

STEM ADVENTURE WEEKEND

PROGRAM GUIDEBOOK



SCIENCE, TECHNOLOGY, ENGINEERING & MATH FOR BOY SCOUTS AND VENTURERS

**Lost Pines Scout Reservation, Bastrop, TX
Capitol Area Council
September 21-23, 2018**

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“STEM is part of an initiative the Boy Scouts of America has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs.”
<http://www.scouting.org/stem/AboutSTEM.aspx>

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WELCOME TO STEM ADVENTURE WEEKEND!

STEM Adventure Weekend is hosted by the volunteer STEM Nova Committee of the Capitol Area Council in Central Texas. The purpose of this weekend is to provide older youth opportunities to explore scouting in a STEM-focused camp environment. This is still very much an outdoor experience. Plan to have fun and work hard!

During STEM Adventure Weekend we will:

- Follow Scouting methods, skills, procedures, and values
- Demonstrate youth-led program segments
- Introduce participants to a wider variety of Scouting topics
- Provide Scouts and Scouters an opportunity to engage with each other
- Deliver a fun camping experience
- Foster enthusiasm in STEM

Weekend Summary

Campers arrive Friday evening and depart Sunday by noon. Units may arrive en masse or scouts may attend individually with a parent/guardian. Campsites are assigned Friday night on a first-come, first-served basis. Friday night there is a Welcome and Orientation session and a STEM movie (that may count towards Nova requirements).

Scouts may sign up for as many as four classes. The camp uses the Doubleknot system for registration and for reporting completed requirements after camp - blue cards are not utilized. The cost of camping, meals, class supplies, and a patch are included in the registration fee. There are three class periods on Saturday and one on Sunday. Saturday night includes a STEM movie "class" that may count towards Nova requirements, as well as a star viewing party (weather permitting).

Classes topics include many Boy Scout STEM merit badges (equivalent to Venturing STEM Exploration Topics) and many Nova classes (most with nearly-equivalent requirements for both Boy Scouts and Venturers).

Tentative Schedule

Friday, September 21		
6:00 PM	Check-in Opens	Lindsey Lodge
8:00 PM	Welcome & Orientation STEM Movie & Cracker Barrel	Dining Hall
10:00 PM	Check-in Closes	Lindsey Lodge
10:30 PM	Lights Out	
Saturday, September 22		
6:00 AM	Reveille	
6:30 - 8:00 AM	Check-in Open	Lindsey Lodge
6:30 AM	Flags & Announcements	Parade Ground
6:45 AM	Breakfast	Dining Hall
8:00-11:30 AM	Morning Class Session	
11:30 AM	Lunch	Dining Hall
1:00 - 4:30 PM	Afternoon Class Session	
5:00 PM	Dinner	Dining Hall
6:30-10:00 PM	Evening Class Session	
10:00-10:30 PM	Star Viewing Party	DOK's Tower
10:45 PM	Lights Out	
Sunday, September 23		
6:00 AM	Reveille	
6:30 AM	Flags & Scout's Own Service	Parade Ground
6:45 AM	Breakfast	Dining Hall
8:00-11:30 AM	Morning Class Session	
12:00 PM	Check Out & Depart Camp	A Building

BSA NOVA Awards

Classes at STEM Adventure Weekend are a part of the Nova award program. Youth enrolled in Nova classes will receive Nova tracking cards for counselors to mark progress toward these awards.

“The Boy Scouts of America developed the Nova Awards program to excite and expand a sense of wonder in our Scouts. By working with an adult counselor or mentor, the various modules allow them to explore the basic principles of STEM and discover how fun and fascinating STEM can be. The Supernova awards are offered for those who enjoy a super challenge. For more information about STEM and the Nova Awards program, visit www.scouting.org/stem. Discover how the Nova Awards program helps youth be "Prepared. For Life."

<http://www.scouting.org/stem/AboutSTEM.aspx>

Registration

Youth and adults may register here: <https://tinyurl.com/StemAdventure2018>

Costs for 2018 are \$55/youth and \$35/adult through August 31. Starting September 1 registration will add a late fee of \$10/person.

