

2024 Campsgiving

Class Catalog

Event Contacts

Name	Title	Phone	Email
James Hart	Program Hart		jameshart638@gmail.com
Michael Henrichsen	Director of Support Services	214.600.9112	michael.henrichsen@scouting.org
Paula Bramble	Senior Program Executive	214.902.6707	paula.bramble@scouting.org

Registration opens July 05, 2024 Visit www.scoutingevent.com/571-2024Campsgiving to register







2024 Campsgiving at Camp Constantin/Jack D. Furst Aquatic Base

2024 Campsgiving (Scheduled Classes)



22CG12 Animation

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

9-10:30 AM Days: Su Mo Room: STEM

Maximum number of participants: 25

3-4:30 PM Days: Su Mo Room: STEM

Maximum number of participants: 25

4:30-6 PM Days: Su Mo Room: STEM

Maximum number of participants: 25



22CG2 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

9-12 PM Days: Su Mo Room: Shooting Sports

Additional Fee: \$10.00

Maximum number of participants: 16 Days: Su Mo Room: Shooting Sports

Additional Fee: \$10.00

Maximum number of participants: 16



22CG11 Astronomy

3-6 PM

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

9-10:30 AM Days: Su Mo Room: STEM

Maximum number of participants: 25

10:30-12 PM Days: Su Mo Room: STEM

Maximum number of participants: 25



22CG9 Aviation

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

10:30-12 PM Days: Su Mo Room: STEM

Additional Fee: \$5.00

Maximum number of participants: 10

4:30-6 PM Days: Su Mo Room: STEM

Additional Fee: \$5.00

Maximum number of participants: 10



22CG41 Basketry (2015 version)

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

10:30-12 PM Days: Su Mo Room: Handicraft

Additional Fee: \$10.00

Maximum number of participants: 12 Days: Su Mo Room: Handicraft

Additional Fee: \$10.00

Maximum number of participants: 12



4:30-6 PM

22CG38 Camping (2018 version)

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

9-10:30 AM Days: Su Mo Room: Scoutcraft

Maximum number of participants: 23 10:30-12 PM Days: Su Mo Room: Scoutcraft

Maximum number of participants: 23





2024 Campsgiving at Camp Constantin/Jack D. Furst Aquatic Base

3-4:30 PM Days: Su Mo Room: Scoutcraft

4:30-6 PM Maximum number of participants: 23
Days: Su Mo Room: Scoutcraft

Maximum number of participants: 23



22CG10 Chess

3-4:30 PM

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

10:30-12 PM Days: Su Mo Room: STEM

Maximum number of participants: 20

4:30-6 PM Days: Su Mo Room: STEM

Maximum number of participants: 20



22CG3 Citizenship in the Community

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

10:30-12 PM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25 Days: Su Mo Room: Eagle's Landing

4:30-6 PM Maximum number of participants: 25
Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25



22CG4 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

9-10:30 AM Days: Su Mo Room: Eagle's Landing Maximum number of participants: 25

10:30-12 PM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25 3-4:30 PM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25



22CG5 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

9-10:30 AM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25
10:30-12 PM Days: Su Mo Room: Eagle's Landing
Maximum number of participants: 25

4:30-6 PM Days: Su Mo Room: Eagle's Landing
Maximum number of participants: 25



22CG14 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

3-4:30 PM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25
4:30-6 PM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25



22CG15 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

9-10:30 AM Days: Su Mo Room: Scoutcraft

Additional Fee: \$18.00

Maximum number of participants: 12

3-4:30 PM Days: Su Mo Room: Scoutcraft

Additional Fee: \$18.00

Maximum number of participants: 12 Prerequisites: Not a complete merit badge.





2024 Campsgiving at Camp Constantin/Jack D. Furst Aquatic Base



22CG48 Electricity (2021 version)

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

9-10:30 AM

Days: Su Mo
Room: Industrial Arts
Maximum number of participants: 15
Days: Su Mo
Room: Industrial Arts
Maximum number of participants: 15

3-4:30 PM Days: Su Mo Room: Industrial Arts
Maximum number of participants: 15

1:30 6 PM Pays: Su Mo Room: Industrial Arts

4:30-6 PM Days: Su Mo Room: Industrial Arts
Maximum number of participants: 15



22CG13 Environmental Science

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.

9-10:30 AM Days: Su Mo Room: STEM

Maximum number of participants: 25

10:30-12 PM Days: Su Mo Room: STEM

Maximum number of participants: 25

3-4:30 PM Days: Su Mo Room: STEM

Maximum number of participants: 25

4:30-6 PM Days: Su Mo Room: STEM

Maximum number of participants: 25



22CG25 First Aid

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.

