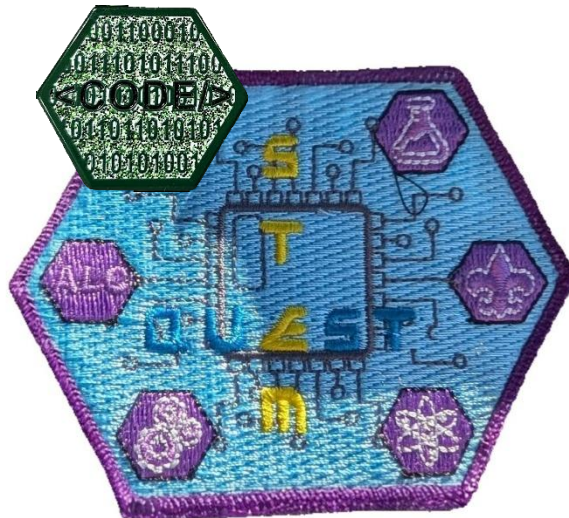


Abraham Lincoln Council
Cub Scout STEM QUEST:
STEM Lab: Code-E-Verse
At
Our Savior's School
Old Jacksonville Rd



Parent and Leader Guide
2026

Important Phone Numbers and Contact Information

STEM Quest Lab Directors:

Renna Brock: STEM Quest Camp Director

217-638-2393

Ashley Beasley: STEM Quest Program Director

217-737-0144

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

Monika Kalembasa: STEM Director for Abraham Lincoln Council

847-354-1876

Jeff Whitten: 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 Council's 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 Supervisors 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: Code-E-Verse. Please register online at <https://scoutingevent.com/144-97464>

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

We don't want to see ANY scout miss the opportunity to attend STEM Quest due to financial issues. Your pack or the council can help with a Campership. The information can be found on the council website or by calling the council office. Applications must be submitted no later than two weeks before the start date of STEM Quest.

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 who 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>

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 this purpose, we are highly encouraging our parents of our younger scouts to go around with them during their activities. As for the older scouts' parents, you are allowed to leave; however, you will need to sign out, so we are aware that you are no

longer in our STEM Quest area. If you would like to stay, with this being on a school campus, there will be many comfortable seating areas that you can congregate in. Now, if you want to volunteer, please see our Signup Genius for volunteer opportunities or reach out to Renna directly. Contact information above.

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 the 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	AOL
Everyday Tech	Tech All Around	Computing Wolves	Forensics	Modular Design	Engineering

STEM Lab Objectives:

Through robotics and unplugged activities, scouts will complete the following

1. Understand the basics of sequencing and algorithms
2. Use symbolic representation (arrows and code blocks) to plan movements
3. Debug and improve their “code” to reach a goal
4. Practice teamwork, logical thinking, and perseverance

Location:

