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Please submit errors, omissions, comments or suggestions about this **workbook** to: [**Workbooks@USScouts.Org**](mailto:Workbooks@usscouts.org?subject=Merit%20Badge%20Workbooks)

Send comments or suggestions for changes to the **requirements** for the **Nova Award** to: [**Program.Content@Scouting.Org**](mailto:program.content@scouting.org@scouting.org)

**This module is designed to help you explore how technology affects your life each day**

1. Look up a definition of the word *technology* and discuss the meaning with your counselor.

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2. Discuss EACH of the following with your counselor.

A. How technology is used in EACH of the following fields:

1. Communication

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2. Business

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3. Construction

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4. Sports

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5. Entertainment

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B. