



Powahay District — Connecticut Yankee Council BSA

Webelos Adventure College

Saturday, November 16, 2019

8:15 AM to 12:30 PM

Scofield Magnet Middle School, 641 Scofieldtown Rd., Stamford, CT 06903

Easy to find off of Exit 35 Merritt Parkway at High Ridge Rd or follow Route 137 From I-95

Leader/Parents Guide

Join us for Powahay's 9th Annual Webelos College

Badges: Art Explosion, Adventure in Science, Aware & Care, First Responder, Build A Better World, Earth Rocks, Engineer, Game Design, Maestro, Moviemaking, Build A Hero and Sportsmanship. Webelos can sign up for two awards.

Timing: 8:15 AM: Check-in
8:30 AM: Opening Ceremony
9 to 10:30 AM: 1st Session
10:30 to 12 PM: 2nd Session
12 to 12:30 PM: Closing & Lunch
(All Scouts must be picked up by 12:30)

Cost: **\$20.00** includes patch, supplies, facility use, and lunch.
\$15.00 Early Bird if paid by Nov. 1, 2019.

Notes:

- **Instructors Wanted:** We are asking Packs sending Webelos to consider providing a team to teach one of the awards. An instructor package with the requirements and guidelines will be provided.
- Packs that host and instruct one of the Webelos Pins will have first option for selecting Webelos Pins.
- Webelos Adventures selections based on a "first-paid-first-served" basis. We are limiting class sizes to 20 Webelos. **Sign up early!**
- Registration starts in September and due by November 1. After November 1, registrations will only be accepted to fill out classes and at the \$20 regular fee.
- Select Adventures carefully. Webelos may not switch classes.
- **This is a Webelos event only.** Due to classroom size and distractions to teaching the class, parents will be discouraged to accompany their son/daughter to the selected class unless there is a special need. Other Cub Scouts and siblings should not attend.
- We need instructors! Webelos Pins based on our ability to recruit instructors.

— REGISTRATION ALERT —

To avoid registration duplications and/or signing up for Adventure Pin already earned, we are asking that each pack designate a Webelos College Coordinator **and that each pack makes a group reservation.**

Parents please make your reservations through your Pack Leaders.

QUESTIONS: info@powahay.com

Registration Starts Sept 23, 2019

www.ctyankee.org/district/powahay/2019-webelos-college/

Please Review Powahay's Code of Conduct on Page 3



Art Explosion



Adventure in Science



Aware & Care



Build A Hero



Build A Better Word



First Responder



Earth Rocks



Engineer



Game Design



Looking Forward Looking Back



Maestro



Moviemaking



Sportsman





Guidelines

<http://www.ctyankee.org/districts/powahay/webcollege>

This is a Webelos event only. Due to classroom size and distractions to teaching the class, parents will be discouraged to accompany their son to the selected class unless there is a special need. Other Cub Scouts and siblings should not attend.

All Webelos must be under the supervisions of a register Pack/Webelos Leaders or a parent. Webelos must be picked up by 12:30 PM.

1. We encourage Webelos to wear their Class A uniforms.
2. The Scout Oath and Law are the official guidelines for the event.
3. Adventure Pins — Advancement Guidelines:
 - Webelos Adventure Pins selections based on a “first-paid-first-served” basis.
 - While it is convenient to keep all of our Webelos together in one class, we’d like to encourage spreading them out into different adventure pins. A large Webelos Den could close out a class to others. Put them in teams of buddies, but let them select their adventure on their interest.
 - Instructors DO NOT sign off Cub Scout Books and/or requirements but we would leave it to the Webelos Den Leader to feel confident that the requirements were taught properly.
 - We are NOT providing Adventure Pins and they must be purchased by the Pack and presented at a Pack Meeting.
 - Each Webelos will receive a Webelos Adventure Diploma Certificate listing the Webelos Pins he has participated in. It may not be possible to get through all of the requirements for some of the pins. We will send out to those that registered the Scouts a follow up email of requirements completed.
4. Registration starts in September 23 and due by November 1 for the \$15 early bird fee. After November 1, registrations will only be accepted to fill out classes at the regular \$20 fee.
 - Only online registration will be accepted. No sign ups without a payment.
 - At check in we will provide:
 - A Patch
 - A lunch ticket
 - A printed certificate
 - Fliers to share with parents

We are very fortunate to be able to use Scofield Middle School as our Webelos College location and we would like to be invited back again next year.

