

Cub Scout Pack 295 Year 3 NOVA Program

Workbook

Scout Name: _____

Den: _____

Helpful Information

Requirements

For video or TV watching requirements, some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision.

For article reading, books on many topics may be found at your local library. Examples of magazines include but are not limited to Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights, and OWL or owlkids.com.

Scientific Method

The scientific method is a process for experimentation that is used to explore observations and answer questions. This method may be needed for some requirements throughout the NOVA program.

Steps of the Scientific Method

Ask a Question: The scientific method starts when you ask a question about something that you observe: How, What, When, Who, Which, Why, or Where?

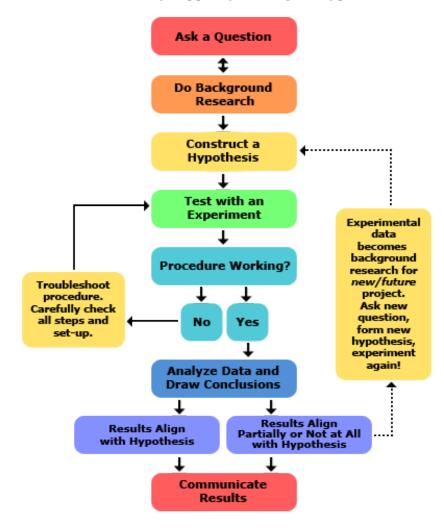
Do Background Research: Rather than starting from scratch in putting together a plan for answering your question, you want to be a savvy scientist using library and Internet research to help you find the best way to do things and insure that you don't repeat mistakes from the past.

Construct a Hypothesis: A hypothesis is an educated guess about how things work. It is an attempt to answer your question with an explanation that can be tested. A good hypothesis allows you to then make a prediction: "If ____[I do this] ____, then ____[this]____ will happen." State both your hypothesis and the resulting prediction you will be testing. Predictions must be easy to measure.

Test Your Hypothesis by Doing an Experiment: Your experiment tests whether your prediction is accurate and thus your hypothesis is supported or not. It is important for your experiment to be a fair test. You conduct a fair test by making sure that you change only one factor at a time while keeping all other conditions the same. You should also repeat your experiments several times to make sure that the first results weren't just an accident.

Analyze Your Data and Draw a Conclusion: Once your experiment is complete, you collect your measurements and analyze them to see if they support your hypothesis or not. Scientists often find that their predictions were not accurate and their hypothesis was not supported, and in such cases they will communicate the results of their experiment and then go back and construct a new hypothesis and prediction based on the information they learned during their experiment. This starts much of the process of the scientific method over again. Even if they find that their hypothesis was supported, they may want to test it again in a new way.

Communicate Your Results: To complete your science fair project you will communicate your results to others in a final report and/or a display board. Professional scientists do almost exactly the same thing by publishing their final report in a scientific journal or by presenting their results on a poster or during a talk at a scientific meeting. In a science fair, judges are interested in your findings regardless of whether or not they support your original hypothesis.



Source: http://www.sciencebuddies.org/science-fair-projects/project_scientific_method.shtml

Fearful Symmetry

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

Requirements being completed in Den Meetings:

Requirement 1

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

- A. Watch an episode or episodes (about one hour total) of a show that involves symmetry, mirrors, or artistic patterns.
- B. Read (about one hour total) about symmetry, mirrors, or artistic patterns.
- C. Do a combination of reading and watching (about one hour total) about that involves symmetry, mirrors, or artistic patterns.
- 1. Make a list of at least two questions or ideas from what you watched.
- 2. Discuss two of the questions or ideas with your counselor.

Title(s) Watched or Read: _	
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Question 1: _____

Question 2: _____

Requirement 1 Completed:

Counselor's OK

- 1

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Visit a place where symmetry is important (such as an art exhibit, building site, or printer) or visit with a person who works with symmetry (such as an artist, interior designer, or landscape architect). Discuss with your counselor the symmetry or ideas of balance involved.

Place Visited: _____

Symmetry or ideas of balance involved:

Requirement 4 Completed:

Counselor's OK

Date

Den Requirements Completed

Requirement 2B

Counselor's OK	Date
Requirement 3A	
Counselor's OK	Date
Requirement 3D	
Counselor's OK	Date
Requirement 5	
Counselor's OK	Date
	Dute

Fearful Symmetry Complete

Counselor's OK

Date

Cubs Can Code

This module is designed to help you explore how people instruct computers and how they affect your everyday life.

