



Up and Away

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 2019 • This workbook was updated in June 2019.

Scout's Name: _____ Unit: _____

Counselor's Name: _____ Counselor's Phone No.: _____



<http://www.USScouts.Org>

<http://www.MeritBadge.Org>

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

This award explores the world of fluid dynamics, and how it affects your everyday life. Fluid dynamics is the study of how fluids (liquids, gases, and plasmas) behave and interact with other materials.

- 1 Choose A or B or C and complete ALL of the requirements.
- A Watch (not less than one hour total) computer-related shows or documentaries that discuss fluid dynamics or a show related to fluid dynamics.

What was watched?	Date	Start Time	Duration

Then do the following:

- 1. Make a list of at least two questions or ideas from the show(s) you watched.

1.	
2.	

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2 Complete option A, B, or C.

Option A: Rain Gutter Regatta

Do all of the following:

- (a) Design,
- (b) Construct,
- (c) Race Vessel in Rain Gutter Regatta.

Option B: Pinewood Derby.

Do all of the following:

- (a) Design,
- (b) Construct,
- (c) Race Vehicle in Pinewood Derby.

Option C: Space Derby.

Do all of the following:

- (a) Design,
- (b) Construct,
- (c) Race Spaceship in Space Derby.

Discuss with your counselor what kind of science, technology, engineering, and math was used in the option.

3 Complete two activities from A or B or C or D. Complete all of the items under each activity.:

A Conduct a Terminal Velocity Investigation.

- 1. With your Counselor, fill an empty tennis ball tube, or other clear plastic tube at least 12" tall, with clear corn syrup.
- 2. Drop two round objects with the same diameter but different masses into the syrup (example: a steel ball and a glass marble).
- 3. Note when the two balls reach terminal velocity (it should happen quickly).
- Did both objects have the same terminal velocity? _____
- Try the experiment again to see if it's repeatable.
- 4. Discuss your investigation and findings with your counselor.

B Calculate your terminal velocity on different planets.

- 1. Download the worksheet at <https://www.iflyworld.com/plan-an-event/education/high-school/> or use a similar worksheet such as the "Student Terminal Velocity Worksheet" at <https://www.grc.nasa.gov/www/k-12/airplane/termv.html>. Calculate the terminal velocity of a 100-pound backpack on the planet earth.

- 2. Calculate your terminal velocity on Mars (hint: you will need to look up the values of gravity and atmospheric density on Mars). Compare the two values.

- 3. Discuss the differences with your counselor. How would the conditions on Mars affect the engineering design of a Martian landing craft?

- C Deliver rescue supplies to a community whose roads and bridges have been compromised by a natural disaster

- 1. Use lightweight recycled materials or snap-together building blocks to construct a platform (or some shape with weight and mass) to carry the supplies. Once you build the "platform," add "supplies" that represent food, water, medicine, etc. and a way to attach a parachute to deliver it to the community from a plane flying overhead.
- 2. Use common household materials, such as trash bags, plastic tablecloth, string, paperclips, rubber bands, etc. to design a parachute that will safely deliver your "supplies" to the "community square" (when dropped from the top of a tall structure, such as a playground playscape). The platform must land upright and intact so the supplies are not damaged.
- 3. Design your parachute first on paper, then create a prototype and test it.
- 4. Record how long it took to land and the condition of the delivered supplies.
- 5. What could you do to slow the descent even further?

- Modify your design and test it out again.
- Record the results then modify and test again.

Discuss with your counselor the science and engineering concepts associated with the facility, e.g., what are the parts of a wind tunnel, what a wind tunnel is used for, what are the advantages of testing with a wind tunnel, how precise are they, etc.

5 Discuss with your counselor how fluid dynamics is present in your everyday life and what you learned by working on this Nova.

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>.