Youth fees include all meals, classes, supplies, and an event patch. Adult fees include all meals, patch, and adult classes as available. Extra patches will be available for purchase while supplies last. STEM t-shirts (\$15) are available for pre-order with registration through September 7. They are Navy Blue this year (not black). At camp, extra shirts will be available for purchase while supplies last from remaining inventory.



Units are encouraged to sign up as a group and need to arrange adult supervision in advance to maintain two-deep leadership at camp and a 1-to-8 adults-to-youth ratio. A single scout may attend with their parent or guardian. If a group of scouts wish to attend, two-deep leadership and 1-to-8 ratio must be maintained. No provisional (lone) scouts.

Scouts and units from other councils are very welcome to participate in the Capitol Area Council STEM Adventure Weekend. We hope you enjoy your visit with us. If you are from out of council, be sure to let us know and feel free to ask us any questions!

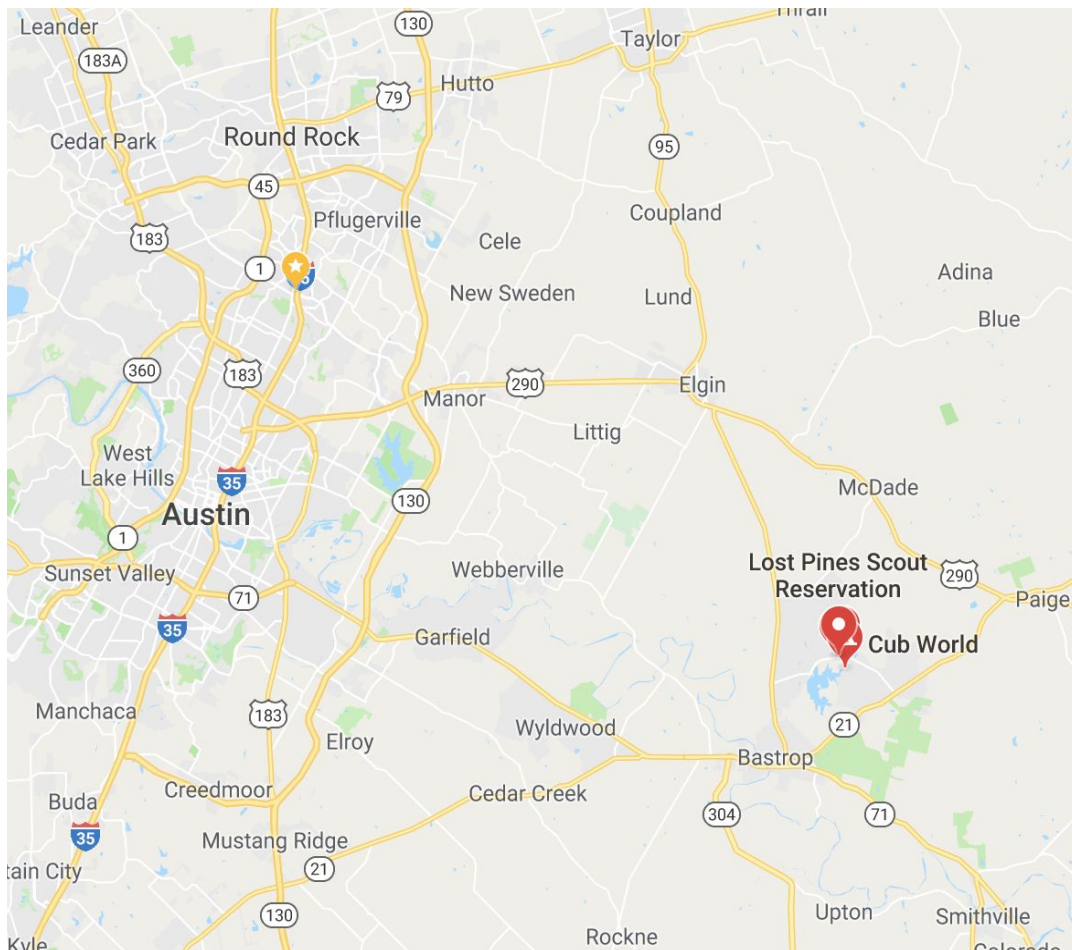
Most classes do not have rank or age restrictions, however it is imperative that all attendees be attentive and engaged in the interactive environment that is created by the instructors and it is essential that the youth themselves are capable of performing all requirements without parental assistance.