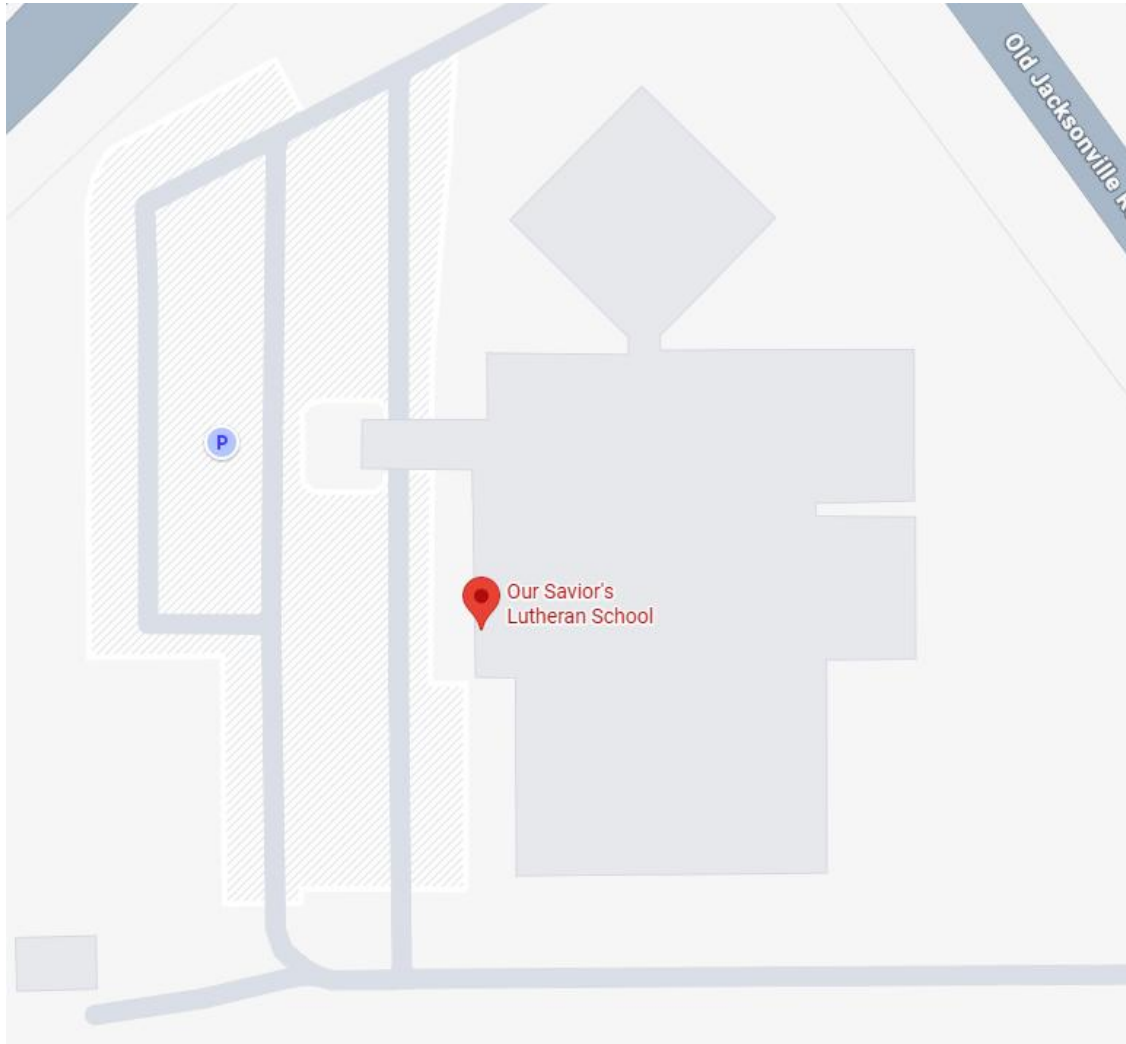
This STEM Quest STEM Lab will be at Our Savior’s School

2645 Old Jacksonville Rd

Springfield, IL 62704

<https://maps.app.goo.gl/YWiRPHkphiF6pG8v7>

Parking:



Drop Off and Pick Up:

We will be using the school entrance, which is on the right-hand side or south side, for all pickup and drop off. If scouts arrive at camp before it begins, please do not drop them off and leave. ALL scouts must be signed in at the registration table by their registered adult or guardian. Same goes for the end of camp. 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. 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 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 the 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 May 18, 2026.

[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.

Code-E-Verse Lounge:

Scout parents are welcome and encouraged to bring younger siblings to STEM Quest and enjoy the festivities. We will have set up in our Code-E-Verse Lounge many different stations and activities that will allow our scouts' siblings who 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 found it
- Every person inside the camp must wear a wristband for the entire session. If a camper needs a replacement wristband, inform the camp staff.
- All visitors must sign in and out at the registration table and wear a visitor lanyard.

What to bring to Camp:

Both parents and scouts will need to bring with them their completed Scouting America Health and Medical Record (Parts 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 Our Savior's 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. The Scouting America 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.

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 procedures.

Camp Schedule:

	Lion	Tiger	Wolf	Bear	Webelos	AoL
Monday						
5:30-6:00	Registration/Sign-In					
6:00-7:30	STEM Quest Activities					
	Unplugged: Hopscotch	Unplugged: Hopscotch	Elective	Elective	Unplugged: Smore	Unplugged: Smore
Tuesday						
5:45-6:00	Check-In					
6:00-7:30	STEM Quest Activities					
	Unplugged: Smore	Unplugged: Smore	Ozo (pen)	Ozo (pen)	Elective	Elective
Thursday						
6:45-6:00	Check-In					
6:00-7:30	STEM Quest Activities					
	Ozo	Ozo	Unplugged: Smore	Unplugged: Smore	Sphero	Sphero
Friday						
5:45-6:00	Check-In					
6:00-7:30	STEM Quest Activities					
	Elective	Elective	Ozo (com)	Ozo (com)	Sphero	Sphero
7:30-7:45	Ceremony					

Achievement Sheets:

At the conclusion of STEM Quest, 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 of our Lab Supervisors
- Master Technician – the former SUPER NOVA Award
 - Scout must be Bear rank or higher
 - 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.