

Abraham Lincoln Council
Cub Scout STEM QUEST:
STEM Lab: Out of this World
At
Capital Area Career Center



Parent and Leader Guide
2025

Important Phone Numbers and Contact Information

STEM Quest Lab Directors:

Renna Brock: STEM Quest Program Director / STEM Committee Member

217-638-2393

Ashley Beasley: Abraham Lincoln Council STEM Director / Staff Advisor

217-737-0144

For emergency purposes only please call below people only if STEM Quest Lab Directors are not able to handle.

Pete Carteaux: Assistant Scout Executive

605-592-6173

Jeff Whitton: Scout Executive

248-910-1441

Abraham Lincoln Council Office: 217-529-2727

Dear Parents and Leaders:

Welcome to STEM QUEST!!

What is STEM Quest you ask, let me fill you in on this new AMAZING program. STEM Quest is our Abraham Lincoln Councils version of the old Scouting America's national NOVA program for the Cub Scout levels. As of the end of the 2023 scouting year the STEM Nova Awards program was discontinued at the national level, but it was moved to the local level. What that means is each council was left to determine if they wanted to create their own STEM program and awards. Your Abraham Lincoln Council feels that STEM is a vital part of career education so... STEM Quest was born.

STEM Quest will allow cub scouts, aka technicians, to take part in one of our STEM LABS. These Labs will rotate each year and allow technicians the opportunity to explore and grow with each new Lab they complete. This Lab, Out of This World, will consist of a technician earning one rank appropriate loop/pin each day, for a total of three earned if they attend every day, along with a portion of their Lab requirements. If the technicians come every day and complete all their Lab requirements, they will earn one of the prized Lab pins. Each Lab pin will be unique and coincide with that individual Lab.

If a technician can earn four of the prized Lab pins, by attending our STEM Quest or completing a Lab on their own with one of our Lab Supervisors, they will be able to get promoted and earn the title of Senior Technician. Senior Technicians will get presented with a plaque so they can proudly display their achievement.

Now if a technician really wants to push their limits, they can work with one of our STEM Supervisor outside of STEM Quest and complete the Master Technician Lab requirements. Once these requirements are complete, the STEM Quest Lab Directors and the technicians Lab Supervisor will be honored to award them with the coveted and not very often earned Master Technician Metal of Honor Award.

Thank you for giving your scout the opportunity to join us for this STEM Quest STEM Lab: Out of this World. Please register online at

<https://scoutingevent.com/144-95514>

Payments can be made online at time of registration or at the council office.

Who Can Attend:

All scouts attending camp must be registered as a Cub Scout with Scouting America and have not joined a Scouting Troop. If needed, you can fill out an application form at the council office or online at

<https://www.scouting.org/programs/cub-scouts/> and pay the national fee.

Also, scouts can invite a non-scout friend to come as well. Scouts that bring/recruit a new scout to attend camp will receive 50% off their camp fee, and the new scout can attend for free! Please see the friends-of-scouting link below if you have any questions or reach out to the council office.

<https://www.alincolnscouting.org/friends-of-scouting>

Not a scout yet? No problem. You don't have to be a registered member of Scouting to check us out. Enjoy a one time 75% off discount for this camp. Call the Scout office for more information.

A Parent's Role in Camp:

Per Scouting America's requirements for Lion and Tiger ranks, parents are required to be present at meetings and activities. For our STEM Lab activity we are not requiring the parents to be in the room with their scouts, but we will have a lounge area (The Lunar Lounge) that you can stay. All other rank parents are highly encouraged to stay in The Lunar Lounge as well. If you would like to volunteer to assist with the activities, please see our Signup

Genius for volunteer opportunities.

<https://www.signupgenius.com/go/10C094FA9A72BA6F4C61-55478736-stem>

Dealing with Staff:

All staff have received training in working with you. If you have any problems with the way a staff member is behaving, please consult one of the Camp Directors. If you need to talk to a staff member directly, please do so out of scouts' range of hearing. The staff members should give you the same courtesy: respect should go both ways.

Our staff will be available to work with the scouts to make time spent at STEM Lab both enjoyable and rewarding.

Social Media:

Photo Release:

Permission is given to the Council to use and publish photography, film, electronic representations, and/or sound recordings made of self or child in Medical Form Part A. If you would not like for your child to be included in pictures taken at this camp, please fill out the Photo Release Refusal form and turn it in on the first day of camp.

[Photo Release Refusal - STEM Quest](#)

Sharing photos:

Parents/guardians are not permitted to post pictures that include other children unless they have received permission from the other child's parent or guardian to do so. In the event that a picture is taken that includes another

child (without permission), please blur out or crop the other children out before posting on any social media sites. Parents/guardians are allowed to share and download any pictures that the council has taken and posted on their social media or website.

