

MERIT BADGE	PREREQUISITES
AMERICAN LABOR	Read the handbook and look for news articles pertaining to labor gains or losses. Prepare for discussion.
ARCHEOLOGY	Students should read and print the workbook before class, found here- http://usscouts.org/mb/worksheets/Archaeology.pdf Pre-reqs- 4A & B, 7C, 8
ASTRONOMY	
AUTOMOTIVE MAINTENANCE	Requirement 11a, 11b, 11c, 11d. Pick 2
AVIATION	
CHESS	The Scouts should do the chess PRE WORK as described by SCOUTS
CITIZENSHIP IN THE COMMUNITY	3,5,7
CITIZENSHIP IN THE NATION	#6. This is very important. Is there a way to stress the importance of this prerequisite. All my partials are because the scouts did not complete this prerequisite.
CITIZENSHIP IN THE WORLD	
COMMUNICATIONS	To receive a PASS at the end of class, Scouts must have a Letter of Completion from a Scoutmaster for Requirement(s) 5, 7, and 8, and also must prepare a presentation to deliver to the class for Requirement(s) 3 and 4.
COMMUNICATIONS	To receive a PASS at the end of class, Scouts must have a Letter of Completion from a Scoutmaster for Requirement(s) 5, 7, and 8, and also must prepare a presentation to deliver to the class for Requirement(s) 3 and 4.
DIGITAL TECHNOLOGY	There are no prerequisites for this class.
DISABILITY AWARENESS	Read the handbook, any news articles about people with disabilities and be prepared for discussion.
EMERGENCY PREP A	
EMERGENCY PREP B	
ENGINEERING	There are no prerequisites for this class.
FIRST AID	1. Demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks. 5. Do the following: (a) Prepare a first-aid kit for your home. Display and discuss its contents with your counselor. (b) With an adult leader, inspect your troop's first-aid kit. Evaluate it for completeness. Report your findings to your counselor and Scout leader.

	<p>1. Do the following:</p> <p>(a) Analyze four games you have played, each from a different medium. Identify the medium, player format, objectives, rules, resources, and theme (if relevant). Discuss with your counselor the play experience, what you enjoy in each game, and what you dislike. Make a chart to compare and contrast the games.</p> <p>(b) Describe five different reasons that people play games. For each, give an example of a game that fits that reason.</p>
GAME DESIGN	
GEOLOGY	Geology = Mineral collection (at least 10 different samples).
LAW	4
MINING IN SOCIETY	There are no prerequisites for this class.
OCEANOGRAPHY	7, 8
PERSONAL MANAGEMENT	1, 2, 8, 9, 10
PROGRAMMING	There are no prerequisites for this class.
RAILROADING	There are no prerequisites for this class.
SEARCH & RESCUE	There are no prerequisites for this class.
	<p>Requirement 2 & 3:</p> <p>Req. 2- design a collector's card with photo in front and info on back about favorite space pioneer.</p> <p>Req 3- build, launch, recover model rocket with proof.</p>
SPACE EXPLORATION	
TRUCK TRANSPORTATION	There are no prerequisites for this class.
WEATHER	There are no prerequisites for this class.
WOODCARVING	There are no prerequisites for this class.