

Don't delay - sign up today to join us at the
Spring 2018 Merit Badge Academy!

www.scoutingevent.com/145-WonderLab_Sp2018



Merit Badge Academy
Saturday, February 10, 2018



Contact Information



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BOY SCOUTS OF AMERICA
HOOSIER TRAILS COUNCIL

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BOY SCOUTS OF AMERICA
HOOSIER TRAILS COUNCIL



Dear Scouts and Scouters,

We are pleased to announce that WonderLab will be holding our second Merit Badge Academy on Saturday, February 10th, from 9:30 AM to 3:30 PM. At this Merit Badge Academy, we will be offering the Chemistry and Reptile and Amphibian Study merit badges again, and we will be introducing the Robotics and Engineering merit badges.

We have learned from our first Academy, and have greatly appreciated all of the feedback we received. Based on suggestions and observations, we have changed the structure of the event. In this brochure, you will find all of the pre-requisites for the merit badges. All requirements will be turned in the morning of the event, which will allow the counselors to return completed blue cards back to scouts that same day.

Based on your feedback, we also changed the structure of the Chemistry merit badge. The badge will now be one four-hour session, which will allow all but one of the requirements to be completed in the Academy itself. We have also included instructions on how to become a volunteer at WonderLab. If you are taking the Reptile and Amphibian Study merit badge, there is a requirement to observe animals over a several month duration. By becoming a volunteer, you can continue to observe the animals at the end of your shift, giving you access to the animals at no cost.

This time, we have also included a 45-minute period built into the schedule during which Scouts can explore the Museum after lunch. When registering Scouts for the event, parents and siblings can also buy passes for the Museum at a discounted rate of \$6 per person.

In this great booklet you will find information about the badges, the schedule, requirements, and food allergies. Please feel free to contact me via e-mail at museumeducator@wonderlab.org with any additional questions. We look forward to seeing you at the new and improved Merit Badge Academy!

All the Best,
Jared Katz
Museum Educator, Secondary and Adult Education Specialist

Don't delay, register today!

www.scoutingevent.com/145-WonderLab_Sp2018

Visit the Hoosier Trails Council website to reserve your spot!



Upcoming Events in the Hoosier Trails Council

Check out these great upcoming events!

Registration is available at
<http://www.HoosierTrailsBSA.org>

Hoosier Hills District Winter Camporee

*Friday, February 23rd - Sunday, February 25th
Hanover College, Hanover, Indiana*

Lenni Lenape Merit Badge Day

*Saturday, February 24th
Immanuel Lutheran School, Seymour, Indiana*

Wilderness & Remote First Aid Training

*Friday, March 9th - Sunday, March 11th
Maumee Scout Reservation, Norman, Indiana*

White River Trails District Merit Badge Fair

*Saturday, April 7th
Bedford North Lawrence High School, Bedford, Indiana*

Hoosier Hills District Merit Badge Fair

*Saturday, April 14th
South Ripley Elementary School, Versailles, Indiana*

Wapehani District Spring Camporee

*Friday, April 20th - Sunday, April 22nd
Location To Be Announced*

Lenni Lenape District Spring Camporee

*Friday, April 20th - Sunday, April 22nd
Maumee Scout Reservation, Norman, Indiana*

White River Trails District Spring Camporee

*Friday, April 27th - Sunday, April 29th
Location To Be Announced*

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Thank You to...

Jared Katz, Museum Educator
WonderLab Museum of Science, Health, & Technology

Special Note

Please be sure to wear your Field Uniform
("Class A") shirt to this event!

About the Event

The WonderLab Museum of Science, Health, & Technology invites all Boy Scouts to join them for a fun-filled day of science and adventure! The Merit Badge Academy will feature four science-related merit badges taught by qualified WonderLab staff and volunteers. Scouts will have the opportunity to choose two of these classes in which to participate and learn. Scouts will also be given time to explore the extensive displays of the museum during the day!

Event Schedule

9:30 AM	Check-In Opens
10:00 AM	Merit Badge Session #1
12:00 PM	Lunch
12:45 PM	Museum Exploration
1:30 PM	Merit Badge Session #2
3:30 PM	Dismissal

Event Location & Parking

The Merit Badge Academy will be held on-site at the WonderLab Museum of Science, Health, & Technology.

The physical address of the museum is:

*308 W. 4th Street
Bloomington, IN 47404*

Parking is available for free in the 4th Street Parking Garage:

*105 W. 4th Street
Bloomington, IN 47404*

Volunteering with WonderLab

Volunteers play an essential role in determining the quality of each visitor's experience. Depending on age, volunteers have the opportunity to learn new skills and/or mentor other volunteers. WonderLab's volunteer team includes teens, college students, scientists, educators, business people, parents and retirees. Families and groups are welcome as volunteers.

