - OVERVIEW

## General Overview:

Tigers will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors. Over the course of the week at camp, Tigers will complete the following Adventures and/or Awards:

- My Tiger Jungle
- Tigers in the Wild
- Curiosity, Intrigue, & Magical Mysteries
- Good Knights
- Tiger-iffic!
- Tiger Tag
- Cub Scout Outdoor Activity Award
- Shooting Sports: BB-gun, Level 1 & 2
- Shooting Sports: Archery, Level 1 & 2



Bobcat Rank will be awarded at the Camp Closing on Friday if the adult partner confirms that the exercises in the pamphlet: *How to Protect Your Children From Child Abuse: A Parent's Guide* was completed with their child that week.

In addition to the completed adventures, Tigers will also work on the following Adventures. (Adventures in blue have only 1 requirement to complete @ home.)

- Team Tiger (Only requirement #4 completed @ camp)
- Earning Your Stripes (Only requirement #5 completed @ camp)
- Floats & Boats (Complete requirement #4 @ home with family or den)
- Sky Is the Limit (Complete requirement #1 @ home with family or den)
- Tiger Safe & Smart (Only requirement #9 completed @ camp)

## Tiger Takeaways:

Over the course of the week, Tigers will bring home the following camp treasures:

- Camp T-shirt
- Cub Scout Community Camp Patch
- Trailblazer Scout Day Camp Patch
- Tiger Field Guide
- Recycle Castle
- Cub Scout 6 Essentials Kit
- Tiger Constellations
- Magic Wand Invitation
- Living Seed Necklace
- Aluminum Boat
- Tiger Secret Decoder
- Recycle Boat
- Tiger Shield
- BB-targets
- Braille name printout (time permitting)

## Additional Information & Instructions:

Provide all Adult Partners a copy of *How to Protect Your Children From Child Abuse: A Parent's Guide* to read and do the exercises with their Scout during the week at home.

# WOLF - OVERVIEW

## General Overview:

Wolves will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors. Over the course of the week at camp, Wolves will complete the following Adventures and/or Awards:

- Council Fire
- Air of the Wolf
- Code of the Wolf
- Digging in the Past
- Finding Your Way
- Hometown Heroes
- Motor Away
- NOVA: 1-2-3-Go!
- Shooting Sports: BB-gun, Level 1 & 2
- Shooting Sports: Archery, Level 1 & 2



Bobcat Rank will be awarded at the Camp Closing on Friday if the adult partner confirms that the exercises in the pamphlet: *How to Protect Your Children From Child Abuse: A Parent's Guide* was completed with their child that week.

In addition to the completed adventures, Wolves will also work on the following Adventures. (Adventures in blue need only 1 requirement completed @ home.)

- Call of the Wild (Requirements #1c, 3a-b, 5, 6 completed @ camp)
- Paws on the Path (Complete requirement #5 @ home with family or den)
- Running With the Pack (Requirements #4, 5 completed @ camp)
- Grow Something (Requirements #1 started @ camp, #2 completed @ camp)
- Spirit of the Water (Complete requirement #5 @ home with family or den)
- Cub Scout Outdoor Activity Award (Complete Paws on the Path with den)
- Supernova: Dr. Luis Alvarez (Requirements #1-Adventure, 3, 4, 7a-b, 8, 9 completed @ camp) – must use an approved Supernova MENTOR to finish

## Wolf Takeaways:

Over the course of the week, Wolves will bring home the following camp treasures:

- |                                    |                        |
|------------------------------------|------------------------|
| • Camp T-shirt                     | • 5 Paper airplanes    |
| • Cub Scout Community Camp Patch   | • Kite                 |
| • Trailblazer Scout Day Camp Patch | • Living Seed Necklace |
| • Wolf Field Guide                 | • Aluminum Boat        |
| • Spool Car                        | • Wolf Secret Decoder  |
| • Paper Airplane Catapult          | • Recycle Boat         |
| • Recycle Dinosaur                 | • Wolf Shield          |
| • Dinosaur fossil cast             | • BB-targets           |
| • Cub Scout 6 Essentials Kit       |                        |

**Additional Information & Instructions:** If needed, provide parent or guardian a copy of *How to Protect Your Children From Child Abuse: A Parent's Guide* to read and do the exercises with their Scout during the week at home.



# BEAR - OVERVIEW

## General Overview:

Bears will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors. Over the course of the week at camp, Bears will complete the following Adventures and/or Awards:

- A Bear Goes Fishing
- Bear Picnic Basket
- Forensics
- Make It Move
- Marble Madness
- Robotics
- Super Science
- NOVA: 1-2-3-Go!
- Shooting Sports: BB-gun, Level 1 & 2
- Shooting Sports: Archery, Level 1 & 2



- **Bobcat Rank** (If applicable, BOBCAT RANK will be awarded at the Camp Closing on Friday if the adult partner confirms that the exercises in the pamphlet: *How to Protect Your Children From Child Abuse: A Parent's Guide* was completed with their child that week.)

In addition to the completed adventures, Bears will also work on the following Adventures. (Adventures in blue need only 1 requirement completed @ home.)

- Bear Necessities (Requirements #1c, 5 completed @ camp)
- Fur, Feathers, & Ferns (Requirements #2, 4, 7 completed @ camp)
- Paws for Action (Requirements #1 started, 2a, 3a, 4a completed @ camp)
- Grin & Bear It (Requirement #1 completed @ camp)
- Critter Care (Requirement # 3b completed @ camp)
- **Salmon Run** (Complete requirement #2 @ home with family or den)
- **Cub Scout Outdoor Activity Award** (Complete Bear Necessities with den)
- Supernova: Dr. Luis Alvarez (Requirements #1(partial), 2-4, 7a-b, 8, 9 completed @ camp) – must use an approved Supernova MENTOR to finish

## **Cub Scout Supernova: Dr. Luis Alvarez Award:**

- This Award requires a Scout to use a Council approved Supernova Mentor, similar to a Merit Badge Counselor for Boy Scouts.
- Bear Scouts will complete Requirements #1 (partial), 2-4, 7-9 @ camp under the direction of a Supernova Mentor.
- Requirements #5 & 6 must be done with Bear Scouts 2<sup>nd</sup> or 3<sup>rd</sup> grade Science or Math teacher. Cub Scout Supernova Pre-work Checklist is attached to complete with a current 2<sup>nd</sup> grade teacher prior to the end of the school year.
- Bear Scouts who turn in completed Pre-work & attend the ENTIRE week of camp will meet with a Supernova Mentor on Thursday for Requirement #10.



