Cub Scout Pack 295



Year 3 NOVA Program

Lisa Scarbrough NOVA Counselor/Supernova Mentor

Year 3 Awards Program

This program as developed by Lisa Scarbrough is slated to run four awards on Year 1 (Science Everywhere, Down and Dirty, Nova Wild!, and Tech Talk) and three awards plus Supernova on Year 2 (Swing, 1-2-3 Go!, Uncovering the Past), and three awards plus Supernova on Year 3 (Fearful Symmetry, Cubs Can Code, Out of the World).

NOVA Den Meeting Calendar

Meet every other week for 30 to 45 minutes prior to regular den meetings.

Meeting 1 - August 13

- Science Sports and Academics Belt Loop
- Introduces scientific method and fun with science
- Completes Alvarez Supernova Reg. 8
- Townes Supernova Award Req. 8 (homework: prepare a report on findings)
- Homework: Fearful Symmetry Req. 1, due by next meeting

Meeting 2 - September 3

- Fearful Symmetry 2B
- Discuss homework

Meeting 3 - September 17

- Fearful Symmetry 3A
- Homework: Fearful Symmetry Req. 4, due by next meeting (or invite speaker to talk about symmetry such as an artist, interior designer, or landscape architect)

Meeting 4 - October 1

- Fearful Symmetry 3D, 5
- ** Fearful Symmetry award complete**

Meeting 5 – October 15

- Cubs Can Code Reg. 2B
- Homework: Cubs Can Code Reg. 1, 4

Meeting 6 - November 12

- Cubs Can Code Reg. 3B
- Discuss homework
- **Cubs Can Code award complete**

Meeting 7 - December 3

- Out of this World Req. 3C (using Legos)
 - o Homework: Out of this World Req. 1

Meeting 8 – January 7

• Out of this World Req. 2Aa, 4B, 5 (Invite astronomy club for discussion)

Meeting 9 - January 21

- Out of the World Reg. 2Ab, 2Ac
- Astronomy Belt Loop requirements (for those who earned Out of this World in a previous year)
- Alvarez Supernova (Wolf, Bear) Req. 3 (take book home to read)
 - o Homework: Req. 1, 2, 4, 5, 6
- Townes Supernova Award (Webelos) Req. 3 (take book home to read)
 - o Homework: Req. 1, 2, 4, 5, 6

Meeting 10 - February 4

- Out of this World Reg. 3D
 - **Out of this World Complete**

Meeting 11 - February 18

- Alvarez Supernova Req. 7
- Townes Supernova Award Req. 7
- All Supernova homework due

Meeting 12 - March 3

Photography Belt Loop

Meeting 13 - April 7

Video Games Belt Loop

Meeting 14 - April 21

• Nutrition Belt Loop

Meeting 15 - May 5

NOVA Awards

1st award earns a patch; subsequent awards earn a pi pin.

Fearful Symmetry

Den Time items: 2B, 3A, 3D, 5

Homework: 1, 4

Requirements: https://www.scouting.org/wp-

content/uploads/2018/05/FearfulSymmetryNova.pdf

Cubs Can Code

Den Time items: 2B, 3A, 5

Homework: 1, 4

Requirements: https://i9peu1ikn3a16vg4e45rqi17-wpengine.netdna-ssl.com/wp-

content/uploads/2019/02/CubsCanCode2019.pdf

Out of this World

Den Time items: 2, 3B, 3C, 4, 5

Homework: 1

Requirements: https://www.scouting.org/wp-content/uploads/2018/05/Nova-

Out-of-This-World-2018.pdf

Alvarez Supernova

Den Time items: 3, 4, 7

Homework items: 1, 2, 5, 6

Requirements: https://www.scouting.org/stem-nova-awards/awards/cub-

scout/supernova-awards/

Townes Supernova Award

Den Time items: 3, 4, 7

Homework items: 1, 2, 5, 6

Requirements: https://www.scouting.org/stem-nova-awards/awards/webelos/

NOVA-themed Sports and Academics Belt Loops

These are great supplemental items to help round out the NOVA program.

Although they have been retired, Cub Scouts can still earn them if your Pack has access to them.

Science

- 1. Explain the scientific method to your adult partner.
- 2. Use the scientific method in a simple science project. Explain the results to an adult.
- 3. Visit a museum, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Talk to a scientist about his or her work.

Astronomy

- 1. Demonstrate how to focus a simple telescope or binoculars. (A local astronomy club may be a resource for this activity.)
- 2. Draw a diagram of our solar system—identify the planets and other objects.
- 3. Explain the following terms: planet, star, solar system, galaxy, the Milky Way, black hole, red giant, white dwarf, comet, meteor, moon, asteroid, star map and universe.

Art

- 1. Make a list of common materials used to create visual art compositions.
- 2. Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
- 3. Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting.

Computers

- 1. Explain the parts of a personal computer: central processing unit (CPU), monitor, keyboard, mouse, modem, and printer.
- 2. Demonstrate how to start up and shut down a personal computer properly.
- 3. Use your computer to prepare and print a document.