Benefits of volunteering at WonderLab include:

- ◆ *Have a positive impact on your community!*
- ◆ *Make new friends of all ages!*
- ◆ *Enjoy free admission!*
- ◆ *Receive 20% off in the gift store!*
- ◆ *Get invitations to Volunteer Appreciation events!*
- ◆ *Observe the reptiles for your merit badge requirements!*

New volunteers are required to submit the appropriate form below before registering to attend a training session. Teens who wish to become museum volunteers must be at least entering grade 7 in the fall of the next school year. Individuals who are 18 or older should use the Adult Application. Teens who are applying for a WonderCamp summer internship must be entering grade 9 in the fall of the next school year. Special training sessions for these internships are listed on the application form.

[Fill out the Teen Volunteer Application here!](#) (E-Version Only)

[Fill out the Adult Volunteer Application here!](#) (E-Version Only)

[Review the Volunteer Handbook here!](#) (E-Version Only)

Volunteer training sessions are coming up on:

- ◆ Wednesday, February 7, 2018, 5:30 PM – 7:00 PM
- ◆ Tuesday, March 6, 2018, 4:00 PM – 6:30 PM
- ◆ Tuesday, May 15, 2018, 5:30 PM – 7:00 PM
- ◆ Thursday, June 7, 2018, 4:00 PM – 5:30 PM

For more information, contact Jeanne Gunning, Volunteer Director, at jeanne@wonderlab.org



Reptile & Amphibian Study

One (1) Session, Two (2) Hours in Length
Limit 15 Scouts

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these creatures leads to an appreciation for all native wildlife, and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

Pre-Requisites:

- Requirement #1
- Requirement #4
- Requirement #8 (Choose ONE of two options)*
- Requirement #9 (Choose TWO of three options)

**Requirement #8 may be completed after the Merit Badge Academy.*



Robotics

Two (2) Sessions, Two (2) Hours in Length
Limit 15 Scouts

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.

Pre-Requisites:

- Requirement #3
- Requirement #6B
- Requirement #7

Registering for the Event

Registration for the event will be available on the Hoosier Trails Council, Boy Scouts of America, website, at:

www.scoutingevent.com/145-WonderLab_Sp2018

Registration will open on Monday, December 18, 2017, at 9:00 AM. The Early Bird price of \$25.00 per Scout will be available until Saturday, January 13, 2018, at 11:59 PM.

Registration will remain open until Saturday, January 27, 2018, at 11:59 PM, for a cost of \$30.00 per Scout.

Food Allergies

The provided boxed lunch will be from Subway Restaurants in Bloomington. The meal will include a 6" sandwich, a bag of chips, a chocolate chip cookie, and a bottle of water. Both sandwiches and chips will be a random assortment.

If you have a food allergy (i.e. gluten, dairy), please inform us as a part of your registration. We will do our best to work with the restaurant and meet your health needs.

Family Museum Admission

The WonderLab Museum of Science, Health, & Technology has graciously extended discounted museum admission to family members of participating Scouts. Both youth and adults may explore the museum for a cost of \$6.00 per person. For an additional \$7.50 per person, we will include a boxed lunch during the scheduled lunch period.

You must pre-register to take advantage of this discount. Registration will be available when you sign up your Scout.

A parent or adult guardian must stay with non-class youth!

Check-In / Check-Out Procedures

For the safety and security of all Scouts, the following procedures will be in place to check-in and check-out of the Merit Badge Academy.

Check-In: Scouts must be signed in by an adult. At that time, please be prepared to provide the name(s) of the individual(s) who will be retrieving the Scout from the event. Please also provide a phone number to reach an adult in case of emergency.

Check-Out: Scouts will be released to the individual(s) approved during the check-in process. An adult must report to the learning labs to check-out their Scout(s) from event staff. If your Scout lives in Bloomington and is to return home via bus or meet your family in town, please provide instructions for our staff during the check-in process.

Merit Badge Class Schedule

For the Spring 2018 event, we will be offering:

- ♦ Chemistry
- ♦ Engineering
- ♦ Reptile & Amphibian Study
- ♦ Robotics

	Classroom #1	Classroom #2	Classroom #3
10:00 AM - 12:00 PM	Chemistry, Part 1 of 2	Robotics	Reptile & Amphibian
12:00 PM - 1:30 PM	Lunch Period & Museum Exploration		
1:30 PM - 3:30 PM	Chemistry, Part 2 of 2	Robotics	Engineering



Chemistry

One (1) Session, Four (4) Hours in Length
Limit 15 Scouts

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

Pre-Requisites:
Requirement #7B



Engineering

One (1) Session, Two (2) Hours in Length
Limit 15 Scouts

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Pre-Requisites:
Requirement #1
Requirement #2
Requirement #8