### **Bear Takeaways:**

Over the course of the week, Bears will bring home the following camp treasures:

- Camp T-shirt
- Cub Scout Day Camp Patch
- Trailblazer Scout Day Camp Patch
- Bear Field Guide
- Fishing Pole
- Bear Cookbook
- Living Seed Necklace
- Bear Secret Decoder
- Recycle Boat
- Bear Shield
- BB-targets
- Fingerprint Balloon
- Chromatography filter
- Marble bag
- Rube Goldberg-type machine

### **Additional Information & Instructions:**

If needed, provide parent or guardian a copy of *How to Protect Your Children From Child Abuse: A Parent's Guide* to read and do the exercises with their Scout during the week at home.

# CUB SCOUT SUPERNOVA PRE-WORK CHECKLIST

## Bear Scout Instructions:

#1. Complete the yellow highlighted requirement. Bears may create their own activity log or use the one provided. Boxes already checked are those we will complete at camp in 2018.

Scout Name: \_\_\_\_\_

- ☐ 1. Complete the adventure appropriate for your rank and complete option A or option B.

### Wolf Cub Scouts

☐ Code of the Wolf

### Bear Cub Scouts

☒ Make It Move

- ☐ Option A: Do all of the following:

☐ a. Keep track of the money you earn and spend for three weeks.

☐ b. Geometry: Select a simple shape or figure. Observe the world around you for at least a week and keep a record of where you see this shape or figure and how it is used.

☐ c. Visit a bank and have someone explain how interest works. Use the current interest rate and calculate how much interest different sums of money will earn.

- ☐ Option B: Do all of the following:

☐ a. Measure how you use your time by keeping a diary or log of what you do for a week. Then make a chart or graph to display how you spend your time.

☒ b. Measure, mix, and prepare at least two recipes. Share your snacks with family, friends, or your den.

☒ c. Study geometry in architecture by exploring your neighborhood or community. Look at different types of buildings-houses, places of worship, businesses, etc.-and create a presentation (a set of photographs, a collage of pictures from newspapers and magazines, a model) that you can share with your den or pack to show what you have seen and learned about shapes in architecture.

- ☐ 5. Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Cub Scout Supernova award.

Person you spoke with: \_\_\_\_\_

Ask them why they think math and science are important in your

education.


Discuss what you learn with your mentor.


- ☐ 6. Participate in a science project or experiment in your classroom or school.

Project you did: \_\_\_\_\_

Discuss this activity with your mentor.


#5. Follow the written instructions and have your teacher sign below that they have completed this requirement with you:  
Teacher Signature: \_\_\_\_\_

Date Completed: \_\_\_\_\_

#6. This requirement includes experiments done at school for one day or demonstrations done with active student participation. Make notes for you to remember to talk about with your Supernova Mentor in the boxes marked "Discuss what you learn or this activity with your mentor"

Cub Scout Dr. Luis Alvarez Supernova Award - Daily Activity Log Requirement #1, Option B: a

Requirement #1, Option B: a. Measure how you use your time by keeping a diary or log of what you do for a week. Then make a chart or graph to display how you spend your time.

Scout Name: \_\_\_\_\_ Week of: \_\_\_\_\_

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
12-1am							
1-2am							
2-3am							
3-4am							
4-5am							
5-6am							
6-7am							
7-8am							
8-9am							
9-10am							
10-11am							
11am-12pm							
12-1pm							
1-2pm							
2-3pm							
3-4pm							
4-5pm							
5-6pm							
6-7pm							
7-8pm							
8-9pm							
9-10pm							
10-11pm							
11pm-12am							

# WEBELOS - OVERVIEW

## General Overview:

Webelos will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors. Over the course of the week at camp, Webelos will complete the following Adventures and/or Awards:

- Adventures in Science
- Build It
- Build My Own Hero
- Earth Rocks!
- Engineer
- Into the Wild
- Into the Woods
- NOVA: 1-2-3-Go!
- Shooting Sports: BB-gun, Level 1 & 2
- Shooting Sports: Archery, Level 1 & 2
- Bobcat Rank



(If applicable, BOBCAT RANK will be awarded at the Camp Closing on Friday if the adult partner confirms that the exercises in the pamphlet: *How to Protect Your Children From Child Abuse: A Parent's Guide* was completed with their child that week.)

In addition to the completed adventures, Webelos will also work on the following Adventures. (*Adventures in blue need only 1 requirement completed @ home.*)

- Stronger, Faster, Higher (Requirements #6 completed @ camp)
- Webelos Walkabout (Requirements #3 completed @ camp)
- Building a Better World (Requirements #1, 4, 6c completed @ camp)
- Outdoorsman (Complete requirement Option B #2a-c with family or den)
- Scouting Adventure (Requirement #1a,c,d,e; 2a-d; 5a completed @ camp)
- Aquanaut (Requirements #1-3 completed @ camp)
- Cub Scout Outdoor Activity Award (Complete Webelos Walkabout with den)
- Supernova: Dr. Charles Townes (Requirements #1-Adventure, 2, 3, 4, 7a-b, 9 completed @ camp) – must use an approved Supernova MENTOR to finish

## Webelos Takeaways:

Over the course of the week, Webelos will bring home the following camp treasures:

- Camp T-shirt
- Cub Scout Day Camp Patch
- Trailblazer Scout Day Camp Patch
- Webelos Field Guide
- Wooden Toolbox
- Living Seed Necklace
- Webelos Secret Decoder
- Recycle Boat
- Webelos Shield
- BB-targets
- Mineral Collection
- Pop Bottle Rocket
- Rocket Launch Pads

**Additional Information & Instructions:** If needed, provide parent or guardian a copy of *How to Protect Your Children From Child Abuse: A Parent's Guide* to read and do the exercises with their Scout during the week at home.