Camp Program:

STEM Elective Adventures:

	Lion	Tiger	Wolf	Bear	Webelos
Tuesday	Everyday Tech	Tech All Around	Code of the Wolf	Super Science	Art Explosion
Wednesday	Build It Up, Knock It Down	Sky Is the Limit	Find Your Way	Marble Madness	Modular Design
Thursday	Gizmos and Gadgets	Stories In Shapes	Air of the Wolf	Baloo the Builder	Build It

STEM Lab Requirements

1. Design a model space vehicle.
2. Investigate and make models of solar and lunar eclipses.
3. Identify telescope parts and demonstrate how to focus a telescope.
4. Learn about planets and constellations in the SkyLab; find and draw 5 constellations.
5. Diagram our solar system, identifying planets and objects.
6. Create your own constellation.

Location:

This year's STEM Quest STEM Lab will be a Capital Area Career Center, here on out referred to as CACC. If you are interested in a [brief history of CACC](#) please follow the link provided.

On Friday, we will be meeting at Route 66 Drive In. All activities will take place in the theater portion of the park. After the activities, campers and families are welcome to enjoy the double feature at the Drive-In. Please review [House Rules](#) of Route 66 Drive In for further expectations beyond those of the Abraham Lincoln Council.

Capital Area Career Center

2201 Toronto Road

Springfield, IL 62712

Friday ONLY

Knight's Action Park Route 66 Drive-In Theater

1700 Knights Recreation Dr.

Springfield, IL 62711

Parking:

Please use the main parking lot for entry through the main doors on the left. Please see a Google map link below for directions.

[Capital Area Career Center to Parking Lot](#)

Friday ONLY

Enter the parking lot between the Drive-In and the Putt Putt course to check in. Then cars will be directed to park inside the drive-in area.

[maps of Knight's Action Park](#)

Drop Off and Pick Up:

If scouts arrive at camp before it begins, please do not drop them off and leave. All scouts must be signed in every day in the Lunar Lounge at the registration table by their registered adult or guardian. Same goes for the end of camp each day. All scouts must be signed out by their registered adult or guardian prior to leaving. *The camp staff is not responsible for the supervision of scouts before or after camp.*

Sign In and Sign Out / Late Arrivals and Early Departures:

Campers who arrive late must check in with one of the camp directors at our registration station in the Lunar Lounge located on the 2nd floor.

For campers who need to leave early, they must be signed out by their parent or guardian by one of our directors or volunteers that is at our registration station.

Camper Absences:

If a camper is going to miss a day of camp, please inform one of our camp directors. Contact information is located on page 2 of this parent and leader guide. If we do not hear from you, we WILL call you to verify the absence.

Health Information:

All accidents, illnesses, and injuries, no matter how minor they may seem, are to be reported to the Health Officer. The Health Officer will have the items necessary to treat the problem or will make the necessary referral. If medical care is needed, arrangements will be made for transport to the nearest hospital or care center.

Annual BSA Health and Medical Record (Part A and B):

Every Cub Scout and adult attending camp MUST present a completed Annual Health & Medical Record form upon arrival. Please include any special medications for either the Scout or the adult. Please note that only Parts A and B and Hold Harmless/Release Agreement are required for our Cub Scout Camps. The current health form can be found at the link below. Please bring a printed and signed medical form for each person to camp. All youth Health Forms must be signed by a parent or legal guardian. Adult forms may be self-signed. If an adult or Scout requires unique medical accommodation, please contact the Council Service Center by June 1, 2025.

[Annual BSA Health and Medical Record \(Part A and B\)](#)

Medication:

Parents are responsible for the administration and monitoring of all medication. Medications should be secured in a lockbox (or vehicle) and properly labeled by a pharmacy with frequency and dosage information. The responsible adult shall maintain a log of all medications administered at camp. If desired, the Health Officer may also store, secure, and dispense the medication.

The Health Officer has a secure refrigerator available for medications requiring cold storage. STEM Quest always has a qualified Health Officer on duty. Our camps have an agreement with nearby hospitals for emergency care services. The Health Lodge is located at the health officer's station.

Lunar Lounge:

Scout parents are welcomed and encouraged to bring younger siblings to STEM Quest and enjoy the festivities. We will have set up in our Lunar Lounge many different stations and activities that will allow our scouts siblings that

are not yet old enough or are not in scouting, yet 😊 to enjoy this STEM Labs theme. It is our intention to make sure that there is no reason that a scout is not able to attend, and this includes making sure families do not have to find alternate accommodation for siblings. We are looking to make sure all family members have something to look forward to at STEM Quest.

Uniforms:

Official scout uniforms, Class A, are the recommended STEM Quest attire. A scouting T-shirt (your pack's Class B shirt or any scout appropriate T-shirt) is suggested if you do not have a Class A uniform.

