

Merit Badge	A.M. 8:30 to 12:00	P.M. 12:45 to 3:30	Participants	Pre-Req Requirements
American Labor	X		10	Must complete before Merit Badge Day. Requirements #2,#5,#7 (Laptops or tablets helpful) http://lusscouts.org/mb/worksheets/American-Labor.pdf
Collections	X	X	6	<p>PREREQUISITES (or, "Be Prepared"): I. The Boy Scout should obtain a recent edition of the Collections Merit Badge booklet and MUST READ IT before attending MB Day (though the requirements are available online, the complete merit badge book is only available in traditional softcover format). Merit badge books should be available to borrow from your troop library or for purchase from the Twin Cities Scout Shops. Online downloadable worksheets and PDF workbooks (such as Scoutmaster Bucky, USScouts, et al) are unofficial and may NOT be used to satisfy the requirements for this Collections merit badge session. II. YOU MUST BRING YOUR COLLECTION WITH YOU TO THE MERIT BADGE DAY SESSION. If your collection contains items too large to transport easily, photographs clearly showing each item may be brought in lieu of the items themselves. Be prepared to show your collection and talk a little bit about it. IMPORTANT: Stamp and coin collections MAY NOT be used to satisfy requirements for this merit badge. III. These requirements* should be completed before Merit Badge Day (bring your report for Requirement #1 & your notes for 3, 5, and 8 with you):</p> <p>* REQUIREMENT #1 * REQUIREMENT #3c (do the needed research in advance) * REQUIREMENT #5c & 5d (do the needed research in advance) * REQUIREMENT #8 (do the needed research in advance) IV. Bring your blue Application For Merit Badge card, approved and signed in advance by your Scoutmaster... and be ready to have fun!</p>
Citizenship of the World		X	8	Must complete before Merit Badge Day. Scouts ages 14 and up. http://usscouts.org/mb/worksheets/Citizenship-in-the-world.pdf
Citizenship in the World	X		8	Scouts age 10 to 13. http://usscouts.org/mb/worksheets/Citizenship-in-the-world.pdf
Communications		X	10	Come prepsred with a topic that you can give a 5 minute speech on. You will have time to work on your speech during the class. http://usscouts.org/mb/worksheets/Communication.pdf
Digital Technology	X	X	10	Must Complete before Merit Badge Day. 1. Completed, up-to-date cyberchip (bring card). If you have not yet earned the CyberChip, then you must bring a completed and signed (byboth parent and scout) Parent/Tenn digital technology contract available at: http://drive.google.com/file/d/0B1DdwZEu3ndsUThElZZTU5MWnM/view Other pre-requisites to be completed in printed workbook and brought to class: 2a, 3a-e, 4a-c, 5b (print-outs from 3 sites), 6a (bring a patrol roster with names, rank, telephone #s), 7c (print out of article) http://usscouts.org/mb/worksheets/Digital/technology.pdf
Electricity	X		8	Scouts must complete requirements 2 and 8 prior to class. http://www.usscouts.org/usscouts/mb/worksheets/Electricity.pdf
Family Life		X	10	Must complete before Merit Badge Day. Requirements: Star Rank. The Scout should come having prepared and ready to scouts discuss requirements: 1, 2, and 7. During the session on March 25 the group will discuss and plan for each Scout to implement, in the future, requirements 3, 4, 5, and 6. I anticipate that some Scouts may come with certain of these requirements fulfilled, in which case I will sign off on the requirement. This Merit Badge may not be totally completed on this day. http://lusscouts.org/mb/worksheets/Familv-Life.pdf