Requirement 1

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

- A. Watch an episode or episodes (about one hour total) of a show that involves computers, programming, and careers that involve computers.
- B. Read (about one hour total) about computers, programming, and careers that involve computers.
- C. Do a combination of reading and watching (about one hour total) about that involves computers, programming, and careers that involve computers.
- 1. Make a list of at least two questions or ideas from what you watched/read.
- 2. Discuss two of the questions or ideas with your counselor.

Title(s) Watched or Read:	
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Question 1: _____

Question 2: _____

Requirement 1 Completed:

Counselor's OK

Date

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Be a programmer! With your parent's permission and using proper Internet safety, explore the world of coding using a tablet or computer. Make sure that your Cyber Chip is up to date (print certificate and turn in to counselor:

https://www.scouting.org/training/youth-protection/cyber-chip/grades-4-5/).

Some useful resources include:

- Code.org has hundreds of tutorials about programming for all ages.
- Hour of Code (https://hourofcode.com/us)
- Scratch Jr. is free app for tablets and phone.
- Tynker.com has free hour of code activities to try.

Complete the following requirements:

A. Spend at least one hour creating instructions for a computer to execute, then testing and debugging them. There are many free applications for computers, tablets, and smartphones.

B. Discuss with your counselor what you were able to create. Explain what you liked best about it and what was difficult.

Cyber Chip Completed:	(Date)	
Requirement 4 Completed:		
Counselor's OK		Date

Den Requirements Completed

Requirement 2B

Counselor's OK	Date
Requirement 3B	
Counselor's OK	Date
Requirement 5	
Counselor's OK	Date

Cubs Can Code Complete

Counselor's OK

Out of this World

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

Requirement 1

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

- A. Watch an episode or episodes (about one hour total) of a show about the planets, space, space exploration, NASA, or astronomy.
- B. Read (about one hour total) about the planets, space, space exploration, NASA, or astronomy.
- C. Do a combination of reading and watching (about one hour total) about the planets, space, space exploration, NASA, or astronomy.
- 1. Make a list of at least two questions or ideas from what you watched.
- 2. Discuss two of the questions or ideas with your counselor.

Title(s) Watched or Read:	
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Question 1: _____

Question 2: _____

Requirement 1 Completed:

Counselor's OK

Date

Den Requirements Completed



Requirement 2Aa

Counselor's OK	Date
Requirement 2Ab, 2Ac	
Counselor's OK	Date
Requirement 3C	
Counselor's OK	Date
Requirement 3D	
Counselor's OK	Date
Requirement 4	
Counselor's OK	Date
Requirement 5	
Counselor's OK	Date

Out of this World Complete

Counselo	or's OK
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Dr. Luis W. Alvarez Supernova Award Wolf and Bear Ranks

Requirements being completed in Den Meetings: 3, 4, 7, 8, 9

Requirement 1

Complete the adventure appropriate for your rank **AND** complete either option A or option B.

Wolf Cub Scouts: Code of the Wolf Bear Cub Scouts: Make It Move

Option A: Do all of the following:

(a) Keep track of the money you earn and spend for three weeks.

(b) Geometry: Select a simple shape or figure. Observe the world around you for at least a week and keep a record of where you see this shape or figure and how it is used.

(c) Visit a bank and have someone explain how interest works. Use the current interest rate and calculate how much interest different sums of money will earn.

Option B: Do all of the following:

(a) Measure how you use your time by keeping a diary or log of what you do for a week. Then make a chart or graph to display how you spend your time.

(b) Measure, mix, and prepare at least two recipes. Share your snacks with family, friends, or your den.

(c) Study geometry in architecture by exploring your neighborhood or community. Look at different types of buildings-houses, places of worship, businesses, etc.-and create a presentation (a set of photographs, a collage of pictures from newspapers and magazines, a model) that you can share with your den or pack to show what you have seen and learned about shapes in architecture.

Requirement 1 Completed:

Counselor's OK



Complete the adventure appropriate for your rank **or** complete option A or B.

Wolf Cub Scouts: Call of the Wild Bear Cub Scouts: Forensics

Option A: Do all of the following: (a) Go shopping with an adult and use a calculator to add up how much the items you buy will cost. See whether your total equals the total at check out. (b) Explain the meaning of these statistical words and tools: data, averaging, tally marks, bar graph, line graph, pie chart, and percentage. (c) Study a newspaper or online news source, with your parent's or guardian's permission, to find as many examples as you can of statistical information.