- Youth and adults are only permitted in the school areas of the classrooms we are using, the gym and cafeteria. Those outside of these areas can be sent home.
- Respect school property and classroom set-ups. Let’s clean-up after each other and return the classrooms as we found them.
- No food or beverages permitted outside of the atrium or cafeteria.
- Most important — No food or drinks permitted in the classrooms.
- Youth members are NOT permitted outside of the building during Webelos College hours.

Thank you for your cooperation.



Powahay District Cub Scout Code of Conduct

For Lions, Tigers, Cub Scouts and Webelos

Due to behavior issues we had last year at the Webelos College, we ask Leaders and parents to please review our "Cub Scout Code of Conduct" before the Webelos College.

Powahay District has established the following Code of Conduct to provide Scouts, Parents, and Adult Leaders with a framework of expectations and disciplinary actions at our district activities. This Code of Conduct will help ensure a common language and understanding for behavioral expectations, and consequences, allowing us to create an atmosphere conducive to fun, safety, and the values of Scouting.

Powahay District has a no tolerance policy for the following:

- * Disrupting behavior
- * Not following directions
- * Being disrespectful to our Adult Staff, Leaders, and other Scouts

Youth members can be dismissed from the event for any of those violations.

Respect

We strive to provide our Scouts with a fun, safe and enjoyable scouting experience. Our District Staff donate many hours of their free time to achieve this goal.

District Staff should always be given respect. Directions given by Staff must be obeyed for the good of all Scouts. Failure to do so may result in dismissal from that Scouting event. We want all boys or girls to be able to participate in activities, but we also want our Cub Scouts to learn that there are consequences for bad behavior.

Scouts are expected to respect each other. Any behavior that injures, demeans, or offends others is not acceptable and will not be tolerated.

Powahay District Code of Conduct – These are commonly used by other packs.

- * Be kind to others
- * Be respectful to adults
- * Keep your hands, feet, body parts and all other objects to yourself
- * Listen when others are talking
- * Wait your turn
- * Use good manners
- * Be positive - "I can do it" or "I will try"
- * Do your best

Adult Leaders/Parents

- * Act as a role model, demonstrating proper behaviors, language, etc.
- * Unit Leaders and parents are responsible for the safety, wellbeing, and behavior of their charges at all times.
- * Work with our staff in correcting behavior issues.
- * Be proactive in removing Scouts being disruptive to the program. Bad behavior of a few can escalate quickly to others. Time-out areas can be established giving Scouts an opportunity to adjust their behavior.
- * Follow BSA rules regarding discipline and other matters.

-- Powahay District Committee

Webelos Adventure Pins Requirements and Prerequisites

ADVENTURE IN SCIENCE

Science is all about asking questions like "What is it?" "How does it work?" and "How did it come to be that way?" In Adventures in Science, you will discover how scientists answer those questions and what we can learn as we try to answer our own questions. Best of all, you'll get to do what real scientists do: design and perform experiments. Along the way, you'll learn about physics, chemistry, astronomy, plant science, and more. So grab your notebook, and let's get started! No prerequisites.

Prerequisite: All requirements can be completed at the Webelos College Complete Requirements 1-3.

1. 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.
2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work. (The school will serve as the laboratory.)
3. Complete any four of the following:
 - a. Carry out the experiment you designed for Requirement 1.
 - b. If you completed 3a, carry out the experiment again but change the independent variable. Report what you learned about how changing the variable affected plant growth.
 - c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.
 - d. 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.
 - e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.
 - f. 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.
 - g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.

h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.

i. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.

ART EXPLOSION

Art is a powerful way to capture a moment in time, an idea, or an emotion. It's a lot of fun, too. You get to work with all sorts of goopy and gloppy materials, and you never have to worry about getting the right answer because everybody's art is different. Whether you're into drawing, painting, sculpture, computer illustration, or photography, you'll find something to love on this adventure. No prerequisites.

Complete Requirements 1-3.

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like?
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.
3. Do two of the following:
 - a. Draw or paint an original picture outdoors, using the art materials of your choice.
 - b. Use clay to sculpt a simple form.
 - c. Create an object using clay that can be fired, baked in the oven, or air-dried.
 - d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.
 - e. Make a display of origami or kirigami projects.
 - f. Use a computer illustration or painting program to create a work of art.
 - g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.

AWARE AND CARE

Everyone has differences, and everyone faces challenges. That's what makes us human. In this adventure, you will learn about the challenges other people face by looking at the world through their eyes. The more you understand, the more helpful you can be -- and the more you can show your friends how to be nice to everyone, including people who are different. After all, we are all different in one way or another! No prerequisites.

