Cub Scouts Dr. Charles H. Townes

	Webelos or Arrow of Light	SCIENCE	TECHNOLOLGY	ENGINEERING	MATH
		Science Everywhere		Swing!	1-2-3 Go!
	At least 2 NOVA Awards	Down and Dirty Nova Wild	Cub Scouts Can Code	Up and Away	Fearful Symmetry
	recommended	Out of This World			
		Uncovering the Past			
1	Complete three of the following:	Adventures in Science	Engineer		Option B: a. Geology trip b. Circuit c. Math activities
2		Build It First Responder nto the World Into the	e Woods	Option A: a. Geocaching b. Wildfires c. Aquarium/Terrarium	ption B: a. Rocket b. Constellations
3	Find intesting facts about Dr. Charles H. Townes and discuss with your counselor.				
4	Find out about five other famous STEM people approved by your mentor. Discuss with your mentor.		1 2	3 4	5
5	Speak with your teacher(s) or Cub Scout leaders about your interest in earning the Supernova award. Ask them why they think math and science are important. Discuss what you learn with your mentor.				
6	Participate in a science project or experiment in your classroom or school. Discuss this activity with your mentor.				
7	Do one of the following:	Visit with someone who works in a STEM-related career. Discuss what you learned with your mentor.		Learn about a career that depends on knowledge about STEM. Discuss what you learned with your mentor.	
8	Learn about the scientific method (or scientific process). Discuss this with your mentor, and include a simple demonstration to show what you learned.				
9	Participate in a Nova- or other STEM-related activity in your Cub Scout den or pack meeting that is conducted by a Scout or Venturer working on Supernova. If this is not possible, participate in another Nova- or STEM-related activity in your den or pack meeting.				
10	Submit a Supernova Award Application to the district or council Nova commitee for approval				