Camp Rules:

- Always use the buddy system
- No climbing on any of the furniture or any of the stair railings
- Stay out of any of the unmarked rooms.
- Absolutely no smoking in camp
- Place all trash and recyclables in their proper containers
- Leave every area cleaner than you find it
- Every person inside camp must wear an identifying item, such as a wristband or name badge, for the entire session each day. If a camper needs a replacement wristband, inform the camp staff.
- All visitors must sign in and out at the Lunar Lounge and wear a visitor lanyard.

General Program Design:

This program supports Scouting's aims using methods appropriate to the youth being served.

[Aims and Methods](#)

What to bring to Camp:

Scouts will need to bring with them their completed BSA Health and Medical Record (Part A and B). Also, please bring a water bottle for the scout to be able to take with them from room to room so we limit the number of trips out into the halls.

What NOT to bring to Camp:

Please do not bring electronic games, computers, or toys. If these games do come, they will be given to your parents or guardian to hold onto until the end of camp that day.

Prohibited Items:

Possession of the following items is ***prohibited at all times*** while on CACC property:

- Alcoholic beverages or controlled substances, including marijuana
- Concealed or unconcealed firearms, fireworks, or explosives
- Pornography or materials containing words or images inconsistent with Scouting values

Anyone found in possession of these items will be asked to leave immediately

Smoking:

Smoking is not permitted in or around any building. We also ask that adults refrain from smoking in camp program areas. The BSA smoke-free policy states that: All buildings or facilities under the control of the local council are to be designated as non-smoking facilities. Smoking outside the entrance/exit doors is NOT permitted at any location. In addition, all scout functions, meetings, or activities should be conducted on a smoke-free basis with permitted smoking in areas located away from all participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. The smoking area at CACC is located around a sand bucket in the central parking lot at the end of the sidewalk.

Camp Emergencies:

Staff, attending parents and scouts will review emergency procedures at the beginning of each day of camp. In an emergency, a signal will sound, and staff will follow guidelines and practices procedures.

Camp Schedule:

<u>Day 1:</u> 5:30-6:00 – Registration/Check In 6:00-6:15 - Opening 6:15-7:15 – Activity 1 7:15-7:30 – Flex/RR break 7:30-8:30 – Activity 2	<u>Day 2:</u> 5:45-6:00 – Check In 6:00-7:15 – Activity 1 7:15-7:30 – Flex/RR break 7:30-8:30 – Activity 2
<u>Day 3:</u> 5:45-6:00 – Check In 6:00-6:45 - Activity 1 6:45-7:15 – Awards	<u>Day 4 (Friday):</u> 5:45-6:00 – Check In 6:00-7:00 – Activities 7:00-7:30 – Tear Down of Activities

7:15-7:30 – Flex/RR breaks 7:30-8:30 – Activity 2	7:30 – End of STEM Quest 7:30-8:00 – Cars enter Drive In 8:00 – Movie Begins
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Friday Star Party:

The final day of STEM Quest Camp will be an unforgettable celebration of everything our Scouts have learned! Get ready for a day packed with thrills, challenges, and fun as we wrap up the camp in style. We're heading to Knight's Action Park Route 66 Drive-In Theater, where the adventure continues with mind-blowing activities that will leave you inspired and amazed. Invite your family, invite your friends!! All are welcome to register.

But that's not all – we're bringing the classic Scouting spirit with an action-packed line-up of traditional outdoor activities! Take aim with inflatable archery, sharpen your focus at the BB gun range, and scale new heights on the climbing wall. It's a perfect mix of learning, competition, and good ol' fashion fun!

As the sun sets, we'll kick back and relax with a double feature at the drive-in theater – the perfect way to find down after an adrenaline-packed day. This isn't just camp; it's an epic finale that will leave you with memories to last a lifetime!

Achievement Sheets:

At the conclusion of STEM Quest on Thursday May 15th, each scout will receive a signed form with the advancement requirements and recognitions

completed at camp. Each scout should keep this in a safe place and turn into their unit advancement chair, pack committee chair, or Cubmaster.

STEM Quest Award Ranks:

- Junior Technician
 - Younger siblings that are not of scouting age, but we know will attend with big brother or sister
- Technician
 - All scouts participating in STEM Quest
- Senior Technician
 - Can be earned by completing four STEM Quest Labs
 - Labs can be completed at STEM Quest or on their own with one a Lab Supervisor
- Master Technician – the former SUPER NOVA Award
 - Scout must be bear rank or high
 - Has fully completed or is in the process of completing their fourth STEM Lab
 - Must complete all Master Technician Lab requirements

**A Technician can complete more than one Lab in a single year if they choose.