# AOL - OVERVIEW

## General Overview & Adventure-Award Advancements:

AOL will be learning a lot about Cub Scouts, teamwork, problem solving, STEM, fishing, and Shooting Sports while enjoying their time in the outdoors. Over the course of the week at camp, AOL will complete the following Adventures and/or Awards:

- Adventures in Science\*
- Aware and Care
- Build It\*
- Build My Own Hero\*
- Castaway
- Engineer\*
- Game Design
- Into the Wild\*



- Looking Back, Looking Forward
- NOVA: 1-2-3-Go!
- Shooting Sports: BB-gun, Level 1 & 2\*
- Shooting Sports: Archery, Level 1 & 2\*
- Shooting Sports: Slingshot, Level 1 & 2 (based on Range Master availability)
- Bobcat Rank (If applicable, BOBCAT RANK will be awarded at the Camp Closing on Friday if the adult partner confirms that the exercises in the pamphlet: *How to Protect Your Children From Child Abuse: A Parent's Guide* was completed with their child that week.)



NOTE: AOL Scouts who participated in Trailblazers District Community Camp in 2017 have completed all Adventures & Awards marked with “★”

In addition to the completed adventures, AOL will also work on the following Adventures. *(Adventures in blue need only 1 requirement completed @ home.)*

- Building a Better World (Requirements #1, 4, 6c completed @ camp)
- Outdoorsman (Complete requirement Option B #2a-c with family or den)
- Scouting Adventure (Requirement #1a,c-e;2a-d;5a-b,6 completed @ camp)
- Aquanaut (Requirements #1-3 completed @ camp)
- Fix It (Complete Requirement #2a-c @ home with family)
- Cub Scout Outdoor Activity Award (Complete Webelos Walkabout with den)

## Webelos Supernova: Dr. Charles Townes Award:

- This Award requires a Scout to use a Council approved Supernova Mentor, similar to a Merit Badge Counselor for Boy Scouts.
- AOL Scouts will complete Requirements #1,2(partial),3-4,7-9 @ camp under the direction of a Supernova Mentor.
- Requirements #5 & 6 must be done with AOL Scouts 4<sup>th</sup> or 5<sup>th</sup> grade Science or Math teacher. Webelos Supernova Pre-work Checklist is attached to complete with a current 4<sup>th</sup> grade teacher prior to the end of the school year.
- AOL Scouts who turn in completed Pre-work & attend the ENTIRE week of camp will meet with a Supernova Mentor on Friday for Requirement #10.





### **AOL Takeaways:**

Over the course of the week, AOL will bring home the following camp treasures:

- Camp T-shirt
- Cub Scout Day Camp Patch
- Trailblazer Scout Day Camp Patch
- AOL Field Guide
- Wooden Birdhouse
- AOL Time Capsule
- AOL Secret Decoder
- Recycle Boat
- AOL Shield
- BB-targets
- Film Canister Rocket
- Rocket Launch Pads
- AOL Survival Kits
- AOL designed Game
- Toothpick bridge

### **Additional Information & Instructions:**

If needed, provide parent or guardian a copy of *How to Protect Your Children From Child Abuse: A Parent's Guide* to read and do the exercises with their Scout during the week at home.

# WEBELOS SUPERNOVA PRE-WORK CHECKLIST

Dr. Charles H. Townes Supernova Award

Scout's Name: \_\_\_\_\_

### **AOL Scout Instructions:**

#2. Complete any one of the 3 yellow highlighted requirements. These may have been completed at any time since you became a Webelos Scouts. Boxes already checked are those we will complete at camp in 2018.

- ☐ 2. Complete three of the following: Build It, First Responder, Into the Wild, Into the Woods, option A or option B.
- ☒ Build It
  - ☐ First Responder
  - ☒ , Into the Wild
  - ☐ Into the Woods
- ☐ Option A Do two of the following:
- ☐ a. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
  - ☐ b. Describe both the benefits and the harm wildfires can cause in a forest ecosystem. Tell how you can prevent wildfire.
  - ☐ c. Set up an aquarium or terrarium. Keep it for at least a month.
- ☐ Option B: Do both of the following:
- ☒ a. With adult supervision, build and launch a model rocket. Describe how Newton's third law of motion explains how the rocket is propelled into the sky.
  - ☐ b. While on a campout or night hike, identify five constellations or satellites in the night sky.

- ☐ 5. Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Webelos Scout Supernova award.

Person you spoke with:

Ask them why they think math and science are important in your education.

[illegible]

Discuss what you learn with your mentor.

[illegible]

- ☐ 6. Participate in a science project or experiment in your classroom or school.

Project you did:

Discuss this activity with your mentor.

[illegible]

#5. Follow the written instructions and have your teacher sign below that they have completed this requirement with you:

Teacher Signature:

Date Completed:

**#6. This requirement includes experiments done at school for one day or demonstrations done with active student participation.**

Make notes for you to remember to talk about with your Supernova Mentor in the boxes marked “Discuss what you learn or this activity with your mentor”

# CAMP-WIDE GAMES @ DROPOFF OVERVIEW

**Location:** Grass area between STEM #2 and #3

**Time at Program Area:** Up to 30 minutes

Camp-wide Games are under the direction of the Order of the Arrow, Boy Scout & Venturer volunteers. After Scouts arrive and check-in with their Den Walker, they should join in the Camp-wide game. On Monday, Tuesday, & Friday, the Cub Scouts will play these games within their rank only. On Wednesday & Thursday the games will be everyone in one huge group.

## **General Overview:**

### **MONDAY:**

Cub Scout Adventure Relay Race

Practice working together as a team while learning about the different Adventures for their rank. Get some exercise and burn off a little energy before camp starts for the day. Get excited for the week's activities.

### **TUESDAY:**

Scout Oath & Law Relay Race

Practice working together as a team while learning about the Scout Oath & Law and what it means. Get some exercise and burn off a little energy before camp starts for the day.

### **WEDNESDAY:**

Cub Scout Foosball

Practice working together as a team while playing both offense and defense. Team work is encouraged to score the most points. Get some exercise and burn off a little energy before camp starts for the day.

