

Dr. Bernard Harris

Scouts BSA Supernova Award Workbook



This workbook can help you but you still need to read the Scouts BSA Nova Awards Guidebook. This Workbook can help you organize your thoughts as you prepare to meet with your mentor. You still must satisfy your mentor 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 mentor, 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.

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

No one may add or subtract from the official requirements found in the Scouts BSA Nova Awards Guidebook (Pub. 34033). The requirements were revised in 2019 • This workbook was updated in June 2019.

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Unit: _____

Mentor's Name:

Mentor's Phone No.:_____

http://www.USScouts.Org • http://www.MeritBadge.Org

Please submit errors, omissions, comments or suggestions about this <u>workbook</u> to: <u>Workbooks@USScouts.Org</u> Send comments or suggestions for changes to the <u>requirements</u> for the <u>Nova Award</u> to: <u>Program.Content@Scouting.Org</u>

First-Level Supernova Award for Scouts BSA

Here are the merit badges approved for use in earning the Scouts BSA Supernova awards:

Animal Science	Electricity	Insect Study	Reptile and Amphibian Study
Archaeology	Electronics	Inventing	Robotics
Architecture	Energy	Mammal Study	Scuba Diving
Astronomy	Engineering	Medicine	Signs, Signals, and Codes
Automotive Maintenance	Environmental Science	Mining in Society	Soil and Water Conservation
Aviation	Farm Mechanics	Nature	Space Exploration
Bird Study	Fish and Wildlife Management	Nuclear Science	Surveying
Chemistry	Forestry	Oceanography	Sustainability
Composite Materials	Game Design	Plant Science	Veterinary Medicine
Dentistry	Gardening	Programming	Weather
Digital Technology	Geocaching	Pulp and Paper	Welding
Drafting	Geology	Radio	

1. Complete any three of the Scouts BSA Nova awards. (Note: These may be done at any time after becoming a Scouts BSA member.)

	Shoot!	Whoosh!	Start Your Engines!	Designed to Crunch	Splash!
	Let It Grow	Hello World	Mendel's Minions!	Up and Away	Nex Big Thing
7 2.	Earn the Scholar	rship merit badge.			

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Dr. Berr	hard Harr	is Supernova Award Scout's Name:						
3.		ur of the Supernova app ng a member of Scouts			the above l	ist. (Note: These	may be earr	ned at any time after
4.	Comple	te TWO Supernova acti	ivity t	opics. one each in t	wo different	STEM areas.		
	<u> </u>	Science		Technology		Engineering		Mathematics
	A Supernova activity topic is a two-part. hands-on, high-level activity related to one of the STEM fields. Part 1 involves research, preparation, set up, coordination, and/or organization. Part 2 involves analysis and reflection, culminating in the creation of a report in any one of the available format options. See the "Supernova Activity Topics" chapter (in the Boy Scout Nova Awards Guidebook - Publication No. 34033) for more information about activity topics							
<u> </u>	Participate in a local, state, or national science fair or mathematics competition OR in any equally challenging STEM- oriented competition or workshop approved by your mentor. An example of this would he an X-Prize type competition.							
	Compet	ition:						
6.	Do ONE	of the following						
	☐ A.	With your parent's per or engineer and report						lowing" a local scientist o your mentor.
		Date(s):						
		Person Shadowed:						
	□ В.	Learn about a career t learned.	that is	s heavily involved w	ith STEM. M	ake a presentatio	on to your m	entor about what you
7.	Working with your mentor, organize and present a Nova award or other STEM-related program to a Cub Scout den or pack meeting. Be sure to receive approval from the appropriate unit leader and agree on a time and place for the presentation. If a Cub Scout den or pack is not available, your presentation may be given to another youth group, such as your troop or at your place of worship							
8.	Review the scientific method (you may know this as the scientific process) and note how scientists establish hypotheses, theories, and laws. Compare how the establishment of "facts" or "rules" using the scientific method differs from the establishment of "facts" or "rules" in other environments, such as legal, cultural, religious, military, mathematical, or social environments. Then do the following:							
	Α.	Choose a modern scie possible about each th		•	st two compe	ting theories on	the subject a	nd learn as much as
	В.	Analyze the competing	g the	ories, decide which	one is most	convincing to you	ı, and explai	n why to your mentor.
	C.	Make a presentation to conclusions about how						
9.	Submit	an application to the dis	strict	or council Nova or a	idvancement	t committee for a	pproval.	
curr	ent editi	on of the <i>Guide to Adv</i> downloaded f	<i>rom</i>	e <i>ment</i> (BSA public http://usscouts.org	ation 33088 g/advance/c).Important exco locs/GTA-Excer	erpts from t pts-nova.pd	vital information in the hat publication can be <u>If</u> . /filestore/pdf/33088.pdf