

Swing!



Cub Scout Nova Award Workbook

This workbook can help you but you still need to read the Cub Scout Nova Awards Guidebook.

This Workbook can help you organize your thoughts as you prepare to meet with your counselor.

You still must satisfy your counselor that you can demonstrate each skill and have learned the information.

You should use the work space provided for each requirement to keep track of which requirements have been completed, and to make notes for discussing the item with your counselor, not for providing full and complete answers.

If a requirement says that you must take an action using words such as "discuss", "show",

"tell", "explain", "demonstrate", "identify", etc, that is what you must do.

Counselors may not require the use of this or any similar workbooks.

No one may add or subtract from the official requirements found in the Cub Scout Nova Awards Guidebook (Pub. 34032 – SKU 614935).

The requirements were issued in 2017 • This workbook was updated in August 2017.

Scout's Nam	ne:			Unit:			
Counselor's Name:				Counselor's Phone No.:			
C SERVICE		<u>ht</u>	tp://www.USScouts.Org	Org • http://www.MeritBadge.Org uggestions about this workbook to: Workbooks@USScouts.Org			
	AEDT.						
TO SECOND	Ser	nd comments or suggestions for changes to the <u>requirements</u> for the <u>Nova Award</u> to: <u>Program.Content@Scouting.Org</u>					
		This module is designed to help you explore how engineering and simple machines called levers affect your life each day					
. Choose	A or B	or C and complete ALL	the requirements.				
	Watch	h an episode or episodes (about one hour total) of a show about anything related to motion or machines.					
	V	Vhat was watched?	Date	Start Time	Duration		
	Some examples include—but are not limited to—s Science Channel, National Geographic Channel, You may choose to watch a live performance or m watching a media production. You may watch onlinunder your parent's supervision.			ED Talks (online videos), and ovie at a planetarium or scien	the History Channel. ce museum instead of		
	Then	en do the following:					
	1. N	Make a list of at least two	questions or ideas from what	you watched.			
		1.					

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Swing!	Scout's Name:			
2.				
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	uss two of the ques	tions or ideas with your cour	nselor.	
1.				
2.				
□ D. Dood (oh	L	about anything related to r	nation or machines	
		about anything related to r		Duration
vvnat	was read?	Date	Start Time	Duration
Bool	ks on many tonics	may be found at your local	library. Examples of magazines	s include but are not
limit	ed to <i>Odyssey, KIE</i>	S DISCOVER, National G	eographic Kids, Highlights, and	OWL or owlkids.com.
Then do	the following:			
		o questions or ideas from w	nat you read.	
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Swing!		Scout's Name:			
	2. Disc	cuss two of the questions of	or ideas with your counseld	Dr.	
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□ C				total) about anything relate	
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		the following: se a list of at least two ques	stions or ideas from what v	ou read and watched.	
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	2.				

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Scout's Name:

3. Explore EACH of the following.

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2.

3.

- A. Levers
 - 1. Make a list or drawing of the three types of levers. (A lever is one kind of simple machine.)

Swing!			Scout's Name:
	2.	Sho	W
		1.	How each lever works
			Lever 1
			Lever 2
			Lever 3
	П	2.	How the lever in your design will move something
			The class of each lever
		4.	Why we use levers
			Class Why we use this type of lever
			1.
			2.
			3.
_	_		
B.	On		own, design, including a drawing, sketch, or model, ONE of the following:
	Ц		A playground fixture that uses a lever
	Н		A game or sport that uses a lever
			An invention that uses a lever
	Be:	sure	to show how the lever in your design will move something.

Swing!	Scout's Name:
C.	Discuss your findings with your counselor
4. Do	the following:
A.	Visit a place that uses levers, such as a playground, carpentry shop, construction site, restaurant kitchen, or any other
	location that uses levers.
	Visitations to places like carpentry shops, construction sites, restaurant kitchens, etc. will require
	advance planning by the counselor. The counselor should call ahead to make arrangements and
	make plans to have appropriate supervision of all Scouts.
	The site will very likely have rules and instructions that must be followed. The counselor
	should help ensure that all the participants are aware of and follow those rules. This may
	include safety procedures and other instructions.
	Place visited:
В.	Discuss with your counselor the equipment or tools that use levers in the place you visited.

4.

SWi	Swing!	Scout's Name:				
).	5. Discuss with your counselor how engineering and simple made	uss with your counselor how engineering and simple machines affect your everyday life.				

When working on Nova and Supernova awards, Scouts and Scouters should be aware of some vital information in the current edition of the *Guide to Advancement* (BSA publication 33088).Important excerpts from that publication can be downloaded from http://usscouts.org/advance/docs/GTA-Excerpts-nova.pdf.

You can download a complete copy of the Guide to Advancement .from http://www.scouting.org/filestore/pdf/33088.pdf.