### **THURSDAY:**

Cub Scout Castleball

Practice working together as a team while playing both offense and defense. Team work is encouraged to defend your Castles. Get some exercise and burn off a little energy before camp starts for the day.

### **FRIDAY:**

Bobcat Obstacle Course (Tigers – Bears)

Practice working together as a team while learning and reviewing information that all Cub Scouts should know. Get some exercise and burn off a little energy before camp starts for the day.

Boy Scout Relay Match (Webelos & AOL)

Practice working together as a team while learning about what they will be doing when they become Boy Scouts. Get some exercise and burn off a little energy before camp starts for the day.

# CAMP OPENING – OVERVIEW

**Location:** Grass Area between STEM #2 & #3

**Time at Program Area:** 30 minutes

## **General Overview:**

Learning and reviewing the fundamentals of Scouting is a great way to start off a day of camp and let everyone know what their expectations for the day should be.

Camp Openings will be run by a Boy Scout, Venturer, or Arrowman. The purpose of letting an older Scout lead is to introduce the Cub Scouts to the understanding that Boy Scouts are boy-led, adult guided. For Tuesday-Friday, the opening flag ceremonies will include at least one Cub Scout of each rank. This year, the service project is to collect school supplies for those in need.

The Camp Opening will follow the same format each day. Each Camp Opening will include a brief introduction to a famous researcher by a volunteering Boy Scout, Venturer, or Arrowman.

## **Camp Opening Schedule:**

1. Flag Ceremony
2. Pledge of Allegiance
3. Scout Oath
4. Scout Law
5. Outdoor Code
6. Leave No Trace
7. Scout Mottos: Do Your Best & Be Prepared
8. Scout Slogan: Do A Good Turn Daily
9. Den Code of Conduct
10. Buddy System review
11. Review of the Camp Plans for the day
12. Reminder of School Supply collection service project
13. Famous Scout or Researcher
  - a. Monday: Robert Baden Powell
  - b. Tuesday: Luis Alvarez
  - c. Wednesday: Charles Townes
  - d. Thursday: Bernard Harris
  - e. Friday: Steven Spielberg

## **Equipment & Supplies Needed:**

Flags (USA, State of KY, Trailblazer District, Red: AOL-Webelos, Green: Webelos, Blue: Bear, Yellow: Wolf, Orange: Tiger)

Flag Stands

Microphone system

5 Collection boxes/bins labelled by rank

## **Set-up:**

Put flag stands in a secure location so that they will not fall or get blown or knocked over.

**Instructions:**

1. At 8:00am, the Boy Scout-Venturer-Arrowman serving as the Master of Ceremonies (MC) for the Camp Opening will announce that it is time to circle up.
2. The goal is to have camp circled up and ready to start by 8:10am.
3. The MC will start the Camp Opening Schedule with the Flag Ceremony and proceed through the rest of the program.
4. Once the Scout giving the introduction of the famous researcher is finished, the MC will dismiss the Scouts into their dens and instruct them to move to their first program activity.

# CAMP LUNCH PROGRAM - OVERVIEW

**Location:** STEM #2 and surrounding area

**Time at Program Area:** 60 minutes

## **General Overview:**

Scouts spend their day actively participating in various activities. During lunchtime, we aim to provide them the opportunity to sit, eat, and relax a little bit before they get back to running around. The best way to do that seems to be to invite a guest who is going to talk to them about something they should think is cool and can capture their attention. Each day at camp there will be a Guest Speaker who will talk to the Scouts about their area of expertise. There may be demonstrations, animals touching, and other activities for the Scouts to enjoy

## **MONDAY:**

Newport Aquarium, Scales and Tails

Discover the reptilian world during this unique experience as we feature a lizard, snake, and turtle or tortoise! We will ask our audience (students, kids, adults) to join in learning what it takes to be a reptile. This program will cover the animal's natural history, including basic facts, adaptations and specialized features these animals display to succeed in the wild.

## **TUESDAY:**

Scott Nutter, PhD, NKU Professor & Physicist

Have you ever wondered what lies outside of our solar system? Could there be other planets that have life? Here's your chance to ask someone who is working to answer those questions and more. Last August, Dr. Nutter's experiment, ISS-CREAM for short, was launched into space on the SpaceX rocket and is on a 3 year mission to investigate and study cosmic ray particles.

## **WEDNESDAY:**

TBD

## **THURSDAY:**

Chris Chistensen, PhD, NKU Professor & Cryptologist

Do you fancy yourself a secret agent and code buster? Have you ever wanted to send secret messages to a friend that your parents and siblings couldn't read? Here's your chance to learn what secret codes are and how to make them and how to crack them.

## **FRIDAY:**

Southland Dairy Farmers, Mobile Dairy Classroom

Trained instructors will demonstrate how to milk a real cow, describe how milk goes from the farm to the consumer, and then answer questions from the audience. Instructors teach audiences: Characteristics and anatomy of dairy cows, the importance of dairy foods for good health, modern milking process, and modern environmental and food safety practices.



**Equipment & Supplies Needed:**

Microphone system  
Projector  
Picnic Table  
Pens & pencils

Laptop  
Screen  
Duct tape

**Set-up:**

If guest speaker has requested it, set-up the projector and screen for a presentation. Have a picnic table available for any displays or materials the speaker has.

**Additional Information & Instructions:**

1. At 11:25am, the Boy Scout-Venturer-Arrowman serving as the Master of Ceremonies (MC) for the Camp Opening will announce that it is time to start heading over to STEM #2 for lunch.
2. The goal is to have camp seated and eating lunch by 11:40am.
3. The MC will introduce the Lunch Guest Speaker of the day @ 11:45am.
4. If any hands on activities are available, Scouts will rotate by den, starting with Tigers.

# CAMP CLOSING – OVERVIEW

**Location:** Grass area between STEM #2 & #3.

**Time at Program Area:** 30 minutes

## **General Overview:**

Camp Closings will be run by a Boy Scout, Venturer, or Arrowman. As in the morning, the purpose to having an older Scout lead is to reinforce the understanding that Boy Scouts are boy-led, adult guided. For Monday-Thursday, the closing flag ceremonies will include at least one Cub Scout of each rank. On Friday the VFW Post 3205 Honor Guard will perform the closing flag ceremony, including a 21-gun salute.