Note: We may not be able to complete requirement 4 and they have to finish up with their Den.

Complete the following Requirements.

1. Develop an awareness of the challenges of the blind or visually impaired through participation in an activity that simulates blindness or visual impairment. Alternatively, participate in an activity that simulates the challenges of being deaf or hard of hearing.
2. Engage in an activity that simulates mobility impairment. Alternatively, take part in an activity that simulates dexterity impairment.
3. With your den, participate in an activity that focuses on the acceptance of differences in general.
4. Do two of the following:
 - a. Do a Good Turn for residents at a skilled nursing facility or retirement community.
 - b. Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
 - c. Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
 - d. Talk to someone who works with people who have disabilities. Ask what that person does and how he or she helps people with disabilities.
 - e. Using American Sign Language, sign the Scout Oath.
 - f. With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.
 - g. Participate in a service project that focuses on a specific disability.
 - h. Participate in an activity with an organization whose members are disabled.

BUILD MY OWN HERO

Heroes are all around us, sometimes in uniform and sometimes in disguise. The Build My Own Hero adventure lets you discover what it means to be a hero. You'll learn about heroes in your community and other parts of the world and find out how you can be a hero, too!

Prerequisite: All requirements can be completed at the Webelos College Complete Requirements 1-3 plus at least one other.

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. Describe how citizens can be heroes in their communities.
3. Recognize a hero in your community by presenting him or her with a "My Hero Award"

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4. Learn about a real-life hero from another part of the world who has helped make the world a better place.
5. Learn about a Scout hero.
6. Create your own superhero.

BUILD A BETTER WORLD

This adventure is all about being a good citizen. You'll learn about the United States flag and about your rights and duties as an American. You'll meet with a city leader and discuss a problem facing your community. You'll learn that citizenship starts at home as you work to conserve energy and natural resources. Finally, you'll find out about Scouting in another country and what it means to be a citizen of the world. No prerequisites.

Prerequisite: Requirements 4 and 5 must be complete before the Webelos College

Complete Requirements 1-6.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life.
4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
5. Show that you are an active leader by planning an activity for your den without your den leader's help. Ask your den leader for approval first.
6. Do at least one of these:
 - a. Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists, and research its Scouting program.
 - b. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
 - c. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree on the Air or Jamboree on the Internet or by other means
 - c. Learn about energy use in your community and in other parts of the world.
 - d. Identify one energy problem in your community, and find out what has caused it

EARTH ROCKS

Rocks and minerals are more than just things that lie in the ground. Yes, they help form our planet, but people also use them to create things that make our lives easier. In this adventure, you'll dig into the world of rocks and minerals and discover some surprises about the science of geology-like how the ground beneath your feet is constantly on the move.

No prerequisites.

Prerequisite: All requirements can be completed at the Webelos College. Complete all Requirements.

1. Do the following:
 - a. Explain the meaning of the word "geology."
 - b. Explain why this kind of science is an important part of your world. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den. Do the following:
 - a. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
 - b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
 - c. Share what you see with your family or den.
2. Do the following:
 - a. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
 - b. Record the results in your handbook. Identify on a map of your state some geological features in your area.
3. Do the following:
 - a. Identify some of the geological building materials used in building your home.
 - b. Identify some of the geological materials used around your community.

ENGINEER

Lots of people have great ideas: flying to the moon, tunneling under rivers. Building robots that walk and talk, making triple-loop roller coasters. Engineers turn those ideas into reality. They use science, math and creative thinking to improve peoples lives. In this adventure, you will learn what engineers do. Even better, you will do some engineering projects of your own. So put on your thinking cap and get ready to think like an engineer! No prerequisites.

Prerequisite: All requirements can be completed at the Webelos College.

Complete at least Requirements 1 and 2. Requirements 3 and 4 are optional.

1. Pick one type of engineer. With the help of the Internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the Internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den.
2. Learn to follow engineering design principles by doing the following:
 - a. Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project.
 - b. Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun.
 - c. Share your project with others at a den or pack meeting.
3. Explore other fields of engineering and how they have helped form our past, present, and future.
4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting.

FIRST RESPONDER

In this adventure, you will put the Scout motto, "Be Prepared," into action by learning about first aid. You'll also build your own first-aid kit and make emergency plans for your home or den meeting location. And you'll learn how professional first responders help keep you safe. By the time you finish this adventure, you should be ready to act if you are first on the scene when an emergency happens.