Location

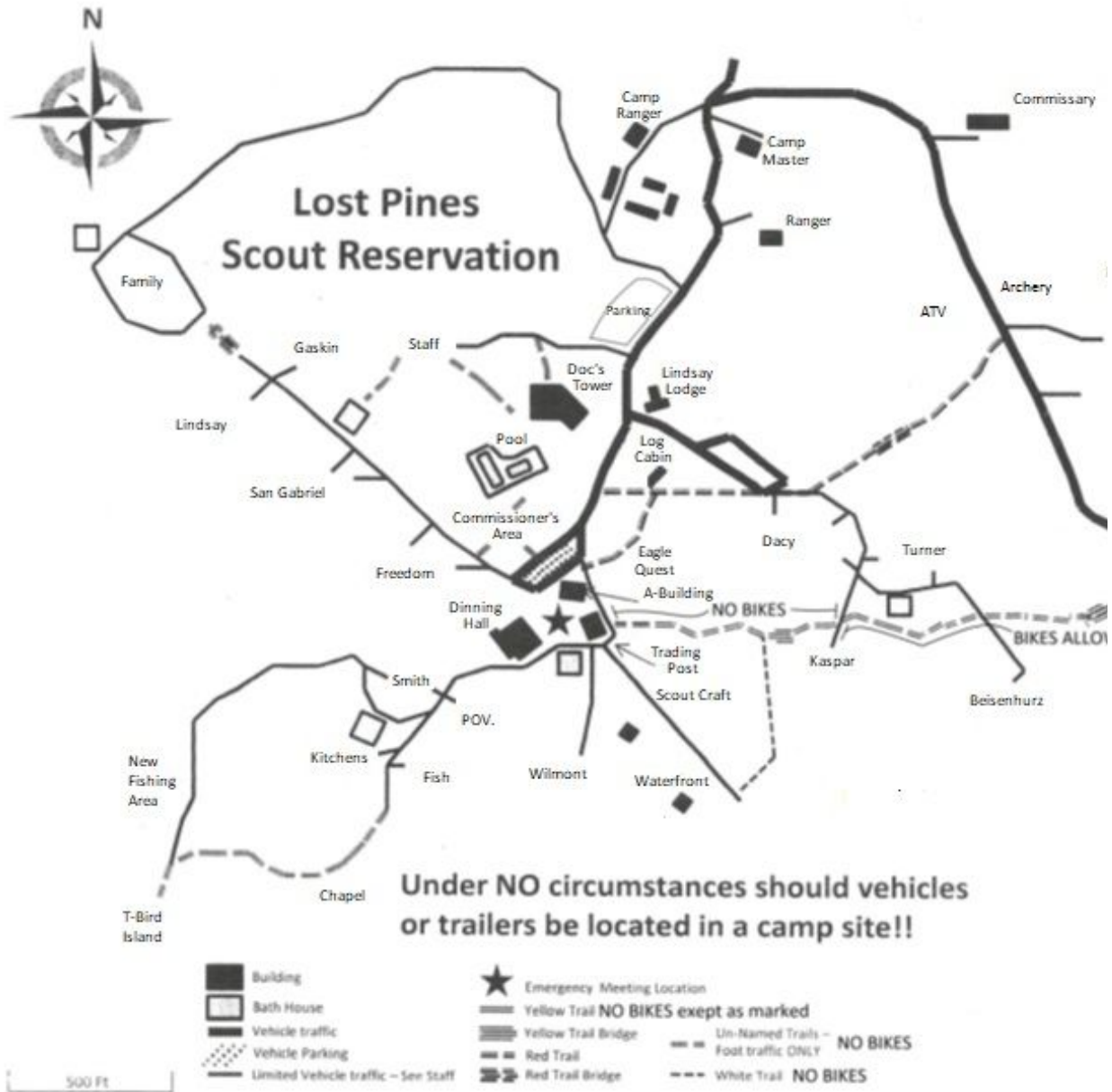
STEM Adventure Weekend is held at the Lost Pines Scout Reservation, 785 FM 1441, Bastrop, TX 78602. See map below. Lost Pines is comprised of nearly 400 acres on the northern shores of Lake Bastrop. For additional information about Lost Pines, please visit http://www.bsacac.org/activities/our_camps/lost_pines