The Camp Closing will follow the same format each day. Each Camp Closing will include camp cleanup as the Scouts travel from their last program area to grassy area between STEM #2 & #3. Scouts will get a brief introduction to another famous researcher by a volunteering Boy Scout, Venturer, or Arrowman, except for Friday when an actor from the Cincinnati Children's Theater will join us for an impersonation of a famous researcher.

Concluding the day with a camp clean-up reinforces the conservation lessons embodied in the Outdoor Code and Leave No Trace principles. As we close the day, we'll introduce one new famous researcher and then conclude with a closing flag ceremony.

## **Camp Closing Schedule:**

1. Camp Clean-up enroute to the closing
2. Lost & Found
3. Famous Scout or Researcher
  - a. Monday: Daniel Beard Carter
  - b. Tuesday: Sally Ride
  - c. Wednesday: William Hornaday
  - d. Thursday: James Lovell
  - e. Friday: Bill Gates(?)
4. Wrap-up of the day's events
5. Flag Ceremony

## **Monday:**

Dale Adams, "The Spirit of Dan Beard". Scouter Dale Adams will entertain Scouts with his history lesson about Daniel Carter Beard and the founding of Scouting in the United States.

## **Friday:**

Note: Famous person impersonation to be confirmed. Cincinnati Children's Theater, "Bill Gates". The Cincinnati Children's Theater will entertain the Scouts with an actor impersonation of Bill Gates. Learn about the famous founder of Microsoft turned philanthropist.

VFW Post 3205 Honor Guard and Trailblazer Unit Commissioner Mark See will perform a moving flag ceremony, while explaining to the Scouts both the meaning of the American flag itself and the folding ceremony. Afterwards, the Honor Guard will close this year's camp with a 21-gun salute.

**Equipment & Supplies Needed:**

Flags (USA, State of KY, Trailblazer District, Red: AOL-Webelos, Green: Webelos, Blue: Bear, Yellow: Wolf, Orange: Tiger)

Flag Stands

Microphone system

Lost & Found

Garbage can

**Set-up:**

Put flag stands in a secure location so that they will not fall or get blown or knocked over. Make sure microphone system is working.

**Instructions:**

1. At 3:30pm, the Boy Scout-Venturer-Arrowman serving as the Master of Ceremonies (MC) for the Camp Closing will announce that it is time to circle up and remind everyone that they should clean up any trash they find as they head over.
2. The goal is to have camp ready by 3:40pm.
3. The MC will start the Camp Closing Schedule with the trying to reunite lost items with their owners before giving turning the microphone to the individual introducing the famous Scout or researcher of the day.
4. Once that is complete. MC will give the equivalent of the Scoutmaster's minute for the day's wrap-up before concluding with the Closing Flag Ceremony.
5. Scouts will then be dismissed to their dens to await pick-up by their parents. No Scout is permitted to leave their den unless they have been signed out by a designated pick-up person.
6. Parents are reminded that proper id will be necessary to pick up your Scout and once you have signed them out to please leave the Camp Closing with your child to make it easier for the den leaders to check out the remaining Scouts.
7. All Scouts must be picked up no later than 4:30pm.

# FISHING - OVERVIEW

**Location:** Fishing Pond near Fishing Pier

**Time at Program Area:** 60 minutes

During the time at fishing, dens will be divided into 3 groups. Each group will spend approximately 20 minutes at each station. In the event, there are not enough fishing poles for all Scouts in Station A and C, Station C will become "Knot Station" for the Scouts to try their hand on various rank required knots.

- Station A: "Fishing Station"
- Station B: "Water Station"
- Station C: "Fishing Station" or "Knot Station" or "Fishing Pole Clinic"

Time per Station (15-20 min)	Station A	Station B	Station C
	Fishing Station	Water Station	Fishing Pole Clinic Fishing Station Knot Station
1	Group 1	Group 2	Group 3
2	Group 3	Group 1	Group 2
3	Group 2	Group 3	Group 1

## **General Overview:**

### **Fishing Station:**

Daily

Practice fishing in the Fishing Pond. Try to identify each of the fish caught. Record and photograph Scouts who have caught a fish. The plan is to award a certificate to the Scouts in each rank who has caught the most fish, the biggest fish, and the smallest fish; so the Scouts will need to record that.

### **Fishing Pole Clinic:** Bear Scouts Only

Monday-Wednesday:

Bear Scouts will make a fishing pole to use and bring home to keep. The den is divided into 3 groups alphabetically (B1, B2, B3). B3 will start at Station C on Monday to make their fishing poles. Once the poles are made, Scouts may fish for the remainder of their Station C time using their new poles, followed by their Station A time. Station B will be the last station for Bears making their fishing poles that day. Bears may take their fishing poles home the day the poles are made or on Friday.

### **Knot Station:** As needed based on availability of fishing equipment

Daily

Learn how to tie different knots. AOL Scouts will also learn how to whip and fuse.

- Tiger: Square Knot
- Wolf: Overhand & Square knot
- Bear: Two Half Hitches
- Webelos: Bowline & Square Knot, Two Half Hitches, and Taut-line Hitch
- AOL: Fuse & Whip rope

## **Water Station:**

Monday:

Learn about the science of fishing using experiments, posters and guides from the KY Department of Fishing & Wildlife.

- Tiger: Write down 2 interesting facts about fish in field guides.
- Wolf: Explain how this water could become polluted and ways to help conserve this water and water at home.
- Bear: Draw and color 3 different fish in their field guides.
- Webelos & AOL-Webelos: Observe the fish and other wildlife at the pond to see what they are doing. Identify a producer, consumer, & decomposer in the pond ecosystem.
- AOL: Scouts will collect a few insects (ants, crickets) near the pond and put them into a terrarium to observe. Additional insects collected by staff earlier may also be available for observation and will be returned to the location they were collected. Insects will be returned once Scouts have completed their Fishing program time.

Tuesday:

Learn about water safety.

