



University of Scouting

Class Catalog

Event Contacts

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Visit www.scoutingevent.com/664-UofS26 to register



Class Catalog

University of Scouting at St Paul's UMC - Fellowship Hall










University of Scouting (Scheduled Classes)

UofS1 Period #1 08:30-01:50 PM		Scoutmaster & Assistant Scoutmaster Specific Training Learn the tricks to running a great troop! Position-Specific Training for ScoutMasters and ASM: This course will provide the basic information you will need to support the youth leaders of your troop and ensure a successful boy-led troop program.
UofS2 Period #1 08:30-11:40 AM		Cubmaster & Assistant Cubmaster Specific Training The Cubmaster Position-Specific training introduces you to everything you need to know about planning successful pack meetings. It won't answer every single question you have, but it's a great start. Taking it in person gives you an advantage of asking questions of and getting feedback from an experienced Scouter who has been in your shoes before.
UofS3 Period #1 08:30-01:50 PM		Den Leader Specific Training Den Leader-Specific Training will give you an introduction to everything you need to know about being a Den Leader, from planning meetings with fun activities to helping Scouts earn their next advancement and more.
UofS4 Period #1 08:30-11:40 AM		Den Chief Training Den Chief-specific training will allow Scouting America Youth to serve in the role of Den Chief. This position not only counts as leadership for Star, Life, and Eagle ranks, but also serves an important role for Cub Scouts.
UofS5 Period #1 08:30-04:00 PM		Animation In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.
UofS6 Period #1 08:30-11:40 AM		Game Design Games 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.

Prerequisites: Scouts will not complete the MB. Requirement 6 may be started, but not completed. Requirement 7 will have to be completed on your own.







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UofS7 Period #4 12:50-04:00 PM		Fingerprinting In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.
UofS8 Period #4 12:50-01:50 PM		The ABC's of the OA Members of the Order of the Arrow's Semialachee Lodge visit to talk about how the OA promotes leadership and service. And how the OA can benefit your Troop
UofS9 Period #1 08:30-09:30 AM		Running the Treasury This nuanced volunteer role can be daunting - come learn tips on how to do it well
UofS10 Period #2 09:35-10:35 AM		Scoutbook for Packs This training will assist both leaders and parents how to navigate the online portion of Scoutbook to input advancements (including batch entering), view the advancements, and how to create, share, and run reports. In addition, other techniques such as adding scouts and leaders to dens and creating connections to scouts.
UofS11 Period #5 01:55-02:55 PM		Scoutbook for Troops This training will assist both leaders and parents how to navigate the online portion of Scoutbook to input advancements (including batch entering), view the advancements, and how to create, share, and run reports. In addition, other techniques such as adding scouts and leaders to dens and creating connections to scouts.
UofS12 Period #4 12:50-01:50 PM		Popcorn 101 Come hear some tips from a seasoned Kernel about navigating this important fundraiser
UofS13 Period #5 01:55-02:55 PM		Creating & Managing a Scout Closet This practice can add a lot of value and become an important part of your Unit's culture
UofS14 Period #5 01:55-02:55 PM		Geeking over Gear Come hear from a seasoned scouter about outdoor and camping gear
UofS15 Period #6 03:00-04:00 PM		A.I. Prompts for Scouters Come learn and share useful AI tips for enhancing and promoting the Scout experience

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UofS16 Period #6 03:00-04:00 PM		Camping Essentials for Cubs While many of our volunteer leaders are skilled campers, our Scout families are not. Come learn how to help them.
UofS17 Period #6 03:00-04:00 PM		Leading Interfaith Worship Services A Scout is Reverent... Learn who to organize a strong "Scout's Own"
UofS18 Period #1 08:30-09:30 AM Period #2 09:35-10:35 AM Period #3 10:40-11:40 AM Period #4 12:50-01:50 PM Period #5 01:55-02:55 PM Period #6 03:00-04:00 PM		Firecraft Workshop Let "Camp Dan" show you how to start a fire with your hands and not much else! Come hear our resident fire expert share useful fire-making and tending tips !!! Scouts MUST be at least 1st Class !!!
UofS19 Period #6 03:00-04:00 PM		Life to Eagle For Scouts and Scouters on the Trail to Eagle. Tips and Tricks from experts
UofS20 Period #1 08:30-04:00 PM		Wilderness First Aid Come learn skills for handling emergencies while in the outdoors. (this is NOT certification, just skills building) This is for Scouts BSA-aged youth only, no Cub Scouts please
UofS21 Period #1 08:30-04:00 PM		Cub Scout Adventures Cub Scouts will spend the day doing what they do best, having FUN! Don't forget your water bottle!