See the next section for a map of the camp. Campsites will be assigned by staff on a first-come, first-served basis upon arrival. Campsites that may be available are Gaskin, San Gabriel, Freedom, and Kitchens. Please note: campsites may change depending on capacity, weather, and camp repair and improvement projects.

Program areas are listed on the class schedule on page 9 and their locations are shown on the camp map.



Map of Lost Pines



Classes

Youth may select classes in up to four class periods: Saturday Morning (8:00-11:30 AM), Saturday Afternoon (1:00-4:30 PM), Saturday Evening (6:30-10:00 PM), and Sunday Morning (8:00-11:30 AM). Class periods are three-and-a-half hours long. Some classes have Parts 1 & 2 because the merit badge requires more time to complete, and it is highly suggested that a Scout sign up for both parts during the weekend in order to have the opportunity to complete the badge.

Table 1: Alphabetical class listing		
Class	Length (periods)	Notes*
Astronomy	2	Requirements 5A and 5B not covered at camp. Has weather-dependent night sky viewing.
Automotive Maintenance	1	Completed at camp
Electronics	1	Completed at camp
Engineering	2	Completed at camp. Bring a small electronic item to reverse engineer.
Environmental Science	2	Completed at camp. First class rank or higher and 12 years of age or older.
Model Design and Building	1	Completed at camp
NOVA Designed to Crunch	1	Requirements 1 and 2 not covered.
NOVA Let It Grow!	1	Requirements 1 and 2 not covered.
NOVA Shoot!	1	Requirements 1 and 2 not covered.
NOVA Splash!	1	Requirements 1 and 2 not covered.
NOVA Start Your Engines!	1	Requirements 1 and 2 not covered.

NOVA Whoosh!	1	Requirements 1 and 2 not covered.
Oceanography	1	Completed at camp
Plant Science	1	Completed at camp
Robotics	2	Completed at camp
Signs, Signals, and Codes	1	Requirement 7 may not be completed depending on weather and class dynamics
Supernova Kickstarter	1	Workshop and planning discussion. Some requirement activities practiced but not completed.
Welding	1	Completed at camp

All instructors are registered merit badge counselors and professionals or serious hobbyists in the field they are teaching.

Prerequisites will be checked at camp. For completing requirements after camp, some counselors have agreed to work with Scouts after camp. Please consult the specific requirements that will need to be completed outside of the merit badge or Nova class. Contact the Primary Staff Contact for more information.

Participants will be notified of any class changes as soon as possible. Camp staff reserves the right to re-balance lopsided classes (switch class time). In the case that a class is cancelled due to unforeseen circumstances, Scouts will be moved into alternate instruction areas as available.

*Please note: The schedule may change due to weather or other needs. Any changes to the schedule will be provided at the event. Please contact the Primary Event Contacts if you have questions about specific events.