- Tiger: Learn the SCOUT water safety chant and about the buddy system. Demonstrate a reach rescue technique ON LAND.
- Wolf: Explain why swimming is good exercise and explain the safety rules for swimming.
- Bear: Explain the 3 BSA swimming classifications. Explain water safety precautions and role of lifeguards. Demonstrate reach and throw rescue techniques ON LAND.
- Webelos & AOL: Explain water safety precautions and order of rescue. Demonstrate reach and throw rescue techniques ON LAND.

Wednesday:

- Tigers & Wolves: Learn about aquatic ecosystems.
- Bears & Webelos: Learn about fishing regulations and how they help the balance of nature.
- AOL: Learn how to make a Paracord fishing lure.

Thursday:

Learn about boating and boating safety. Special Guest Visitor: SEA SCOUTS SHIP 717.

- Tiger: Identify 5 different types of boats. Learn how to correctly put on a life jacket.
- Wolf: Learn about Sea Scouts. Learn about boating safety.
- Bear: Learn about boating safety. Explain why rowing & canoeing are good exercise. Demonstrate correct rowing or paddling form ON LAND.
- Webelos & AOL: Learn about boating safety. Learn about correct rowing and paddling form.

Friday:

Scouts will put their knowledge learned over the week to use by having a Recycled Raingutter Regatta and creating their own game.

# SHOOTING SPORTS - OVERVIEW

**Location:** Shooting Sport Ranges directly behind STEM #2

**Time at Program Area:** 120 minutes total: 60 minutes/Shooting Sport scheduled  
The number of available Range Masters and shooting sport equipment will determine the number of Scouts who can shoot at one time. While not shooting, Scouts will learn more about BB-guns, archery, Explorer Scouts, and US Customs and Border Patrol. Working with slingshots may also be included for the AOL Scouts, depending on timing, number of Scouts, and Range Master availability.

In the mornings, for the first time slot from 8:30-9:30 only Webelos will be on the Shooting Range. Range Masters are encouraged to use both the BB and Archery ranges to allow the Webelos more time shooting. Similarly, the last slot in the morning from 10:30-11:30am has only AOL Scouts. Range Masters are again encouraged to use the entire range to give the Scouts as much time as possible to shoot.

To keep Scouts occupied quietly while not actively shooting, additional seated activities are planned for each day.

Station/Time	8:30-9:30	9:30-10:30	10:30-11:30
Archery	Webelos	AOL	AOL
BB	Webelos	Webelos	AOL
Slingshot	---	AOL	AOL

## **General Overview:**

Cub Scout shooting sports programs may be conducted only on a district or council level. Archery, BB gun shooting, and slingshot shooting are restricted to day camps, Cub Scout/Webelos Scout resident camps, council-managed family camping programs, or council activities where there are properly trained supervisors and where all standards for BSA shooting sports are enforced. All shooting ranges in the Cub Scout program must be supervised by a qualified range master who is at least 18 years of age and meets the minimum requirements. See specific qualifications and training requirements for Cub Scout shooting sports range masters in the *Boy Scouts of America National Shooting Sports Manual*, No. 430-938.

Beyond capturing that enthusiasm, the BSA created the Cub Scout Shooting Sports Awards program to encourage in Cub Scouts the development of safe shooting practices and proficiency in shooting sports. As a Cub Scout participates in shooting sports activities and works toward an award, he not only builds confidence in his abilities, but he also develops self-reliance, sportsmanship, and conservation awareness—all elements of good character valued in Scouting. Through experiential learning guided by a knowledgeable adult, Cub Scouts will learn the safe and responsible use of BB guns, slingshots, and archery equipment. The goal is for the Cub Scout to have fun in a safe environment, not to become an expert marksman, range master, or hunter.



## **BB-Shooting Station:**

Daily:

Review Range Safety Rules and Practice Shooting on BB-Range.

## **BB Trivia Station:**

Monday:

Explain what you should do if you find a gun-4 safety reminders. Learn the parts of the BB-gun. Learn how to score your points.

Tuesday:

Review good shooting techniques: eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, & follow-through. Each Scout will decorate a felt circle about themselves to pin to the den flags.

Wednesday:

Learn history of the BB-gun. Learn about the science behind the BB-gun. Learn about the role of US Customs & Border Patrol.

Thursday:

Demonstrate proper range commands & explain how and when to use them. Learn about the Explorer Post. Decorate target mat and blow up balloons for Friday's game.

Friday:

Range Review: Divide the group at this station in half. Have each half sit in a row facing each other. Reviewer stands in the middle, asks a question, and the first 2 Scouts answer the question. Keep asking questions until time runs out or questions run out. Add up the total points for each side. Scouts will play BB Tic-Tac-Toe or similar game.

## **Archery Shooting Station:**

Daily:

Review Range Safety Rules and Practice Shooting on Archery-Range

## **Archery Trivia Station:**

Monday:

Identify & name a recurve and/or compound bow. Review how to properly use arm guards, finger tabs, and quivers. Learn how to score your points.

Tuesday:

Review good shooting techniques: correct stance, nock the arrow, hook & grip bow, raise, draw, anchor, hold, aim, and release/follow-through. Learn history of Archery. Learn about the science behind Archery.

Wednesday:

Make the den archery target. Allow each rank the chance to make and decorate an archery target previously during the week. Decorate the burlap bags as desired using the sharpies. Stuff the bag with plastic bags with as much as they will hold. Seal the bag using duct tape or sew shut with twine or staple shut.

Thursday:

Demonstrate proper whistle commands & explain how and when to use them.  
Create a personal shield.

Friday:

Range Review: Divide the group at this station in half. Have each half sit in a row facing each other. Reviewer stands in the middle, asks a question, and the first 2 Scouts answer the question. Keep asking questions until time runs out or questions run out. Add up the total points for each side. Scouts will play Archery Tic-Tac-Toe or similar game.

### **Slingshot Shooting Station:**

Daily: ONLY FOR AOL SCOUTS & ONLY IF RANGE MASTER AVAILABLE

Review Range Safety Rules and Practice Shooting on Slingshot-Range.

