

**Camp Squanto 2021 Merit Badge Schedule The Camp Director has the right to modify classes and size if required.**

TIME	AQUATICS	COPE/ ACE	HANDICRAFT	NATURE	SCOUTCRAFT	SPORTS	STEM	RANGES
7:45	Colors	Colors	Colors	Colors	Colors	Colors	Colors	Colors
8:00	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9-10 am	Canoeing Kayaking Sailing Stand Up Paddleboard <b>(Campers MUST do 9-10am AND 2-3pm)</b>		Art Basketry Sculpture	Forestry Oceanography Nature	Camping (P) Fishing Wilderness Survival	Golf (P) Search and Rescue Sports (P)	Robotics Chemistry	
Half or Full day		Cope (14yo) <b>9am to Noon</b>						Riflery <b>9am - 11am</b>
9-11 am/12 pm	Flight to Eagle 9am to 12 pm							Archery <b>9am - 11am</b>
10-11am	Swimming		Metalwork (14yo) Photography Woodcarving	Environmental Science Fish and Wildlife Mgmt. Reptiles & Amphibians	Emergency Prep	Personal Fitness Public Speaking	Space Exploration Archaeology	
10am- noon					Cooking <b>10am-noon</b>	Cycling (P) <b>10am-noon</b>		
11am- noon	Instructional Swim Snorkeling Swimming		Art Leatherwork Metalwork (14yo)	Astronomy Environmental Science Landscape Architecture	First Aid Wilderness Survival Fly Fishing	Exploration Geocaching	Engineering Model Design & Building	
12:15	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
1:00	Siesta	Siesta	Siesta	Siesta	Siesta	Siesta	Siesta	Siesta
2-3 pm	<b>CONTINUE (Campers MUST do 9-10am AND 2-3pm)</b> Canoeing Kayaking Sailing Stand Up Paddleboard		Basketry Painting Animation	Environmental Science Forestry Weather	First Aid Wilderness Survival	Sports (P) Fingerprinting Chess	Electronics (14yo) Electricity	
2-4 pm					Cooking <b>2pm-4pm</b>			Activity: Troop Shoots <b>2pm-5pm</b>
3-4 pm	Mile Swim Practice M-W Mile Swim – Th or Fri		Leatherwork Photography Woodcarving	Geology Mammal Study Soil and Water Conservation	Camping (P) Fishing	Game Design Personal Fitness Search and Rescue	American Cultures Space Exploration Engineering	
3-5 pm								Shotgun (14yo) <b>3pm-5pm</b>
4:00		Cohort Activities	Cohort Activities	Cohort Activities	Cohort Activities	Cohort Activities	Cohort Activities	Cohort Activities
5:00	Return to Campsite	Return to Campsite	Activities	Activities	Return to Campsite	Return to Campsite	Return to Campsite	Return to Campsite
5:45	Retreat/Colors	Retreat/ Colors	Retreat/Colors	Retreat/Colors	Retreat/ Colors	Retreat/Colors	Retreat/Colors	Retreat/Colors
6:00	Supper	Supper	Supper	Supper	Supper	Supper	Supper	Supper
7:00	Cohort activities	Cohort activities	Cohort activities	Cohort activities	Cohort activities	Cohort activities	Cohort activities	Cohort activities

Cohort activity sign ups will be at the Monday meeting prior to the start of your unit's camp week.

