



# Crow River Merit Badge Madness 2016

## Event Class Catalog

### Event Contacts

Name	Title	Phone	Email
Greg Youmans	Event Chair	612-597-3637	gfyoumans@mmm.com
Jake Twaddle	Crow River District Executive	763-231-7228	jtwaddle@northernstarbsa.org

To register, visit <https://www.scoutingevent.com?CR2016MeritBadge>



## Event Class Catalog

CR 2016 Merit Badge Madness: CR Merit Badge 2016 at St. John's Lutheran Church, Annandale, MN

### MBM-CR

#### Event Location

St John's Lutheran Church, 331 Harrison Street, Annandale, MN 55302

#### Registration

**All registrations will be made on-line at the NSC Scouting Event web site.**

<https://www.scoutingevent.com?CR2016MeritBadge>

All attendees must register on-line for the event, including Scout youth, leaders and parents. No other registrations methods are available. Class sizes are limited. Registrations are first come, first served. Please register early. We cannot guarantee desired placement in MBM classes for walk-in's or for failure to register before classes are closed.

Registrations will close on Sunday, March 6<sup>th</sup> at 11:59 p.m.

#### Registration Fees

A fee of \$5.00 will be charged for each attendee, both youth and adults.  
Each attendee will be charged \$8.00 for late registrations, made after March 1<sup>st</sup>, 2016.

#### Lunch

Event attendance fee includes lunch, to be provided at the event. Lunch menu is spaghetti, garlic bread/breadstick, garden salad with dressing (French or ranch) lemonade or water, menu subject to change.

Attendance fees **will not** be waived or reduced for those wishing to pack their own lunch. No refrigeration will be available at the event. There will be a concession stand at the event with soda, candy, etc. for purchase.

#### Merit Badge Prerequisites

Pre-MBM requirements for each merit badge class are listed with the class description below.

Scouts are expected to **read** the Merit Badge Pamphlet. Scouts **must** complete all merit badge pre-requisite requirements and make research notes in the CR MBM Workbook **BEFORE** the MBM class. Otherwise, Scouts will receive only a partial completion for the merit badge.

Scouts must bring their completed MB Workbook; a Merit Badge Blue Card(s) signed by unit leader for each merit badge; and bring any pre-MBM requirement materials or evidence of their work with them to MBM.

All Scouts (including Webelos who recently crossed over to Boy Scouts) **must** be registered in a Boy Scout unit in order to earn Boy Scout requirements for advancement. You may turn in applications at MBM event.

#### MBM Specific Workbooks

Merit Badge Workbooks, which are specific to the 2016 Crow River MBM class offerings, can be down loaded from the Crow River District web site. Make sure you download and print the correct 2016 CR MBM Workbook.

<http://crowriver.nbsa.org/MeritBadgeMadness.aspx>

#### Event Schedule

Check-In	<b>7:30 - 8:15 AM</b> (closes promptly at 8:15)
Opening Assembly	8:20
A.M. Classes	<b>8:30 - 11:45 AM</b>
Lunch	11:45 - 12:45
P.M. Classes	<b>12:45 - 4:00 PM</b>
Clean up	4:00 - 4:30
Closing & check out	Approximately 4:45

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### Full Day Classes

**MBCR113** 8:30-4 PM



#### **New Scout Program**

This class will cover many of the requirements for the Scout, Tenderfoot, Second Class, and First Class ranks. Sessions will include U.S. Citizenship, Flag Etiquette and the Scout Oath & Law, Knots and Lashings, First Aid - Basics and Bandages, First Aid - Emergency Action, and Knot Basics & Outdoor Skills.

**Minimum number of participants:** 2

**Maximum number of participants:** 60

**Prerequisites:** Participants must be eligible to be awarded Boy Scout Requirements: Scouts who have recently transitioned from Webelos into a troop, new Scouts and Scouts who have not yet completed First Class rank who are registered in a Boy Scout Troop.

**MBCR115** 8:30-4 PM



#### **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.

**Minimum number of participants:** 2

**Maximum number of participants:** 50

**Prerequisites:** Complete requirements 2, 3 and 8 before attending MBM. Research requirements 1, 4, 5, 7, and 4d, then write notes in the workbook for reference and be prepared to discuss at MBM. For requirement 6, research Abraham Lincoln, the author of the Gettysburg Address speech, and write notes about his biography in the workbook. The remainder of requirement 6 will be conducted in class at MBM

**MBCR116** 8:30-4 PM



#### **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.

**Minimum number of participants:** 2

**Maximum number of participants:** 24

**Prerequisites:** Complete requirements 1, 2d and 7 before attending MBM; bring the first aid kit from requirement 2b with you to MBM. Research requirements 2, 3, 4, 5 and 6, then write notes in the workbook for reference & be prepared to discuss at MBM

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### Half Day — AM Session

MBCR117 8:30-11:45 AM



#### Athletics

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong."

**Minimum number of participants:** 2

**Maximum number of participants:** 20

**Prerequisites:** Complete requirements 3, 4a, 5 and 6 before attending MBM. Research requirements 1, 2, 4b, 4c and 4d, then write notes in the workbook for reference and be prepared to discuss at MBM.

MBCR122 8:30-11:45 AM



#### Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 BC, 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.