Monday:

Review good shooting techniques: eye dominance, breathing, sight alignment, follow-through. Explain the parts of a slingshot and demonstrate how to properly use them. Explain the different types of ammunition that may be used with a slingshot and those that may not be used.

Tuesday:

Explain the different types of targets that may be used with a slingshot and those that may not be used. Create three targets for Friday's slingshot game.

Wednesday:

Assemble rubber band slingshots for shooting marshmallows. Try shooting with your non-dominant hand.

Thursday:

Demonstrate proper range commands & explain how and when to use them.

Friday:

Play Feed the Monster.

### **Equipment & Supplies Needed for Range:**

Cub Scout Shooting Sports Guide

Rebar

Caution tape & barrier fencing

First Aid Kit

3 Bullhorn and/or whistle

Tarps

Sledgehammer/mallet

Rope and/or cable

3 Range Flags

Targets, poster board, balloons

### **Specific to BB-Range:**

BB-guns

BB-gun ammunition

Pie pans

Felt Circles

Safety pins

Eye protection

Mats

Clothespins

Fabric Markers

Den flags

# STEM - TIGER - OVERVIEW

**Location:** STEM #3

**Time at Program Area:** 180 minutes total

## **General Overview:**

Tigers will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors.

## **TIGER STEM TRACKS Station:**

**Monday:**

Tigers will be introduced to what it means to be a Scout by playing some games, building a Tiger castle, and working together to create an obstacle course for Friday's Camp-wide game before the Camp Opening.

**Tuesday:**

Tigers will be playing an assortment of different games, while they learn about what to bring when hiking and enjoying the outdoors and astronomy.

**Wednesday:**

Tigers will do a 1-foot hike to practice their powers of observation. Then they will take a longer hike as a group. Upon returning, they will try to spell their names in both Braille and sign language, then finish their time trying to hula hoop.

**Thursday:**

Tigers will learn about secret codes and create a magic wand invitation for their family. Tigers will also visit with 2 of our Special Guests. Kentucky Department of Agriculture – Mobile Science Lab will teach the Tigers about plant science. Kentucky Transportation Cabinet's Kentucky Engineering Exposure Network will work with the Tigers on creating a boat.

**Friday:**

Tigers will learn about magic tricks along with a classic Cub Scout skit. Tigers will then present their magic show and skit for their Adult Partners & any other family who arrive to join them for lunch.

## **Equipment & Supplies Needed:**

Daily supply list is detailed for each day separately

## **Set-up:**

Tigers will meet at STEM #3 daily, except for the Special Guest visits on Thursday which they will do first and then return to STEM #3. See specific day's instructions.

## **Additional Information & Instructions:**

Rotation schedules within the STEM program area are provided for each day.

# STEM - WOLF - OVERVIEW

**Location:** STEM #1 or 2, depending on the day

**Time at Program Area:** 180 minutes total

## **General Overview:**

Wolves will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors.

## **WOLF STEM TRACKS Station:**

### **Monday:**

Wolves will be introduced to what it means to be a Scout by playing a basketball pass game, along with conducting a sound experiment and building a model car that moves on its own.

### **Tuesday:**

Wolves will have a visit from Amelia Hulth, Park Ranger from Big Bone Lick State Park who will work with them on their Digging in the Past Adventure. Wolves will also finish their Solar System Weights and create a game that uses math to keep score.

### **Wednesday:**

Wolves will practice their powers of observation by identifying animals, shapes, and sounds in nature while on a camp-wide scavenger hunt. Wolves will also learn some basic map skills and review appropriate hiking gear.

### **Thursday:**

Wolves will learn about secret codes and predictions. Wolves will also visit with 2 of our Special Guests. Kentucky Department of Agriculture – Mobile Science Lab will teach the Wolves about plant science. Kentucky Transportation Cabinet's Kentucky Engineering Exposure Network will work with the Wolves on creating a boat.

### **Friday:**

Wolves will learn aerodynamics while making and flying paper airplanes. They will also learn about graphing and statistics, while enjoying a candy treat.

## **Equipment & Supplies Needed:**

Daily supply list is detailed for each day separately. Activity Instruction Sheets and/or posters are available for each planned activity.

## **Set-up:**

Wolves will meet at STEM #1 or 2 daily, except for the Special Guest visits on Thursday. On Thursday, Wolves will be divided into 2 groups. Mobile Science Lab is a 30 minute program and can only accommodate 30 children at a time. Group #1's timeslot is 9:10-9:40am and Group #2's timeslot is 9:50-10:20am. All Wolves will go to STEM #1 for their KEEN program slot from 10:30-11:30am.

## **Additional Information & Instructions:**

Rotation schedules within the STEM program area are provided for each day.

# STEM - BEAR - OVERVIEW

**Location:** STEM #1 or 2, depending on the day

**Time at Program Area:** 180 minutes total

## **General Overview:**

Bears will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors.

## **BEAR STEM TRACKS Station:**

**Monday:**

Bears will have an introduction to cooking with Special Guest Charles Candler to learn about cooking safety, prepare a cookbook, and make & eat two different snacks.

**Tuesday:**

Bears will conduct some motion and movement demonstrations, learn about marbles, and calculate volume.

**Wednesday:**

Bears will have a visit from a Forensics Technician from the Covington Police Department Crime Lab who will work with them on their Forensics Adventure. Bears will also try different science experiment demonstrations

**Thursday:**

Bears will learn about secret codes and weight versus mass. Bears will also visit with 1 of our Special Guests. Kentucky Department of Agriculture – Mobile Science Lab will teach the Bears about plant science.

**Friday:**

Bears will learn about robots while testing out the LEGO EV3 Mindstorms with Battle Bots. Bears will also try their hand at playing marbles and make a marble bag to bring home. Finally, Bears will put their imagination to the test by building their very own recycled Rube Goldberg-type machine.

## **Equipment & Supplies Needed:**

Daily supply list is detailed for each day separately. Activity Instruction Sheets and/or posters are available for each planned activity.

## **Set-up:**

Bears will meet at STEM #1 or 2 daily, except for the Special Guest visits on Thursday. On Thursday, all Bears will go to STEM #1 for their KEEN program slot from 8:30-9:30am. Bears will be divided into 2 groups for the Mobile Science Lab, a 30 minute program that can only accommodate 30 children at a time. Group #1's timeslot is 10:25-10:55am and Group #2's timeslot is 11:00-11:30am.