(P)= Partial only at camp  
 (13yo)=Must be over 13 years old  
 (14yo)= Must be over 14 years old

More than 1 hour

**CAMP SQUANTO 2021 MERIT BADGE SUMMARY**

<b>Merit Badge</b>	<b>Special Notes/Prerequisites</b>	<b>Max per class</b>	<b>Area</b>	<b>Rating</b>
American Cultures		18		
Animation		18	HANDICRAFT AREA	
Archeology		20	STEM AREA	
Archery		18	SHOOTING SPORTS	
Art	Limited reading required. All work drawn and designed. Wide use of different art materials	30	HANDICRAFT AREA	1
Astronomy	The Astronomy Merit Badge Class allows scouts to expand their knowledge of the universe. In it they will be learning everything from the creation of Solar system to the names and places of the constellations and planets in the night sky.	20	NATURE AREA	
Basketry	Limited reading required. No written work. Basket kits may be purchased at the Trading Post. Both large and small are available. Estimated cost - \$5 - \$10.	30	HANDICRAFT AREA	1
Camping	Eagle required merit badge. Overnight camping requirement makes this an <u>automatic partial in camp,bring equipment for 7b</u>	30	SCOUTCRAFT AREA	
Canoeing	9-10 am and 2-3 pm & swimmer classification	25	AQUATICS AREA	3
Chemistry		12	STEM AREA	
Chess		15	SCOUTCRAFT AREA	2
Cooking	Cooking MB is now Eagle required and is being offered as a <u>partial</u> . Camp staff will be going over requirements 1, 2, 3 4 and 8 in the class for scouts to pass. Requirements 5, 6 and 7will be discussed and demonstrated, but will not be signed off. These requirements must be done. more than 1 hour	30	SCOUTCRAFT AREA	1
Cope	more than 1 hour , Must be 14 yo	18	COPE	
Cycling		10		
Electronics	Limited class size. Age requirement. Additional cost optional.	15	STEM AREA	4
Electricity		12	STEM AREA	
Emergency Preparedness	Must have completed first aid merit badge	15		
Engineering	In this merit badge scouts will learn what different types of engineering exist, and what each engineer does. Scouts will also learn the engineering design process and how it applies to each type of engineering. Scouts will also use the engineering design process to design an invention of their own creation.	15	STEM AREA	
Environmental Science	This is the most difficult badge in the nature area. It requires extensive reading and written work. In addition to 8 hours of field observation, it requires an understanding of difficult concepts and ability to draw conclusions from field observations. Observational periods are also required.	30	NATURE AREA	3
Exploration		25	SPORTS AREA	
Fingerprinting		30	SPORTS AREA	1
First Aid	Scouts should have completed the Tenderfoot, Second Class, and First Class first aid requirements. Some writing may be required. Scouts should bring a first aid kit they put together	25	SCOUTCRAFT AREA	2
Fish and Wildlife Management	The focus of this badge involves the relationship between man & wildlife.	20	NATURE AREA	2
Fishing	This group meets daily and will split between classwork and fishing. Some reading. Bring your own pole.	20	SCOUTCRAFT AREA	2