**Minimum number of participants:** 2

**Maximum number of participants:** 20

**Prerequisites:** Complete requirements 2, 8 and 9 before attending MBM. Research requirements 1, 4, 6, 7 and 10, then write notes in the workbook for reference and be prepared to discuss at MBM. Requirements 3, 5 and 11 will be conducted at MBM.

MBCR118 8:30-11:45 AM



#### Graphic Arts

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

**Minimum number of participants:** 2

**Maximum number of participants:** 20

**Prerequisites:** Complete requirements 1, 3, 4 and 6 before attending MBM. Research requirements 2, 5 and 7, then write notes in the workbook for reference and be prepared to discuss at MBM.

MBCR119 8:30-11:45 AM



#### Nuclear Science

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.

**Minimum number of participants:** 2

**Maximum number of participants:** 20

**Prerequisites:** Complete requirements 2b, 3, 4 and 5 before attending MBM.

Be prepared to demonstrate requirement 2b at MBM (and 4a, if that option was chosen).

Research requirements 1, 2a, 6, 7 and 8, then write notes in the workbook for reference and be prepared to discuss at MBM.

MBCR120 8:30-11:45 AM



#### Robotics

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.

**Minimum number of participants:** 2

**Maximum number of participants:** 12

**Prerequisites:** Complete requirements 1, 4b, 5b, 5c and 6 before attending MBM. Bring evidence of work for requirement 6 to MBM on a backup device. Research requirements 1, 2, 3, 4a, 4c, 5a, 7, 8 and 9, then WRITE notes in the workbook for reference and be prepared to discuss at MBM.

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### Half Day — PM Session

**MBCR121** 12:45-4:00 PM



#### Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age. (New in Apr 2014, replaced Computer MB)

**Minimum number of participants: 2**

**Maximum number of participants: 20**

**Prerequisites:** Complete requirements 1, 4b, 5b, 5c and 6 before attending MBM. Bring evidence of work for requirement 6 to MBM on a backup device (USB drive, disc, etc.). Research requirements 1, 2, 3, 4a, 4c, 5a, 7, 8 and 9, then write notes in the workbook for reference and prepared to discuss at MBM.

**MBCR123** 12:45-4:00 PM



#### Energy

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

**Minimum number of participants: 2**

**Maximum number of participants: 20**

**Prerequisites:** Complete requirements 1a, 4, 5, 6 and 7 before attending MBM. Research requirements 2, 3 and 8, then WRITE notes in the workbook for reference and be prepared to discuss at MBM. Requirement 1b will be completed at MBM.

**MBCR124** 12:45-4:00 PM



#### Game Design

To earn this merit badge, Scouts will be required to analyze different types of games; describe play value, content, and theme; and understand the significance of intellectual property as it relates to the game industry. Scouts will use what they learn to design a game and create a design notebook for this project. In his notebook, Scouts must demonstrate an initial concept, multiple design iterations based on initial testing, and feedback from blind testing. Once the concept is approved, the Scout will build a prototype and conduct game testing. Game designs may include a wide range of media, from cards to boards, dice, and even designing a smartphone application.

**Minimum number of participants: 2**

**Maximum number of participants: 14**

**Prerequisites:** Complete requirements 4, 5, 6 and 7 before attending MBM. Prepare for requirement 1 by listing 4 games you've played that you wish to discuss during class. Write notes in the workbook and be prepared to discuss at MBM. Research requirements 2, 3 and 8, then write notes in the workbook and be prepared to discuss at MBM.

**MBCR120** 12:45-4:00 PM



#### Robotics

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.

**Minimum number of participants: 2**

**Maximum number of participants: 12**

**Prerequisites:** Complete requirements 1, 4b, 5b, 5c and 6 before attending MBM. Bring evidence of work for requirement 6 to MBM on a backup device. Research requirements 1, 2, 3, 4a, 4c, 5a, 7, 8 and 9, then WRITE notes in the workbook for reference and be prepared to discuss at MBM.

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### STEM Nova — Available all day, pre-registration not necessary

#### All Day - Stem Nova

**STEM Nova** Counselors / Mentors will be available all day at MBM to review and certify Scouts completion of STEM Nova Award requirements.

STEM Nova workbooks are available to down load from the Crow River District website.

#### Nova Award Patch



#### STEM Nova Awards

The Boy Scouts of America's NOVA Awards program incorporates learning with cool activities and exposure to science, technology, engineering and mathematics for Cub Scouts, Boy Scouts, and Venturers. The requirements and activities for earning these awards are designed to stimulate interest in STEM-related fields and shows how science, technology, engineering and mathematics apply to everyday living and the world around us. Counselors and mentors help bring this engaging, contemporary and fun program to life for youth members.

#### Nova pi ( $\pi$ ) Pin



There are four Nova awards for each level of Boy Scouts and each award covers one component of STEM—science, technology, engineering, or mathematics.

- Boy Scout Nova awards: Shoot!, Start Your Engines, Whoosh!, and Designed to Crunch

For their first Nova award, Scouts earn the distinctive Nova award patch. After that, a Scout can earn three more Nova awards, each one recognized with a separate pi ( $\pi$ ) pin-on device that attaches to the patch. The patch and the three devices represent each of the four STEM topics—science, technology, engineering, and mathematics.

#### Supernova Award Medal



#### The Supernova Awards

The Supernova awards have more rigorous requirements than the Nova awards. The requirements and activities were designed to motivate youth and recognize more in-depth, advanced achievement in STEM-related activities.