Option B: Do both of the following: (a) Explain to your den or your Mentor how a meteorologist or insurance company (or someone else) might use the mathematics of probability to predict what might happen in the future (i.e., the chance that it might rain, or the chance that someone might be in a car accident).(b) Predict the probability of a plastic bottle landing on its bottom, top, and side. Then flip it 100 times and keep track of which way it lands. Identify any possible sources of experimental error. Discuss the differences if the bottle is empty or full.

Requirement 2 Completed:

Counselor's OK

Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Cub Scout Supernova award. Ask them why they think math and science are important in your education. Discuss what you learn with your mentor.

Teacher's signature of completion	Date completed
Requirement 5 Completed:	
Counselor's OK	Date
Requirement 6	
Participate in a science project or experiment special science project approved by your teac mentor.	
Description of project or experiment:	
Teacher's signature of completion	Date completed
Requirement 6 Completed:	

Counselor's OK

Den Meeting Requirements

Requirement 3 Completed:

Counselor's OK	Date
Requirement 4 Completed:	
Counselor's OK	Date
	Date
Requirement 7 Completed:	
Counselor's OK	Date
Requirement 8 Completed:	
Counselor's OK	Date
Requirement 9 Completed:	
Counselor's OK	Date
All requirements have been met for the awa Supernova Award for Cub Scouts (Wolves a	
Counselor's OK	Date

Supernova – Webelos

Requirements being completed in Den Meetings: 3, 4, 7, 8, 9

Requirement 1

Complete three of the following: Adventures in Science, Engineer, option A, or option B.

Option A: Do all of the following: (a) Construct one of the following from wood, and one from another material: Book rack, Shelf, Bulletin board, Tie rack, Letter holder, Notepad holder, Toolbox, Towel rack, Recipe holder, Lamp stand, Kitchen knife rack, Kitchen utensil rack, Napkin holder, Garden tool rack, Lid holder, Mailbox, Birdhouse, Desk nameplate, Letter, bill, and pencil holder, Bread box, Key rack, Measuring cup rack, Measuring spoon rack (b) Keep an "insect zoo" with insects that you have collected. You might have crickets, ants, or grasshoppers. Study them for a while then release them. Share your experience with your den or your Mentor. (c) With adult supervision, show how to check the oil level and tire pressure on a car.

Option B: Do all of the following: (a) Take a field trip to a geological site, geological laboratory, or rock show. Discuss what you learned at an upcoming den meeting or with your mentor. (b) Construct a simple working electrical circuit using a flashlight battery, a switch, and a light. (c) Do five activities within your home or school that require the use of mathematics. Explain to your den or your Mentor how you use math every day.

Requirement 1 Completed:

Counselor's OK



Complete three of the following: Build It, First Responder, Into the Wild, Into the Woods, option A or option B.

Option A: Do two of the following:

(a) Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.(b) Describe both the benefits and the harm wildfires can cause in a forest ecosystem. Tell how you can prevent wildfire.(c) Set up an aquarium or terrarium. Keep it for at least a month.

Option B: Do both of the following:

(a) With adult supervision, build and launch a model rocket. Describe how Newton's third law of motion explains how the rocket is propelled into the sky.(b) While on a campout or night hike, identify five constellations or satellites in the night sky.

Requirement 2 Completed:

Counselor's OK

Date

Requirement 5

Speak with your teacher(s) at school (or your parents if you are home-schooled) OR one of your Cub Scout leaders about your interest in earning the Webelos Scout Supernova award. Ask them why they think math and science are important in your education. Discuss what you learn with your mentor.

Teacher's signature of completion

Date completed

Requirement 5 Completed:

Counselor's OK

Participate in a science project or experiment in your classroom or school. Discuss this activity with your mentor.

Description of project or experiment: _____

Teacher's signature of completion

Requirement 6 Completed:

Counselor's OK

Date completed

Den Meeting Requirements

Requirement 3 Completed:

Counselor's OK	Date
Requirement 4 Completed:	
Counselor's OK	Date
Requirement 7 Completed:	
Counselor's OK	Date
Requirement 8 Completed:	
Counselor's OK	Date
Requirement 9 Completed:	
Counselor's OK	Date
All requirements have been met for the awardi Supernova Award for Webelos Scouts.	ng of the Dr. Charles H. Townes
Counselor's OK	Date