First Aid	All Day	All Day	12	#1: Satisfy your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks. (Please bring your scout book so the counselor can see that these requirements were signed off). #2d: Prepare a first-aid kit for your home. Display and discuss its contents with your counselor. (Just bring the first-aid kit with you that day and you can go over the contents with the counselor in class).
Geology	X	X		Must complete before Merit Badge Day. Requirements: 2a,3,4b,5,6,7 http://usscouts.org/mb/worksheets/Geology.pdf
Hiking	X	5-mile hike option	12	Must complete before Merit Badge Day. Requirements #1,2,3,4 Bring a map. This Merit Badge will not be totally completed on this day. http://usscouts.org/mb/worksheets/Hiking.pdf
Indian Lore	X		10	Come prepared to discussion one of the option under requirement 5. Also, make sure you have read the book.
Movie	X	X	10	Requirement: Prepare a 2 paragraph story idea for a Scout or Summer commercial.
Public Speaking	X		8	Must complete before Merit Badge Day. Requirements: A draft of a three- to five- minute talk to work on for requirement #2. This draft should be on paper. The scouts should also prepare for requirement #4. They should bring their prepared outline on paper, so that the draft outline can be reviewed/modified during the session, before they give their 10 minute speeches. Scouts should refer to the sample outline on page 16 of the Public Speaking merit badge pamphlet. Each scout should bring a notebook or pad of paper and a pencil. http://usscouts.org/mb/worksheets/Public-Speaking.pdf
Pulp and Paper		X	8	Please read the book prior to class.
Theater	All Day			Must Be completed Prior to Merit Badge Day Requirement 1: See or read three full-length plays or scripts. These can be from the stage, movies, television or video. Write a review of each. Commitment on the story, acting, and staging. (Counselor's Note: We will be expecting one page for each of the three plays.) Requirement 3: Do THREE of the following: (Counselor's Note: For items a, b, e, f, and g, it is recommended that you bring a program from the play showing your name, or physical evidence, like a photograph.) a. Act a major part in a full-length play; or act a part in three one-act plays. b. Direct a play. Cast, rehearse, and stage it. The play must be at least 10 minutes long. C. Design the set for a play or production of a circus. Make a model of it. (Counselor's Note: Models can be made of many different materials - usually they are made of heavy grade tag board.) d. Design the costumes for five characters in one play set in a time before 1900. (Counselor's Note: We will be expecting one page for each of the five characters. Explain where design inspiration came from.)
Salesmanship	X		10	Must bring something to sell (12 pack of pop, box of candy bars, or chips). Bring a city map showing your neighborhood and 5#a (the results of your last Troop sales activity (popcorn or wreath fundraiser). If possible, bring your actual form. http://usscouts.org/mb/worksheets/Salesmanship.pdf
Scholar	X	X	12	Must be completed prior to Merit Badge Day. Requirements: 1 & 3. http://www.usscouts.org/mb/worksheets/Scholarship.pdf
Small Boat Sailing	X	X	8	This is Part 1 of the Small Boat Sailing merit badge. Part 2 will happen in June at Lake Nokomis. A scout must be certified as a "BSA Swimmer" by the time they take Part 2 in June. If you do not have the BSA swimmer certification, we will be doing a swim test before Part 2 in June. Scouts should have completed Requirement 1 (a, b, c) of the Small Boat Sailing merit badge worksheet. http://meritbadge.org/wiki/images/b/bb/Small-Boat_Sailing.pdf Small Boat Sailing Merit Badge Book and resources can be found at: https://sites.google.com/site/youthsailingresources/scouting-merit-badges

Sustainability	X	X	8	
				Must be completed Prior to Merit Badge Day Requirements Complete 1, 2 Water A & B (A-tracked for one month), 2 Food A (A-tracked for two weeks), 2 Community A, 2 Energy B (B-tracked for 10 days and implanted and tracked for 30 days), 2 Stuff A (A-tracked for two weeks), 4B and 6. #5 will need to be completed after 1-4 are complete. This Merit Badge will not be totally completed on this day
Sustainability	X	X	10	
Textile	X		10	Please Review Merit Badge book prior to attend the class.
Programming		X	8	Scouts will complete requirements 1, 4 and 6 in class. They will also start on requirement 5. All other requirements should be completed prior to class. https://meritbadge.org/wiki/images/a/a7/Programming.pdf
Wood Working	All Day		8	Requirements: Present a valid Totin' Chip Jim Corniea Scout should bring a project he has made. Scout must pre-purchase their wood and sup, addit. \$5 fee