



WEBELOS / AOL ADVANCEMENT

ELEMENTARY-AGE YOUTH – 3RD OR 4TH GOING INTO 4TH OR 5TH GRADE

Use this tracking tool for your Webelos or Arrow of Light Rank advancements earned during Cyber Summer Camp

CUB SCOUT NAME: _____

ADVENTURES IN SCIENCE

Activity

An experiment is a "fair test" to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer's effects on plant growth.

Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists.

Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned to explain the value of making a model in science.

With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.

Read a biography of a scientist. Tell your family what the scientist is famous for and why his or her work is important.

Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours (which may be spread over several nights). Describe what you observed, and explain the meaning of your observations.

With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.

Campground Area

Completed?

The Lab
Career Exploration

☐

Launch Pad
*Any Subject Day
Webinars*

☐

Dark Side of the Moon
Engineering

☐

The Lab
Space Exploration

☐

Launch Pad
*Space Exploration
Career Exploration*

☐

Dark Side of the Moon
Astronomy

☐

The Lab
Career Exploration

☐



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ENGINEER

Activity	Campground Area	Completed?
Pick one type of engineer. With the help of the virtual campground, the Launch Pad, and NASA webinars, discover three things an engineer does. Share your findings with your family.	Launch Pad <i>Engineering</i>	<input type="checkbox"/>
Learn to follow engineering design principles by doing the following:		
Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project.	The Lab <i>Engineering</i>	<input type="checkbox"/>
Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun.	The Lab <i>Engineering</i>	<input type="checkbox"/>
Share your project with other members of your family.	The Lab <i>Engineering</i>	<input type="checkbox"/>
Explore other fields of engineering and how they have helped form our past, present, and future.	Launch Pad <i>Engineering</i>	<input type="checkbox"/>
Pick and do two projects using the engineering skills you have learned. Share your projects with your family, and also exhibit them at a pack meeting if you can!	The Lab <i>Engineering</i>	<input type="checkbox"/>