

CUB SCOUT NOVA AWARD - SCIENCE EVERYWHERE (SCIENCE)

Additional requirement sheets and helps are available from ScouterMom.com.

This module is designed to help you explore how science affects your life each day.

1. Choose A or B or C and complete ALL the requirements.

1A. Watch an episode or episodes (about one hour total) of a show about anything related to science. Then do the following:

1A-1. Make a list of at least two questions or ideas from what you watched.

1A-2. Discuss two of the questions or ideas with your counselor.

1B. Read (about one hour total) about anything related to science. Then do the following:

1B-1. Make a list of at least two questions or ideas from what you read.

1B-2. Discuss two of the questions or ideas with your counselor.

1C. Do a combination of reading and watching (about one hour total) about anything related to science. Then do the following:

1C-1. Make a list of at least two questions or ideas from what you read and watched

1C-2. Discuss two of the questions or ideas with your counselor.

2. Complete ONE adventure from the following list for your current rank or complete option A or B. (If you choose an Adventure, choose one you have not already earned.) Discuss with your counselor what kind of science, technology, engineering, and math was used in the adventure or option.

2- Adventure 1. Collections and Hobbies (Wolf)

2- Adventure 2. Digging in the Past (Wolf)

2- Adventure 3. Germs Alive! (Wolf)

2- Adventure 4. Grow Something (Wolf)

2- Adventure 5. A Bear Goes Fishing (Bear)

2- Adventure 6. Bear Picnic (Bear)

2- Adventure 7. Critter Care (Bear)

2- Adventure 8. Earth Rocks! (Webelos)

2- Adventure 9. Maestro! (Webelos)

2-Option A: Complete all of the following:

2-Option A (a) Explain the scientific method to your adult partner.

2-Option A (b) Use the scientific method in a simple science project. Explain the results to an adult.

2-Option A (c) Talk to a scientist about why he or she became a scientist.

2-Option B: Complete all of the following:

2-Option B: (a) Show how to orient a map. Find three landmarks on the map.

2-Option B: (b) Make a simple compass with a magnet and pin.

2-Option B: (c) Show how a compass works. (d) Use a compass on an orienteering activity with at least 3 stops.

3. Act like a scientist! Explore EACH of the following:

3A. With your counselor, choose a question you would like to investigate. Here are some examples only (you may get other ideas from your adventure activities):

3A-1. Why do rockets have fins? Is there any connection between the feathers on arrows and fins on rockets?

3A-2. Why do some cars have spoilers? How do spoilers work?

3A-3. If there is a creek or stream in your neighborhood, where does it go? Does your stream flow to the Atlantic or the Pacific ocean?

3A-4. Is the creek or stream in your neighborhood or park polluted?

3A- 5. What other activity can you think of that involves some kind of scientific questions or investigation?

3B. With your counselor, use the scientific method/process to investigate your question. Keep records of your question, the information you found, how you investigated, and what you found out about your question.

3C. Discuss your investigation and findings with your counselor.

4. Visit a place where science is being done, used, or explained, such as one of the following: zoo, aquarium, water treatment plant, observatory, science museum, weather station, fish hatchery, or any other location where science is being done, used, or explained.

4A. During your visit, talk to someone in charge about science.

4B. Discuss with your counselor the science done, used, or explained at the place you visited.

5. Discuss with your counselor how science affects your everyday life.