Tentative class timetable with locations

Table 2: Classes and locations

Location	Saturday AM	Saturday PM	Saturday EVE	Sunday AM
	8-11:30 AM	1-4:30 PM	6:30-10 PM	8-11:30 AM
Dining Hall LEFT	Nova Engines! (P)	Nova Engines! (P)	MOVIE	Drafting
Dining Hall RIGHT	Model D&B	Supernova adult class	MOVIE	Model D&B
Dining Hall BACK		Electronics	Electronics	Electronics
Basketball Court				Engineering 2
A-Building Porch	Robotics 1	Robotics 2	Supernova Kickstarter (P)	
Trading Post porch	Nuclear Sci	Nuclear Sci	Nova Crunch! (P)	Nova Crunch! (P)
Commissioners Area	Nova Let It Grow!/Splash (P)	Plant Science	Nova Let It Grow!/Splash (P)	
Lindsey Lodge	Engineering 1	Engineering 1	Signs, Signals, Codes (P)	Signs, Signals, Codes (P)
Lindsey Lodge Porch	Auto Maintenance	Auto Maintenance	Nova Whoosh! (P)	Nova Whoosh! (P)
DOK's Tower Pavilion	Oceanography	Astronomy 1	Astronomy 2	
Living History	Welding	Welding		Welding
NatECon	E Sci 1	E Sci 2	Nova Shoot! (P)	

Adult Participation

Adults attending camp are very welcome to volunteer and enjoy all activities.

All adults are asked to help where possible, especially helping the quartermasters to feed and serve 200+ people. Adults with a talent or interest in helping with a specific class or area are asked to please contact the Primary Event Contacts as soon as possible.

We encourage adults to enjoy the youth classes and offer to help the designated class counselors. Please help only as directed by the counselor. Do not take over the class or do the work for the Scouts.

Adults are reminded to follow youth protection training guidelines at all times. Two-deep leadership is a fundamental tenet of the policies of the Boy Scouts of America.

An adult training class on the STEM Nova program will be offered on Saturday afternoon in the dining hall. Nova counselors and Supernova mentors will be able to earn their trained cards.

Camp Rules

All Scouts must be at camp with a parent, guardian, or adult troop leaders who are responsible for them. For multiple youth, two-deep leadership is a BSA requirement, and camp requires a 1-to-8 ratio of adults-to-youth. All the BSA regulations that apply to your unit's regular campouts apply to STEM Adventure Weekend as well (medical A & B forms, youth protection training for adults, etc.).

<http://www.scouting.org/Training/YouthProtection.aspx>

Follow the Guide to Safe Scouting: <http://www.scouting.org/filestore/pdf/34416.pdf>

Uniform

While wearing the field uniform is always appropriate, it is not required for STEM Adventure Weekend. If desired, you may wish to wear it for daily flags, Sunday service, and travelling to and from camp. STEM t-shirts (activity uniform) are available for pre-order and at camp while supplies last for \$15. Any Scout-appropriate clothing is acceptable. This includes wearing close-toed shoes and appropriate garments for all persons at all times, including to/from the shower facilities.

Arrival

Camp check-in is Friday evening from 6:00-10:00 PM or Saturday morning 6:30-8:00 AM. Participants should park in the main parking lot and walk to Lindsay Lodge to check in. After checking in, participants need to carry their gear from the parking lot to their campsite. Only camp staff vehicles and those displaying disabled/handicap plates or signs are allowed in the central camp area. If you require assistance, please contact the Primary Staff Contact in advance. The walk from the parking lot is not far. These rules are in place for Scout safety and to reduce dust pollution during the event. The speed limit is 10 MPH everywhere.

Check-in

Every person/unit must report to Lindsey Lodge for check-in upon arriving at the camp. While at check in, Scouts will get their name tag and final schedules, turn in medical forms, and sign up for campsites. Adult will need to show proof of YTP training. Additional paperwork and items for sale will be available.

Any persons entering camp outside of main check-in hours must check-in with the Primary Staff Contact. Likewise, any participant leaving camp for any reason before the end of classes on Sunday must log their departure with the Primary Staff Contact.

Medical

Current medical forms (Parts A & B) are required for all attendees.

http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Please bring a COPY of your medical forms. Do NOT bring your original. Camp is required to keep your Part A. Additional medical form parts not picked up at check-out will be destroyed.

All injuries should be referred to camp medical staff. The medic is located in Lindsey Lodge. Any special medical or dietary conditions will be reviewed at check in.

