



## Summer Camp 2020

### Class Catalog

#### Event Contacts

Name	Title	Phone	Email
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Registration opens February 01, 2020  
Visit [www.scoutingevent.com/083-SummerCamp](http://www.scoutingevent.com/083-SummerCamp) to register



## Class Catalog

Summer Camp 2020: Week 5 at Williams Scout Reservation - Camp La-No-Che

### Group D (Scheduled Classes)



#### GD14 American Cultures, American Heritage

The United States is a nation of immigrants. Every person came to America from somewhere else - or their ancestors did - and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.

Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has led to our present nation, is key to truly knowing what it means to be an American.

8:30-4:20 PM **Days:** Mo  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 10



#### GD46 Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

8:30-4:20 PM **Days:** Tu  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 10



#### GD21 Animation, Art

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

8:30-4:20 PM **Days:** Fr  
**Sessions:** Week 5  
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**Maximum number of participants:** 10



#### GD56 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

8:30-4:20 PM **Days:** Mo  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 8



#### GD19 ATV (14-15 year olds)

All-terrain vehicles (ATVs or UTVs) are banned from program use and are not approved for unit use. The exception is council-approved ATV programs.

8:30-4:20 PM **Days:** Th  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 3



#### GD20 ATV (16 and Older)

All-terrain vehicles (ATVs or UTVs) are banned from program use and are not approved for unit use. The exception is council-approved ATV programs.

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8:30-4:20 PM     **Days:** Th  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 5

**GD69     Automotive Maintenance**

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

8:30-4:20 PM     **Days:** We  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 10

**GD36     Boatswain Advanced Sailing**

8:30-4:20 PM     **Days:** We  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 3

**GD44     BSA Stand Up Paddleboarding**

Stand Up Paddleboarding

8:30-4:20 PM     **Days:** We  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 10

**GD1     Camping**

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

8:30-4:20 PM     **Days:** Tu  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 10

**GD37     Canoeing**

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

8:30-4:20 PM     **Days:** We  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 10

**GD38     Captains Advanced Sailing**

8:30-4:20 PM     **Days:** We  
**Sessions:** Week 5  
**Minimum number of participants:** 2  
**Maximum number of participants:** 3

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**GD59      Citizenship in the Community, Family Life**

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

The family is the basic unit of society and is important to both individuals and communities. The world is rapidly changing, making today's society much more complex than ever before. As Scouts earn this merit badge, they will realize why it is important to know more about family life and how to strengthen their families.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD60      Citizenship in the Nation**

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD61      Citizenship in the World**

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

8:30-4:20 PM

**Days:** We**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD70      Climbing**

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

8:30-4:20 PM

**Days:** Th**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD2      Cooking**

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

8:30-4:20 PM

**Days:** Tu**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD71      COPE (Clip into Adventure)**

8:30-4:20 PM

**Days:** Th**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10

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### GD8 Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

8:30-4:20 PM

**Days:** Th

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD47 Dog Care, Veterinary Medicine

The love and interdependence between humans and dogs has endured for thousands of years. Evidence suggests that dogs and humans started relying on each other thousands of years ago. Today, dogs are our coworkers and companions. They assist search-and-rescue teams, law enforcement officers, hunters, farmers, and people with disabilities. They also play with us and keep us company.

The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.

8:30-4:20 PM

**Days:** Tu

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD30 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

8:30-4:20 PM

**Days:** Th

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD9 Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

8:30-4:20 PM

**Days:** Th

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD48 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

8:30-4:20 PM

**Days:** Tu

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD32 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

8:30-4:20 PM

**Days:** Th

**Sessions:** Week 5

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### GD10 Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

8:30-4:20 PM

**Days:** Mo

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD3 Geocaching, Orienteering

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

8:30-4:20 PM

**Days:** Tu

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD67 Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

8:30-4:20 PM

**Days:** Mo

**Sessions:** Week 5

**Additional Fee:** \$90.00

**Minimum number of participants:** 2

**Maximum number of participants:** 8



### GD16 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

8:30-4:20 PM

**Days:** Mo

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD39 Instructional Swim

8:30-4:20 PM

**Days:** Fr

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 5



### GD40 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

8:30-4:20 PM

**Days:** We

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10

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**GD23 Leatherwork, Wood Carving**

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10

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**GD54 Lifesaving**

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10

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**GD41 Mates Small-Boat Sailing**

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

8:30-4:20 PM

**Days:** We**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 8

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**GD42 Motorboating**

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 6

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**GD64 Pathfinder Rank: Scout, Rank: Tenderfoot**

Boy Scout Scout rank advancement

Boy Scout Tenderfoot rank advancement

8:30-4:20 PM

**Days:** Tu**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10

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### GD34 Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

8:30-4:20 PM

**Days:** Th

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD63 Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

8:30-4:20 PM

**Days:** We

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD25 Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

8:30-4:20 PM

**Days:** We

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD26 Pottery, Sculpture

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

8:30-4:20 PM

**Days:** We

**Sessions:** Week 5

**Minimum number of participants:** 2

**Maximum number of participants:** 10



### GD51 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

8:30-4:20 PM

**Days:** We

**Sessions:** Week 5

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**Maximum number of participants:** 10



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**GD57 Rifle Shooting (Option A - Modern Cartridge)**

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

8:30-4:20 PM

**Days:** Mo**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 8**GD12 Robotics**

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

8:30-4:20 PM

**Days:** Mo**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 8**GD58 Shotgun Shooting**

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

8:30-4:20 PM

**Days:** Mo**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 8**GD43 Swimming**

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 15**GD66 Vanguard Rank: First Class**

Boy Scout First Class rank advancement

8:30-4:20 PM

**Days:** Tu**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD65 Voyager Rank: First Class**

Boy Scout First Class rank advancement

8:30-4:20 PM

**Days:** Tu**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10

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**GD45 Water Sports**

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 4**GD17 Wilderness Survival**

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

8:30-4:20 PM

**Days:** Mo**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD18 Woodsman/Primitive Cooking**

8:30-4:20 PM

**Days:** Mo**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10**GD28 Woodwork**

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

8:30-4:20 PM

**Days:** Fr**Sessions:** Week 5**Minimum number of participants:** 2**Maximum number of participants:** 10