Flight to Eagle	During this time scouts participate in activities that meet some of the Tenderfoot, Second Class, and First class requirements. They also work on scout skills with the emphasis on having FUN! Each scout will be encouraged to work on a handicraft merit badge. Meeting for signup is held at 6:45 pm Sunday night at Dining Hall Bell Tower	35	Flight to Eagle	
Fly Fishing	This badge is not recommended for first time campers Campers will practice catch and release and must be able to accurately cast a spinning rod 35 feet. To complete the badge the camper should do the cooking requirement at home prior to camp: buy a piece of fish at the super market and cook it at home. bring a picture of video and show the camp counselor. Bring a balance bly rod, fly reel, matching fly line and water shoes. Bring a fly tying vise if you have one. The camp will provide fly tying hooks and all necessary material for the fly tying requirements. Scouts taking this are encouraged to fly fish during free time or open areas.	10	New waterfront fishing area	
Forestry	The work of the living tree is explored. Scouts must learn the names of 15 trees and keep a leave notebook.	20	NATURE AREA	2
Game Design		25		
Geocaching		25	SCOUTCRAFT AREA	4
Geology		20		
Golf	automatic partial	20	SPORTS AREA	2
Instructional Swim	This is a 1-hour session that focuses on FUN! The goal is to pass a beginner swim test by the end of the week. We also encourage adult non-swimmers to participate.	30	AQUATICS AREA	
Kayaking	9-10 am and 2-3 pm & swimmer classification	15	AQUATICS AREA	
Landscape Architecture		20	NATURE AREA	
Leatherwork	Limited reading required. No written work. There are leather craft kits available for sale at the Trading Post for an estimated cost of \$8.	30	HANDICRAFT AREA	2
Mammal Study		18		
Metalwork	Limited reading and written work required. Jeans & Closed toe shoes. Must be 14 yo	10	HANDICRAFT AREA	
Mile Swim	swimmer classification	35	AQUATICS AREA	3
Model Design and Building	This class will allow scouts to build models from household objects. Scouts will learn the difference between different types of models and what they are used for.	15	STEM AREA	
Nature	Demands field identification in 5 of 8 categories. Some field identification could be done ahead of time with proper proof of identification (date, time or photo evidence and correct identification of plant or animal species).	15	NATURE AREA	
Oceanography	This badge is for older Scouts. It requires extensive reading and knowledge of the ocean as well as field observation and written work.	20	NATURE AREA	3
Painting	Learn how to paint outdoor surfaces, and walls! This is a class for older scouts interested in home building or repair. The class involves learning proper safety, storage, and painting techniques to master the art of painting. This class requires scouts to bring an extra set of older clothes in case they get paint on themselves. Long sleeve shirts and pants are required.	30	HANDICRAFT AREA	
Personal Fitness		20	SCOUTCRAFT AREA	3
Photography (2)	Must bring own Digital camera, including a memory card (or proper USB chord to connect to our computers). DELETE all previous photos from camera before using it for class.	15	HANDICRAFT AREA	2
Public Speaking		20		
Reptiles & Amphibian study	This badge will provide scouts with an in depth look at the similarities and differences between two groups of animals which are often confused. In this badge students will be able to observe some of our local amphibians and possibly reptiles as well although we cannot guarantee this because they are wild animals which we have no control over. This badge is a partial due to some requirements taking up to 3 months.	30	NATURE AREA	

Riflery	Must have shooting form signed by parent	24	SHOOTING SPORTS	3
Robotics	14 years and over. Additional cost optional.	15	STEM AREA	4
Sailing	9-10 am and 2-3 pm & swimmer classification	18	AQUATICS AREA	
Sculpture	This is a great merit badge for younger scouts. The requirements are very straightforward, and there is no reading or writing required. Scouts will learn how to make small scale models using clay, and molds using plaster. There are no necessary kits from the trading post .	10	HANDICRAFT AREA	
Search and Rescue		30	SPORTS AREA	
Shotgun 3-5 PM	14 years and over Must have shooting form signed by parent	15	SHOOTING SPORTS	3
Snorkeling		20	AQUATICS AREA	
Soil and Water Conservation		20		
Space Exploration	This class will focus on the history of space travel and its major role it has had in human history. The main idea of this class is to teach scouts the science behind space travel and the importance of an aircraft's design. Scouts will discuss how the design of space crafts has changed over the years as well as what each feature of one does. Scouts will build and launch model rockets towards the end of the week.	20	STEM AREA	
Sports	automatic partial	30	SPORTS AREA	
Stand Up Paddleboard	9-10 am and 2-3 pm & swimmer classification	12	AQUATICS AREA	
Swimming	swimmer classification	30	AQUATICS AREA	
Weather	This is a good badge for older Scouts. Weather conditions and causes are explored in depth. Some written work.	20	NATURE AREA	2
Wilderness Survival	Requires survival skills including shelters and edible plants. An overnight outpost will be spent in a shelter you make in camp.	20	SCOUTCRAFT AREA	2
Woodcarving	Limited reading required. No written work. A carving knife is necessary. Knives and woodcarving kits may be purchased at the Trading Post. Estimated cost \$2 - \$4.	25	HANDICRAFT AREA	

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