

2025 Camp Minsi Summer Camp

Class Catalog

Event Contacts

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2025 Camp Minsi Summer Camp: STEM Camp at Camp Minsi

STEM Week Merit Badges (Scheduled Classes)



SWMB9 Art (2014 version), Music (2017 version)

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

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

9-4:50 PM Days: Tu Room: Handicraft

Additional Fee: \$10.00 Sessions: STEM Camp

Prerequisites: Art #6; Music #3a; Music #3b; Music #3c; Music #3d



SWMB7 Automotive Maintenance (2024 version)

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.

9-4:50 PM **Days:** Tu

Sessions: STEM Camp Prerequisites: Prerequisites

#11



SWMB1 Chemistry (2025 version)

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

9-4:50 PM Days: Mo Room: STEM Sessions: STEM Camp



SWMB16 Dentistry (2025 version)

Teeth do a lot more than just peek out from under that winning smile. They have all sorts of duties, and having healthy teeth will help a person to eat, speak, and look great.

9-4:50 PM **Days:** We

Sessions: STEM Camp Prerequisites: Prerequisites 3 (bring note), 4c (bring records)



SWMB6 Environmental Science (2025 version)

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.

9-4:50 PM Days: Mo Room: ECON

Sessions: STEM Camp **Prerequisites:** Prerequisites 6, 7 (Describe in writing)





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SWMB12 Fire Safety (2025 version), First Aid (2025 version)

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to uses fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

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.

9-4:50 PM Days: Tu Room: Station 940

Sessions: STEM Camp **Prerequisites:** Prerequisites

Fire Safety - 5d, 5e, 5g, 10 (describe in writing)

First Aid - 2b (bring the personal kit)



SWMB10 Fish and Wildlife Management (2025 version), Fishing (2021 version)

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-4:50 PM **Days:** Tu

Sessions: STEM Camp Prerequisites: Prerequisites Fish and Wildlife - 5 (bring records)

Fishing - None



SWMB2 Game Design (2025 version)

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.

9-4:50 PM **Days:** Mo **Room:** Handicraft

Sessions: STEM Camp



SWMB5 Metalwork (2025 version)

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

9-4:50 PM Days: Mo Room: Minsi Mountaineers

Additional Fee: \$30.00 Sessions: STEM Camp

Prerequisites: Must be 14 and wear long pants and sturdy shoes

\$30 supply cost





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SWMB13 Nature (2025 version)

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

9-4:50 PM **Days:** We

Sessions: STEM Camp

Prerequisites: STEM camp describe 6 in writing

Other weeks - none



SWMB8 Nuclear Science (2024 version)

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

9-4:50 PM **Days:** Tu

Sessions: STEM Camp



SWMB3 Plumbing (2025 version)

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

9-4:50 PM Days: Mo Room: Industrial Arts

Additional Fee: \$10.00 Sessions: STEM Camp

Prerequisites: Prerequisites - none

\$10 supply cost



SWMB14 Railroading (2022 version)

By earning this badge, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading.

9-4:50 PM Days: We Room: Handicraft

Sessions: STEM Camp



SWMB11 Rifle Shooting (2025 version)

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.

9-4:50 PM Days: Tu Room: Rifle Range

Additional Fee: \$20.00 Sessions: STEM Camp

Prerequisites: Prerequisites - None

\$20 supply cost



SWMB17 Robotics (2011 version)

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.

9-4:50 PM Days: We Room: STEM

Sessions: STEM Camp





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SWMB15 Search and Rescue (2014 version)

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

9-4:50 PM Days: We Room: Station 940

Sessions: STEM Camp



SWMB4 Veterinary Medicine (2006 version)

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.

9-4:50 PM **Days:** Mo

Sessions: STEM Camp **Prerequisites:** Prerequisites

6 (choose one and describe in writing)



SWMB18 Welding (2012 version)Welding (2012 version)

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

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9-4:50 PM Days: Mo Tu We Room: Industrial Arts

Additional Fee: \$25.00

Maximum number of participants: 10

Sessions: STEM Camp Prerequisites: \$25 supply cost

Must be 14 and wear long pants and sturdy shoes