Food

All meals will be in the Dining Hall. Please bring a reusable mug and water bottle to help reduce waste. Camp fees cover three meals Saturday, breakfast Sunday, plus cracker barrel snacks on Friday and Saturday nights. As always, adults are welcome to come early, stay late, serve loudly, and help in the kitchen.

Lost Pines has many stinging, biting, and clever critters that adore smellables – please, no food is allowed in campsites, not even in coolers. Our medic and quartermasters can help store any medically necessary foods. If you absolutely must have extra food at camp, please leave it stored safely in your vehicle.

FOR ANY DIETARY ALLERGIES, RESTRICTIONS, OR QUESTIONS, please notify the Primary Staff Contact as soon as possible. There is a refrigerator and a microwave at the medical center at Lindsey Lodge for Scouts and adults who need to bring their own food for medical reasons. Please check in with the medical personnel there upon arrival.

Gear

You will need your own tent and personal gear (sleeping bag, clothes, toiletries, water bottle, mug). Bring rain gear just in case. Only non-aerosol bug repellent and sunscreen are allowed. Bring a camp mug or hat to brand.

The camp store will NOT be open. Stores in downtown Bastrop are about 9 miles away. A Scout is helpful and thrifty - most items you can share, make out of duct tape, or live without.

Utilities

Lost Pines has potable water. Campsites have limited electricity. Camp staff has access to electricity for emergencies. If you need electricity at your campsite for a medical condition, please notify the Primary Staff Contact as soon as possible to arrange accommodation.

Personal Electronics Policy

Some classes may use electronics as tools for their STEM lessons. Scouts are not to use devices during class unless instructed by the counselor.

We ask that all Scouts and Scouters refrain from using devices at other times for any non-scouting related activities. Playing video games, watching YouTube, TV, or listening to the radio is not appropriate and goes against BSA's Outdoor Ethics. There are plenty of activities at STEM Adventure Weekend and acres of Lost Pines to explore and engage youth and adults.

Mobile phone coverage may be available, but we ask that you not use phones unless necessary. If you must take a call, please step away from other participants so as not to disturb them.

Restrooms

Lost Pines has some newer bathhouses with single-stall restroom facilities. Some older facilities have separate areas for youth and adults or separate adult facilities for male and female. Follow BSA attire, footwear, and youth protection training guidelines at all times.

Trash

Please help keep Lost Pines clean and pick up trash anywhere you see it. All buildings have trash containers. Please help us patrol the camp before you check out on Sunday. Like all campgrounds, help us to leave the site` even better than we found it.

Departure

Checkout is in the A Building (administration). Check for lost & found items here.

One adult must check out as you checked in, as a unit or an individual, to pick up your class reports and medical forms. Camp keeps Part A. Any other unclaimed medical forms will be destroyed.

Electronic Completion Report

Each Scout will receive an Electronic Completion Report generated by the Doubleknot registration system. Blue cards will not be provided or signed at STEM Adventure Weekend.

This report is a record of a Scout's progress in the pursuit of completing merit badges. The instructor will call roll at the beginning of each class. After the class, the instructor will turn in the class list and requirements completed. A printed copy of the report will be provided at checkout. The electronic completion report should be turned in to the Advancement Chair of your unit for proper recording of your achievements during the STEM Adventure Weekend.

Instructions on how to access these reports:

1. Log into DoubleKnot (<https://bsacac.doubleknot.com/Rosters/logon.aspx?>)
2. Click on My Account (top right corner below Capitol Area Council logo).
3. Click on the Registrations tab
4. Here you will see all your registrations. On the bar with NOVA/STEM Adventure Weekend 2018, you can click on Reports under the Action column.
5. Click on the Class/Activity Completion Award link
6. Click on print and select print as a pdf. Now you can save the file and email it to the Scoutmaster, Advancement Chair and/or anyone who needs it for a record.

The Nova tracking cards obtained in Nova classes may be utilized for tracking progress toward those awards. The Nova tracking card is not an official BSA form, so if you encounter issues with official recording at your unit, please contact the Primary Staff Contact.

Capitol Area Council contact information

Main reception desk

512-617-8611

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STEM Adventure Weekend Primary Volunteer Contact

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