

Adventures in Science - (Complete Requirements 1-3)

Scouts will complete Requirement 3 parts C, G, and H in class and explore part F which can be completed at home or while camping. Scouts will be giving instruction on ways to complete requirement 2 at home by participating in a virtual tour.

Aquanaut - (Complete Requirements 1-4, and two of 5-9)

Scouts will complete Requirements 1, 2, and most of 3. Scouts participating in Family camp will have the opportunity to complete Requirement 4 if camping at Goshen. Scouts will need to complete Requirement 4 and choose two of requirements 5-9 to complete the activity, in addition to demonstrating reaching and throwing rescues.

Art Explosion - (Complete Requirements 1-3. Requirement 4 is optional)

Scouts will complete Requirements 1, 2, and 3 completing the Art Explosion activity

Aware and Care - (Complete Requirements 1-4)

Scouts will nearly complete Aware and Care by participating in a session. Requirements 1, 2, and 3 will be completed in class. Scouts will be provided instruction on ways to complete Requirement 4 in a socially distanced setting.

Build My Own Hero - (Complete Requirements 1, 2, 3, and one of 4, 5, or 6)

Scouts will *nearly* complete the requirements to Build My Own Hero in class. Requirement 2 as well as 4, 5, or 6 (depending on which one of these the class wants to do) will be completed, as well as most of reqs 1 and 3. For requirement 1, they will still need to invite a local hero to their den (which can be done over Zoom). Additionally, they will need to present an award to a hero for Requirement 3, though scouts design/create this award in class.

Castaway(Quest) - (Complete Requirements 1 and 2)

Scouts will complete Requirement 2 parts B, C, and D. Part A of requirement 2 will be discussed but scouts will need to make a survival kit to complete requirement 2. Requirement 1 can be completed by participating in a campout or family camping at Goshen or Synder.

Cast Iron Chef - (Complete at least Requirements 1 and 2. Requirement 3 is optional)

Scouts will complete the optional Requirement 3 by participating in the class "Fire Building"

Earth Rocks! - (Complete all Requirements 1-6)

Scouts will complete Requirements 1, 2, 3, 6 and parts of Requirements 4.

Engineering - (Complete at least Requirements 1 and 2. 3 and 4 are optional)

Scouts will nearly complete Engineering by participating in a session.

Requirements 1 and 3 will be completed and Requirement 2 may need some additional work at home if a scout does not complete his or her Blueprint during class.

First Responder - (Complete Requirement 1 and at least five others of 2-8)

Scouts will complete Requirements 1, 2, and 7. Scouts will discuss Requirements 3, 4, 5 and 6 as part of class with suggestions on how to complete the Activity at home

Game Design - (Complete all of Requirements 1-4)

Scouts will complete Requirements 1, 2, and 3 in class. Scouts may complete requirement 4 in class or with family members at home.

Into the Wild - (Do six from requirements 1-9)

Scouts will complete Requirements 4,6,7,8 in session and will be given a link to complete virtual museum visit for Requirement 9

(<https://naturalhistory.si.edu/exhibits/virtual-tour>) this will leave the scouts needing to complete one requirement

Into the Woods - (Complete at least Requirements 1-4 and one other)

Scouts will complete Into the Woods with the exception of requirement 4 which they will need to do independently or with their den.

Requirement 4: Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.

Movie Making

Scouts will complete Requirement 1 of Movie Making, and will be given instruction on ways to complete requirements 2 and 3 at home.

Project Family - (Complete all requirements)

Since this is a family adventure, much will need to be done with the family. Scouts complete requirement 2 by making a family tree during the Zoom. Scouts can prepare a list of interview questions for requirement 1, though they'll still need to **conduct the interview**. Scouts will get started with requirement 3 by creating a chart of their chores, though they'll have to **track their progress for 2 weeks**. Scouts brainstorm jobs their family members do for requirement 4 and make a promise in Zoom to **help with that job**. We discuss hazards for Req 5, but **they have to make an inspection of their home with an adult, listing hazards/security problems, and correcting a problem they find, sharing it with the den**. For Req 6, we discuss ideas for family outings/nights/reunions, though they need to **hold a family meeting to plan it out, as well as pick a service/conservation project to do with their family**.

Shooting Sports (Archery, BB's, Slingshot Awards and Pins)

BB's - Scouts will learn proper range commands and facts about the history of air powered Rifles.

Archery - Scouts will learn proper range commands, how to identify types of Bow, how to identify parts of an arrow, and about the history of archery

Slingshot - Scouts will learn about different types of slingshot ammunition and about the types of target used for slingshots.

Webelos Walkabout - (Complete requirements 1-4, and either 5 or 6)

Scouts will complete requirements 1, 3, and 5 while discussing parts of 2 and 4. For requirement 2, scouts must actually **assemble** the first aid kit that we discuss in the class. For requirement 4, scouts must take a 3 mile hike with a nutritious lunch or snack they prepared beforehand.

Whittling Chip

Scouts will complete the whittling chip by participating in a session.