

SPACE JAM Prerequisites list, we hope all Scouts are prepared so every Merit Badge is a completed Merit Badge!

"We will not provide blue cards but will have counselors sign them after class, but only if they are completely filled out with all other info and signatures"

Credit for prerequisites only by written verification by adult leader.

We will update this as Merit Badge Counselors provide updates... so check in a few weeks out....

Below is information for Scouts about what prerequisite requirements need to be fulfilled for the merit badges that will be offered at Space Jam. **Please** read the merit badge book for all merit badges you plan to take, though not required, this is advisable and highly valuable.

Below is a listing of all prerequisites (in alphabetically order):

Archery – Make an arrow and bring it or a photo to Space Jam.

Art Merit Badge - Complete #6 and write a brief description of your experience, signed by a parent (!).

Astronomy - Do 6A and 6B. Bring sketches or photos.

- Also, either 8A or 8C bring written statement of completion by a responsible adult.

Citizenship in the Nation Merit Badge - pre (or post) requirements, 2, 3, and 8. So, 2 is visiting two places, 3 is a five day in a row news thing, and 8 requires writing a letter.

Citizenship in the World Merit Badge - Finish requirements 3 and 7.

Coin Collecting - Do one of 9 and one of 10; and #7, bring written proof of these with adult signed verification.

Collecting TBA

Emergency Preparedness - You must bring proof you have the First Aid Merit Badge (a note from you Scoutmaster will do). Do 2b and 2c. Bring your chart from 2b and your family plan from 2c.

Environmental Science Merit Badge - Finish requirement 4.a or 4.b with two study areas and write a short paper about it. Also, choose a waterborne pollutant and describe how it would affect aquatic life and use the word 'biomagnifications' in this context. (must attend the Rain Simulation session too).

First Aid – make and bring a first aid kit.

Genealogy – do #2 A or B

Metalwork Merit Badge – Read the metalwork merit badge booklet here:

http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Metalwork.pdf

Please wear the proper cloths (safety rules on proper attire!)

Download the worksheet <http://usscouts.org/mb/worksheets/Metalwork.pdf>

Please type or print so they can be read (they will be looked at)

ALERT -- Do requirements 1 (read safety rules- blacksmith option), 2 all -- define terms, a, b, c & d; and 4 careers, 5 option 4 (Blacksmith) #1 and #2 or you may be turned away!.. (you can research this on the internet, or buy the Metalwork Pamphlet). Best wear a long sleeve cotton shirt (that you can get dirty). Pick your

options (Sheet metal, Blacksmith, Silversmith), bring gloves (leather work gloves, safety glasses and ear plugs if you can)... Please type and print your worksheets. We need to be able to read them.

Painting TBA

Plumbing TBA

Radio Merit Badge – do #8, Find out about three career opportunities in radio. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.

Scholarship Merit Badge - Bring a grade card or other evidence that you had a 'B' average for one term or have improved over the previous term. Number 3 - note from principal.

Stamp Collecting - Make a small handmade starter album of any theme you choose to fulfill #8.

Woodwork Merit Badge – You must have the First Aid Merit Badge and your Toten Chip, 1a & 1b and 5
Do the following:

5. Create your own carpentry project. List the materials you will need to complete your project, and then build your project. Keep track of the time you spend and the cost of the materials.

We recommend that this be a small project or just bring photos to show.

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