Prerequisites: 6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly. Create and practice an emergency readiness plan for your home or den meeting place.

Prerequisite: Requirements 6 and 7 Complete Requirement 1 and at least five others.

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate how to treat at least five of the following:
 - A. Cuts and scratches,
 - B. Burns and scalds,

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- C. Sunburn,
 - D. Blisters on the hand or foot,
 - E. Tick bites,
 - F. Bites and stings of other insects,
 - G. Venomous snakebites,
 - H. Nosebleed,
 - I. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
 7. Create and practice an emergency readiness plan for your home or den meeting place.
 8. Visit with a first responder or health care professional

GAME DESIGN

Games are fun! In this adventure, you'll learn the elements of games and what makes them entertaining. You'll also get to create your own game and teach an adult or another Scout how to play it. When it comes time to teach, be patient. Some people didn't grow up playing cool games, so it may take them a while to learn how to play!

Prerequisite: All requirements can be completed at the Webelos College.

Complete all Requirements.

1. Decide on the elements for a game.
2. List at least five of the online safety rules that you put into practice while using the Internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game.

LOOKING BACK, LOOKING FORWARD

Have you ever wondered, what life ,was like before you ,were born? Have you ever imagined ,what things ,will be like 50 or 100 years from now? In this adventure, you'll get to explore questions like those.

You'll take virtual journeys into the past to learn about topics that interest you, and you'll imagine how those topics will change in the future. You'll also get to create a Scouting scrapbook and a time capsule that your children or grandchildren may one day discover!

Note: For the time capsule. Bring a collection of photos, news paper clippings, and objects that illustrate what life is like today. Some fun things to include would be small toys, a take-out menu from your favorite restaurant, a copy of Boys' Life, ticket stubs from a game you attended, an old Cub Scout T-shirt, current photos of family members, and coins that were minted this year.

Prerequisite: All requirements can be completed at the Webelos College. Do all Requirements.

1. Create a record of the history of Scouting and your place in that history.
2. With the help of your den leader, parent, or guardian and with your choice of media, go on a virtual journey to the past and create a timeline.
3. Create your own time capsule.

MAESTRO!

A maestro is a musical genius, someone who writes, conducts, or performs music so well that you want to stand up and cheer. Some maestros, such as Ludwig van Beethoven and Wolfgang Amadeus Mozart, lived hundreds of years ago, yet their music is still played today. Others are creating and performing amazing music right now. In this adventure, You will get to explore the world of maestros. You can learn how music is made, create and play your own instrument, and try your hand at writing songs. So tune up your instrument, and let's start making Music! No prerequisites. Prerequisite: All requirements can be completed at the Webelos College. Complete Requirements 1 and 2.

1. Do a or b:
 - a. Attend a live musical performance.
 - b. Visit a facility that uses a sound mixer, and learn how it is used.
2. Do two of the following:
 - a. Make a musical instrument. Play it for your family, den, or pack.
 - b. Form a "band" with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting.
 - c. Play two tunes on any band or orchestra instrument.
 - d. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting.
 - e. Create original words for a song. Perform it at your den or pack meeting.
 - f. Collaborate with your den to compose a den theme song. Perform it at your pack meeting.
 - g. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group.
 - h. Perform a musical number by yourself or with your Webelos den in front of an audience.

MOVIE MAKING

Let's make a movie! This adventure will give you the chance to direct your own movie through a visual storytelling experience. Do you ever watch movies and think, "I could do that?" In this adventure, you will get the chance! You will

learn about the moviemaking process by exploring storytelling and animation. You'll also get to share your creations with your friends. Are you ready? Lights! Camera! Action! No prerequisites.

Complete all Requirements.

1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story.
2. Create either an animated or live action movie about yourself. Your movie should depict how you live by the Scout Oath and Scout Law.
3. Share your movie with your family, den, or pack.

SPORTSMANSHIP

America is a sports-loving country. We go to games and watch all kinds of sports on television. Big events like the Olympic Games and national championships capture the attention of millions of people. It's fun to watch sports, but the real adventure happens when you get on the field or court yourself. In this adventure, you will get to play both individual and team sports. You may even try a sport that you will like enough to enjoy all of your life. Prerequisite: Participate in two sports, either as an individual or part of a team.

Complete all Requirements.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Participate in two sports, either as an individual or part of a team.
3. Complete the following requirements:
 - a. Explain what good sportsmanship means.
 - b. Role-play a situation that demonstrates good sportsmanship.
 - c. Give an example of a time when you experienced or saw someone showing good sportsmanship