## **Additional Information & Instructions:**

Rotation schedules within the STEM program area are provided for each day.

# STEM - WEBELOS - OVERVIEW

**Location:** STEM #1 or 2, depending on the day

**Time at Program Area:** 180 minutes total

## **General Overview:**

Webelos will be learning a lot about Cub Scouts, teamwork, and problem solving while enjoying their time in the outdoors.

## **WEBELOS STEM TRACKS Station:**

**Monday:**

Webelos will work with Special Guest, Al Kuzmin, Cabinet & Carpenter Instructor for Ohio Carpenter's Join Apprenticeship & Training Program to learn about tool safety, careers in cabinetmaking & carpentry, basic blueprint principles, and build a toolbox.

**Tuesday:**

Webelos will work with Special Guest, Philip Horsley, Kentucky Division of Forestry to learn about trees and plants in Kentucky. Webelos will also explore the scientific method while planning a fair test plant experiment, building electrical circuits, and learning about the solar system.

**Wednesday:**

Webelos will have a visit from Dennis Murphy, Woody Brooks, Aldo Nebiolo, and Dean Swartz from the Cincinnati Mineralogy Society. These Special Guests will be bringing their displays typically used at the Cincinnati GeoFair. Webelos will also conduct some mineral hardness tests, try to identify rocks they collected from near the fishing pond, and test some volcano models.

**Thursday:**

Webelos will learn about secret codes. Webelos will also visit with 2 of our Special Guests. Kentucky Department of Agriculture – Mobile Science Lab will teach the Webelos about plant science. Madeline, Lab Technician for the Center for Ohio River Research & Education will teach the Webelos about the Ohio River and related conservation efforts.

**Friday:**

Webelos will finish "My Hero Awards" for the camp volunteers who have helped over the week and visit with the members of the VFW Post 3205 Honor Guard and Mark See, Retired Air Force & Trailblazer District Unit Commissioner. Webelos will learn about rocket scientists who are aerospace engineers who specialize in the design & manufacturing of rockets, while designing their own rocket experiment. Webelos will also learn about birds from two Special Guests, Lindsey Walters, Associate Professor of Biological Sciences at NKU and Chrisula Stone, NestWatch Chapter Coordinator, Northern Kentucky Bluebird Trail.

## **Equipment & Supplies Needed:**

Daily supply list is detailed for each day separately. Activity Instruction Sheets and/or posters are available for each planned activity.

**Set-up:**

Webelos will meet at STEM #1 or 2 daily, except for the Special Guest visit on Thursday to the Mobile Science Lab. Time rotations for each days' activities are provided each day, except for Monday, as Webelos will complete the entire activity as one group at the same time.

**Additional Information & Instructions:**

Rotation schedules within the STEM program area are provided for each day.

# STEM - AOL - OVERVIEW

**Location:** STEM #1 or 2 and Parking Lot #1 & 3; depending on the day

**Time at Program Area:** 180 minutes total

## **General Overview:**

AOL will be learning a lot about Cub Scouts, teamwork, problem solving, and STEM while enjoying their time in the outdoors.

## **AOL STEM TRACKS Station:**

### **Monday:**

AOL will work with Special Guests, Dale Adams (aka the Spirit of Daniel Beard Carter) and Charles Chandler. AOLs will create Scouting and famous inventions timelines and make their very own time capsule to be opened when they graduate from high school. They will also learn some basic survival skills and make two recipes without pots and pans.

### **Tuesday:**

AOLs will work with Special Guests, Ian Smith, Founder of SkoolAid and Jacob Counts, Coach, Cincinnati Dragons & US Para-Olympian on their Aware & Care Adventure while playing some wheelchair basketball. AOLs will learn Braille with the help of a LEGO EV3 Mindstorm Braigo printer and Tack-tiles. They will learn about invisible disabilities while calculating their weight on different celestial bodies. Finally, AOLs will create their own games.

### **Wednesday:**

AOLs will work with two Special Guests today. Special Guest Al Kuzmin Cabinet & Carpenter Instructor for Ohio Carpenter's Join Apprenticeship & Training Program will teach AOLs about useful tools to keep handy in a tool box, along with how to fix a squeaky hinge and tighten loose cabinet handles. Special Guest Shawn Brown from the Mercedes Benz dealership of Fort Mitchell, will teach the AOLs about car maintenance related to keeping cars clean, checking oil levels & tire pressure, how to change out car lights, and how to change a tire.

### **Thursday:**

AOL will learn about secret codes. AOL will also visit with 2 of our Special Guests. The Kentucky Department of Agriculture – Mobile Science Lab will teach the AOL about plant science. The Kentucky Transportation Cabinet's Kentucky Engineering Exposure Network will work with AOLs on a Super Slurper experiment.

### **Friday:**

AOL will again work with Special Guest, Al Kuzmin to learn about tool safety, careers in cabinetmaking & carpentry, and build a birdhouse. AOL will conduct review fair test designs before creating electrical circuits and conducting their own rocket experiment. AOL Scouts who have turned in a completed Webelos Supernova Pre-work Checklist will meet with a Supernova Mentor for their Mentor conference needed to get the Supernova Application. AOLs who have not completed the pre-work will work on the Build My Own Hero Adventure.



### **Equipment & Supplies Needed:**

Daily supply list is detailed for each day separately. Activity Instruction Sheets and/or posters are available for each planned activity.

### **Set-up:**

Follow the schedule on meeting locations for the STEM program area. AOL will use STEM #1 & 2 and Parking Lots #1 & #3 as indicated. Time rotations for each days' activities are provided for each day.

### **Additional Information & Instructions:**

If needed, provide parent or guardian a copy of *How to Protect Your Children From Child Abuse: A Parent's Guide* to read and do the exercises with their Scout during the week at home.

NOTE: AOL Scouts who return the completed and signed Webelos Supernova Pre-work Checklist will meet with a Supernova Mentor on Friday afternoon for their Mentor conference needed for approval of the Supernova application.

