

Webelos Scholar



When presented with interest and enthusiasm from the leader, this badge will not seem like drudged up schoolwork!

Help the boys to learn that there is more to school than just homework.

SOME IDEAS FOR YOUR DEN MEETING



Learn about the history of education, how schools developed in America.

Invite the parents of WEBELOS Scouts to come to a den meeting dressed in the type of clothes they wore to school. Have them bring along such things as class pictures, yearbooks, report cards, etc., and allow each ample time to share his/her school days with the den.

Locate some old school books and compare to current books being used.

Invite someone who attended school when it was a “one room building and all ages were together” to talk to the boys about their experiences.

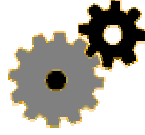
Invite a grandparent to your den meeting to talk about how school was when they were children. If not a grandparent, try a retirement home.

PLAN A FIELD TRIP

Briefly visit a school board meeting. Let them know you are coming. They may be interested to know the boys are working on the Scholar Activity Badge.



Webelos Engineer



Boys have a natural interest in how things work. The Engineer Activity Badge gives an introduction to how the big things in our lives work.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is one of the most exacting of the professions and the badge includes projects that will give a boy an insight into some types of engineering.

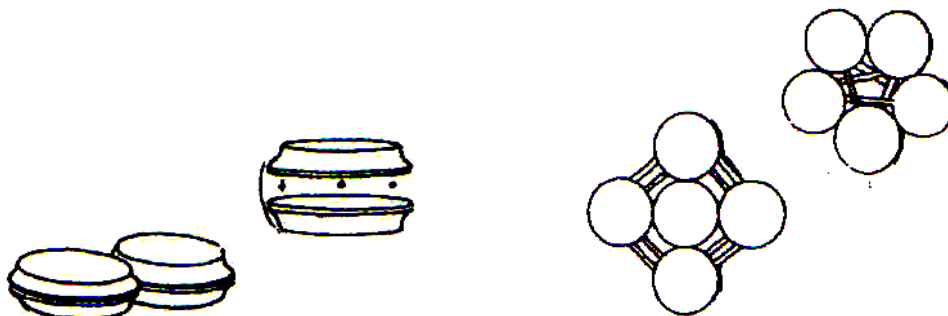
- **Aeronautical Engineering:** Deals with the whole field of design, manufacture, maintenance, testing, and the use of aircraft both for civilian and military purposes.
- **Astronautical Engineering:** Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.
- **Chemical Engineering:** Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.
- **Civil Engineering:** Perhaps the broadest of the engineering fields; deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, harbors, and other constructions.
- **Electrical Engineering/Computer Science:** Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.
- **Geological & Mining Engineering:** Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.
- **Industrial or Management Engineering:** Pertains to the efficient use of machinery, labor, and raw materials in industrial production.
- **Mechanical Engineering:** Covers the design and operation of all types of machinery and small structures.
- **Safety Engineering:** Concerned with the prevention of accidents.
- **Sanitary Engineering:** A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

Theme Midway

Spaceship Sailing

Materials: 10 small paper plates (7" or less), straws – paper or plastic, stapler and scissors, paint or crayons if you want a colorful spaceships.

Directions: Staple 5 pairs of paper plate's together, faces in. Put staples all around the edges. Arrange the 5 pairs of plates in a cross shape or ring. Cut straws into two inch pieces. Staple the cut straws across the open spaces. (Straws will make your ship stronger)

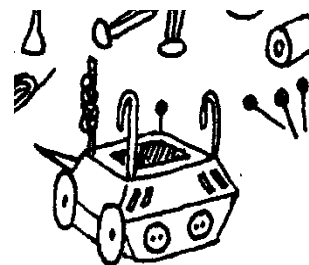


Game: Stand in pairs at opposite ends of the playing area. Sail the spaceship between the two players. A point is scored each time a player catches a spaceship.

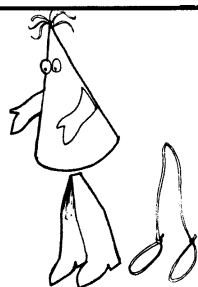
Moon Buggy

Materials: Empty "to go" carton (i.e. hamburger container), pipe cleaners, golf tees, buttons, screws, wire, cardboard, paint, etc.

Directions: Let each boy custom-design his own Moon Buggy or Mars Rover.



Cone Man



Materials: Construction paper or a ready made cone cup, glue, thin cardboard, thin copper wire, yarn

Directions: If using construction paper, roll into a cone shape and secure. Cut arms out of thin cardboard and glue to the sides of the cone. Make the legs with cardboard or thin copper wire and glue to the inside of the cone. Attach yarn at the top of the cone for hair. Eyes can be drawn, made from construction paper, or use jiggle eyes.

Webelos Scholar Midway

Mental Skills Group

OBJECTIVES:

- . To familiarize WEBELOS Scouts with "roots" of a school system.
- . To convince WEBELOS Scouts that schooling is essential.
- . To introduce WEBELOS Scouts to careers in education.
- . To teach WEBELOS Scouts the benefits of a good education.



Seven Ways to Improve Yourself

1. Learn to Listen-Concentrate on the speaker, you may miss important facts if you're not paying attention.
2. Develop good study habits--Have a study place away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit.
3. Use the right reading technique -- slow careful reading is necessary when you must understand and remember.
4. Improve your vocabulary -- Look up a word if you don't know. Write it down and note the spelling.
5. Sharpen your writing skills -- Organize your thoughts. Double-check your spelling and punctuation. Go over your work. Read all the directions and make sure you understand them. If you don't know the answer to one question, skip it and come back to it at the end.
6. Learn how to take tests--Study for a test ahead of time. Do not cram. Read all the directions and make sure you understand them. If there is an answer you don't know, skip it and come back to it.
7. Develop a positive attitude.

Game: Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember, you only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right hand corner of this page.
3. Circle the word name in sentence two.
4. Draw 5 squares in the upper left corner.
5. Put an x in each of those squares.
6. Put a circle around each square.
7. Stand up, turn around and sit back down again.
8. Draw a triangle in the lower left corner.
9. Put an x in the triangle.
10. Multiply 70 x 61.
11. If you have followed directions to this point callout "I have".
12. Now that you have finished reading this carefully, do only #1 and #2.



GAME: Scout Law Dart Board: Using a dartboard with the numbers one through twelve, have each boy, in turn, throw a dart at the dart board and score a point if he can recite the point of the Scout Law that relates to that number. If he is correct he gets one point and may continue throwing. The first boy to score 12 points wins.

Websites: www.macscouter.com & www.scoutingxing.com