

# MAD SCIENCE CAMP

*Mad Science Camp will provide a variety of science related activities for all ranks to pass off.*

	<u>ADVENTURE</u>	<u>REQUIREMENTS PASSED OFF</u>
<b>TIGER</b>	My Tiger Jungle	#4
	Tigers in the Wild	#6, 7
	Floats and Boats	#6
<b>WOLF</b>	Call of the Wild	#1c
	Air of the Wolf	#1a, 1b
	Grow Something	#1, 2, 4a
	Motor Away	#1a, 2
<b>BEAR</b>	Bear Necessities	#1c
	Fur, Feathers and Ferns	#5, 6, 7
	Forensics	#1, 2, 3a, 3b, 4c
	Super Science	#1, 2, 3, 4, 5
<b>WEBELOS/ARROWS</b>	Adventure in Science	#3d
	Earth Rocks	#1a, 1b, 2, 3a, 3b, 4a
	Engineer	#4
	Into the Wild	#2, 8
	Into the Woods	#3, 4

This sheet is provided as a guide to help leaders plan their annual program and prepare for camp. As many requirements will be covered depending on time, weather and participant cooperation. Attendance and participation do not guarantee that youth will pass all the requirements. It is the duty of the unit leader to determine if the requirement has been met and to follow up with the youth that need additional help after camp.