9-10:30 AM Days: Su Mo Room: Scoutcraft

Maximum number of participants: 25

3-4:30 PM Days: Su Mo Room: Scoutcraft

Maximum number of participants: 25

Days: Su Mo Room: Scoutcraft

4:30-6 PM Days: Su Mo Room: Scoutcraft

Maximum number of participants: 25



22CG16 Geocaching, Orienteering

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

9-10:30 AM Days: Su Mo Room: Scoutcraft

Additional Fee: \$5.00

Maximum number of participants: 16

10:30-12 PM Days: Su Mo Room: Scoutcraft

Additional Fee: \$5.00

Maximum number of participants: 16

4:30-6 PM Days: Su Mo Room: Scoutcraft

Additional Fee: \$5.00

Maximum number of participants: 16





3-4:30 PM

3-4:30 PM

Class Catalog

2024 Campsgiving at Camp Constantin/Jack D. Furst Aquatic Base



22CG40 Leatherwork (2017 version)

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

9-10:30 AM Days: Su Mo Room: Handicraft

Additional Fee: \$15.00

Maximum number of participants: 12 Days: Su Mo Room: Handicraft

Additional Fee: \$15.00

Maximum number of participants: 12



22CG47 Metalwork (2008 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.

10:30-12 PM Days: Su Mo Room: Industrial Arts

Additional Fee: \$5.00

Maximum number of participants: 15 Days: Su Mo Room: Industrial Arts

Additional Fee: \$5.00

Maximum number of participants: 15

4:30-6 PM Days: Su Mo Room: Industrial Arts

Additional Fee: \$5.00

Maximum number of participants: 15



22CG46 Mining in Society (2022 version)

Mining has been an important part of our nation since the 19th century. Today, the industry employes 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

9-10:30 AM Days: Su Mo Room: Industrial Arts

Maximum number of participants: 20



22CG43 Moviemaking (2014 version), Photography (2021 version)

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

3-4:30 PM Days: Su Mo Room: STEM

Maximum number of participants: 20



22CG44 Personal Fitness (2023 version), Personal Management (2019 version)

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

9-10:30 AM Days: Su Mo Room: Eagle's Landing

Maximum number of participants: 25





2024 Campsgiving at Camp Constantin/Jack D. Furst Aquatic Base



22CG20 Pottery

3-6 PM

3-6 PM

3-4:30 PM

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

9-12 PM Days: Su Mo Room: Handicraft

Additional Fee: \$12.00

Maximum number of participants: 12 Days: Su Mo Room: Handicraft

Additional Fee: \$12.00

Maximum number of participants: 12



22CG7 Rifle Shooting (Option A - Modern Cartridge)

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.

9-12 PM Days: Su Mo Room: Shooting Sports

Additional Fee: \$10.00

Maximum number of participants: 8

Days: Su Mo Room: Shooting Sports

Additional Fee: \$10.00

Maximum number of participants: 8



22CG19 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-10:30 AM Days: Su Mo Room: Handicraft

Additional Fee: \$5.00

Maximum number of participants: 15 Days: Su Mo Room: Handicraft

Additional Fee: \$5.00

Maximum number of participants: 15



22CG39 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.

10:30-12 PM Days: Su Mo Room: Scoutcraft

3-4:30 PM Maximum number of participants: 20
Days: Su Mo Room: Scoutcraft
Maximum number of participants: 20

Maximum number of participants: 20



22CG8 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

9-12 PM Days: Su Mo Room: Shooting Sports

Additional Fee: \$30.00 Minimum Age: 13

Maximum number of participants: 8

Days: Su Mo Room: Shooting Sports

3-6 PM Days: Su Mo Room: Shooting S

Additional Fee: \$30.00 Minimum Age: 13

Maximum number of participants: 8

Prerequisites: THIS CLASS IS BOTH SUNDAY AND MONDAY MORNING





2024 Campsgiving at Camp Constantin/Jack D. Furst Aquatic Base



22CG45 Welding (2012 version)

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

24, 2012.

10:30-12 PM

3-4:30 PM

9-10:30 AM Days: Su Mo Room: Industrial Arts

Additional Fee: \$18.00

Maximum number of participants: 8 Days: Su Mo Room: Industrial Arts

Additional Fee: \$18.00

Maximum number of participants: 8 Days: Su Mo Room: Industrial Arts

Additional Fee: \$18.00

Maximum number of participants: 8



22CG21 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

10:30-12 PM Days: Su Mo Room: Handicraft

Additional Fee: \$10.00

Maximum number of participants: 20

4:30-6 PM Days: Su Mo Room: Handicraft

Additional Fee: \$10.00

Maximum number of participants: 20

Prerequisites: MUST BRING PHYSICAL COPY OF TOTIN' CHIP