



## *The Dulaney District Cub Advancement Committee News*

**18 February 2016**

The following items are excerpted from the Jan-Feb 2016 National Advancement News:

### **A. STEM Adventures-To Advancement and Beyond:**

"Science, Technology, Engineering and Mathematics—STEM, and therefore, STEM education—are vital to our future—the future of our country, the future of our region, and the future of our children. Besides, STEM is everywhere; it shapes our everyday experiences."

The optional Cub Scout Nova awards are available for Cub Scouts to increase their understanding of STEM and are meant to be earned only after a Cub Scout has achieved his rank. There are seven Nova awards representing the different STEM areas:

- Science Everywhere – Science
- Down and Dirty – Science **NEW**
- Nova WILD! – Science **NEW**
- Out of This World – Science **NEW**
- Tech Talk – Technology
- Swing! – Engineering
- 1-2-3 Go! – Mathematics



Wolf, Bear, and Webelos Scouts are eligible to earn each of the awards. Parents and unit leaders may serve as Nova counselors. Each award has unique requirements that relate to the specific STEM area, so consult the *Cub Scout Nova Awards Guidebook* and [www.scouting.org/stem/Awards/CubScout](http://www.scouting.org/stem/Awards/CubScout) for specific requirements. But here is some general information everyone should know.

Cub Scouts will watch or read—or watch and read—material related to the STEM area of the specific Nova award, then make a list of at least two questions or ideas that arise from what was read or watched, which they will then discuss with a Nova counselor. They will also spend time exploring and investigating, going on field trips, and discussing with their counselor what they have learned.

Each award also requires a Cub Scout to complete an adventure he has not earned previously from a rank specific list. The selected adventures work with biology, paleontology, geology, numbers, logic, levers, the scientific method, ecology, nutrition, and many other areas that will increase a Cub Scout's knowledge of how STEM is used every day.

Completion of any Nova award earns the Cub Scout the right to wear the Nova award patch. Completion of each additional Nova award is recognized by a pi ( $\pi$ ) pin placed on the patch.



Science Everywhere	Down and Dirty	Nova WILD!	Out of This World	Tech Talk	Swing!	1-2-3 Go!
<b>WOLF</b>						
<ul style="list-style-type: none"> <li>• Adventures in Coins</li> <li>• Collections and Hobbies</li> <li>• Digging in the Past</li> <li>• Germs Alive!</li> <li>• Grow Something</li> </ul>	<ul style="list-style-type: none"> <li>• Collections and Hobbies</li> <li>• Digging in the Past</li> <li>• Grow Something</li> </ul>	<ul style="list-style-type: none"> <li>• Digging in the Past</li> <li>• Grow Something</li> <li>• Spirit of the Water</li> </ul>	<ul style="list-style-type: none"> <li>• Air of the Wolf</li> <li>• Collections and Hobbies</li> <li>• Germs Alive!</li> <li>• Motor Away</li> </ul>	<ul style="list-style-type: none"> <li>• Finding Your Way</li> <li>• Motor Away</li> </ul>	<ul style="list-style-type: none"> <li>• Motor Away</li> <li>• Paws of Skill</li> </ul>	<ul style="list-style-type: none"> <li>• Code of the Wolf</li> </ul>
<b>BEAR</b>						
<ul style="list-style-type: none"> <li>• A Bear Goes Fishing</li> <li>• Bear Picnic Basket</li> <li>• Critter Care</li> </ul>	<ul style="list-style-type: none"> <li>• Critter Care</li> <li>• Super Science</li> </ul>	<ul style="list-style-type: none"> <li>• A Bear Goes Fishing</li> <li>• Critter Care</li> </ul>	<ul style="list-style-type: none"> <li>• Bear Picnic Basket</li> <li>• Robotics</li> <li>• Super Science</li> </ul>	<ul style="list-style-type: none"> <li>• Make it Move</li> <li>• A World of Sound</li> </ul>	<ul style="list-style-type: none"> <li>• Baloo the Builder</li> <li>• A Bear Goes Fishing</li> </ul>	<ul style="list-style-type: none"> <li>• Robotics</li> </ul>
<b>WEBELOS</b>						
<ul style="list-style-type: none"> <li>• Camper</li> <li>• Earth Rocks!</li> <li>• Maestro!</li> </ul>	<ul style="list-style-type: none"> <li>• Adventures in Science</li> <li>• Earth Rocks!</li> </ul>	<ul style="list-style-type: none"> <li>• Into the Wild</li> <li>• Into the Woods</li> </ul>	<ul style="list-style-type: none"> <li>• Adventures in Science</li> <li>• Engineer</li> <li>• Game Design</li> </ul>	<ul style="list-style-type: none"> <li>• Build It</li> <li>• Fix It</li> <li>• Movie Making</li> </ul>	<ul style="list-style-type: none"> <li>• Adventures in Science</li> <li>• Engineer</li> <li>• Sportsman</li> </ul>	<ul style="list-style-type: none"> <li>• Game Design</li> </ul>

There are two Supernova awards. The Luis W. Alvarez Supernova can be earned by Wolf or Bear Scouts; the Charles H. Townes Supernova award can be earned by Webelos Scouts. These awards recognize superior achievement in STEM fields. All Supernova awards require working with a registered mentor and significant effort beyond the Nova awards.



