

Scouting the Scouts: Creating Quality Scout Badge Programs
Thursday, Nov 07, 2024, 10:00 a.m. CT
Resources and Attendee Questions

Resources:

Lesson Ideas: University of Texas Rio Grande Valley (UTRGV) created a K-12 Multidisciplinary Lesson Plan Book, [Ancient Landscapes](#), available for free download. They are also developing a fun patch that corresponds to this content. Contact Roseann Bacha-Garza, at roseann.bachagarza@utrgv.edu, Anthropology Lecturer, for more information.

[Teachers Pay Teachers](#)

Central Texas Contact for Girl Scouts – Melissa Green MelissaG@gscctx.org

Questions

1. Q: Do you provide the "fun event" patches? If so, do you have a source?
A: All patches are provided by the council or troop leaders

2. Q: You mentioned that scout leaders expect to pay for these sorts of programs--do you have any idea what sort of price they would expect?
A: Since we do not charge for our events, I am not sure what they expect to pay per scout. I would think \$10 or less per scout would be reasonable depending on the program and your institution.

3. Q: Can you please explain what you do for activities in different age groups?
A: For a mixed age group, you can offer activities that are suitable for all ages. The younger scouts are able to do many things for middle aged kids that you would not expect so be creative. Also, you can do stations to allow the scouts to work with their own age groups. If you are not comfortable with planning programs in this way, I strongly suggest working with the scout leaders to plan separate programs for the different levels and ages.

4. Q: Have you ever created a patch specifically for your museum? If so, what was the process?
A: I have not yet made a patch specifically for the museum since there are several that already match with our mission. However, other institutions may have. Reach out to Rayanna Hoeft, THC Museum Program Specialist at museums@thc.texas.gov for more information.

5. Q: Please provide info on the programming for 18-20 year old scouts.

A: I have not yet had the opportunity to host a program for this age group. I know that this age group is focused on career planning and skills. I would recommend building a program that would explore different careers within a particular field or topic and invite people of that field to come out and meet with the scouts. Something of this nature would be beneficial. I also recommend reaching out to local troops to find out what their needs are for that age group.

6. Q: Can you please explain the "centers" you use for different age groups during activities?

A: The different centers offered are based on the program theme and the requirements for the badge the scouts are working for as well as the age and levels of the scouts I have. For an engineering badge with mixed level/age scouts, you could have centers that focus on building for that age level. For example, older scouts could have a variety of craft supplies (toilet paper rolls, popsicle sticks, toothpicks, construction paper, etc) and an open ended building challenge whereas a center for younger scouts would have a limited number of supplies with a very specific challenge of something for them to build, ie catapults.

7. Q: Do you draw any volunteers from the students at local colleges and universities?

A: Yes, we recruit volunteers from the local colleges, they are wonderful with the kids. Adults over the age of 18 are required to complete a criminal background check.

8. Q: What happens if your program only completes a portion of the badge requirements? Would you still try to offer a program for that badge?

A: I try very hard to build programs that meet all requirements. The requirements can be flexible so work with the troop leader to be sure their needs are met in an engaging way that suits your institution. If for any reason it is not possible to meet all requirements, I still offer the program and I am sure to inform the scout leaders that only a portion of the badge is met. They can then plan an additional program to meet the other part of the badge.

9. Q: Can you incorporate badge activities into your exhibits for participants to work on as they go through your museum? Or are the activities allocated to one area?

A: I'm sure there is a way to incorporate those badge requirements into the exhibits. It is all about creativity. I have not done that because I want to keep the focus on programs so that I know I am reaching the scouts directly.

10. Q: Have you identified a best day/time for this type of program? How long are your programs?

A: The scout programs are offered on Saturdays between 10am-12pm.

11. Q: What would you suggest for sites that are having a hard time getting scout groups to the site?

A: It may be helpful to collaborate with other cultural heritage organizations in the community or connect the programming to other events already planned for the site.

12. Q: Do you have registration for these programs?

A: All registration is managed either through the council or through the scout leader. They send me an attendee list for planning purposes.

13. Q: Do you test any of your program activities with a test audience before hosting the troops?

A: The museum team serves as my beta testers. I am sure to get approval for all activities from the troop leaders if I am working with them directly.

14. Q: Have you done coed scout programming?

A: I have done co-ed programming for the Boy Scouts. The programs are built for scouts of all ages and genders.

15. Q: How do the fun/special badges work? Like for your Indigenous program.

A: If you are interested in hosting a program for a fun patch, I highly recommend reaching out to Janine Napierkowski at the national council. She can provide information on fun patch requirements for a variety of different topics. She can be reached by email at: JNapierkowski@girlscouts.org. For our Native American event, we will be offering an opportunity for scouts to meet with people of that culture so they can speak directly with them as is required by the badge. The badge also requires engaging in an activity based on cultural art and music so the crafts we have planned will meet that requirement – making turtle rattles (paper bowls and plates decorated with rice/beans inside to make music) and making jingle bell bracelets.

16. Q: How much do you charge the scouts?

A: Our scout programming is free of charge at this time

17. Q: What type of badge did scouts earn for cultural events?

A: Depending on the program and the theme, the scouts can earn a badge for progressing through the program or a fun patch for learning something that will make them well-rounded individuals. This will depend on what you have planned, your institution's mission, and the exhibits/topics you have available to you. Look through the scout badges and see what fits!

18. Q: What are your strategies for marketing specifically for boy scouts? Our museum's girl scout programs sell nicely but boy scout programs don't do as well.

A: The museum markets through Facebook events and direct contact with scout leaders. In addition, I notify the local councils of events.

19. Q: Do you focus on specific ages of scouts or do you try to have something for all levels?

A: I try to have something for all levels. My programs start as generic topics with a variety of activities I know I can offer and then I develop those programs for the specific level that is visiting the museum. This allows me to adapt them as the scout troops change and to make them suitable for all ages if I have a mixed scout group.

20. Q: How many attendees do you allow per program?

A: I can have up to 80 scouts depending on the number of volunteers I have available to assist me with the program. There is a minimum requirement of 10 scouts registered for the program to take place.

21. Q: Please share more information about the bots that are guided by colors I think I heard "Ozobots" and the Makey Makey controller.

A: The ozobots are little robots that can be coded using red, blue, black, and green markers. They can be purchased at <https://ozobot.com/> and the website offers a variety of lesson plans and activities for the bots that can be modified for your program. The Makey Makey is a device that connects to a computer and then can be connected to anything that conducts electricity (AL tape, playdoh, water, people) so the kids can learn basic coding through the website: <https://scratch.mit.edu/>. The Makey Makey can be purchased at <https://makeymakey.com/> and the website also has a variety of lesson plans and activity ideas you can adapt for your programming. There are grants that can be received to help with the purchase of these items including one for STEM programming through Meta.