For more information on the Nova and Supernova awards, see [www.scouting.org/stem/Awards/AboutNova](http://www.scouting.org/stem/Awards/AboutNova).

## **B. REGISTERING AS A SUPERNOVA MENTOR—CUB SCOUTS AND BOY SCOUTS**

To qualify as a Supernova awards mentor, you must:

- Be at least 21 years old and of good character.
- Be registered with the Boy Scouts of America (position code 52).
- Complete Youth Protection training appropriate for the level you will mentor.

- Be recognized as having the skills and education in the award topics covered and hold any required qualifications and training.
- Be able to work with Scout-age youth.

Supernova Mentor Information Sheet: [www.scouting.org/filestore/stem/pdf/514-017\\_WB.pdf](http://www.scouting.org/filestore/stem/pdf/514-017_WB.pdf)

Supernova Mentor Training: [http://www.scouting.org/filestore/training/pdf/Supernova\\_Mentors\\_Guide.pdf](http://www.scouting.org/filestore/training/pdf/Supernova_Mentors_Guide.pdf)

### **C. Serving ADHD Youth —Scouting Provides Structure and Focus:**

The mission of the Boy Scouts of America—“to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law”—has provided a structure, challenge, and an outdoor physical focus that have helped many of these boys succeed. For that reason, Scouting has long been a great program for youth who have Attention Deficit Hyperactivity Disorder, or ADHD, and for many, their successes have not just been while they are Scouts, but have continued throughout their lives.

#### **Why is Scouting a great program for youth who have ADHD?**

First of all, Scouting is a well-thought-out, highly structured program that provides a step-by-step sequence of skills for Scouts to master. It promises fun, friendship, and adventure. Scouting offers frequent *positive* recognition and develops social skills and leadership skills. Scouting employs a leadership and training model, EDGE—Explain, Demonstrate, Guide, and Enable—which, through systematic **E**xplanation, interactive **D**emonstration, and **G**uided practice, **E**nables Scouts with ADHD to discover and develop their unique strengths and interests.

#### **As a Scout leader, what if my unit does not have any ADHD youth?**

In 2007, an American Medical Association (AMA) study showed that the cumulative incidence of definite ADHD based on DSM-IV criteria was 7.4% by age 19 years. Therefore, at some point virtually every Scout unit is likely to experience having a youth who has ADHD. For example, in a survey conducted in the Three Fires Council, headquartered in St. Charles, Illinois, in early 2014, the percentage of Scouts reported by units as having ADHD turned out, not surprisingly, to be 7%! It is important for leaders to be aware of this incidence and strategies they can use that will help facilitate a successful Scouting experience for these youth, their fellow Scouts, and the adult leadership.

#### **As a Scout with ADHD, what if my unit does not have any other ADHD youth?**

From any youth’s perspective, the choice of Scouting unit will make a difference. The youth and his parents should look at several units in their vicinity and select one that best fits the youth’s particular strengths and interests. A unit where the volunteers understand disabilities and are comfortable working with youth who have them is often the best fit for youth who have ADHD.

#### **What training is available?**

A training course for working with Scouts who have ADHD is currently provided to commissioners. This course can also assist unit leaders in planning a Scouting program that provides youth who have ADHD with opportunities to succeed. It is structured to provide practical tips to parents and to leaders, but the tips being given are not just beneficial for youth who have ADHD, but also for every youth in the program.

#### **A Successful ADHD Strategy Outcome**

Scout Johnny was a youth who had ADHD. He was often disruptive during training activities. Often leaders would employ the “time-out” approach when disruption occurred, but with minimal effectiveness in the small meeting room. On one such occurrence, when the boys were learning about map reading, Johnny was disrupting the class. The Scoutmaster casually took Johnny aside and explained that his behavior was making it hard for his

fellow Scouts to learn the skill. As an alternative, the Scoutmaster assigned Johnny to teach the map reading course the following week.

The following week, Johnny taught the class with such a degree of preparation and knowledge that everyone was spellbound—the Scoutmaster had accidentally found one of Johnny’s strengths, in so doing, had hit up-on a strategy for troop success, as well!

P.S. Johnny went on to earn his Eagle Scout rank two years later.

Yours in Scouting;

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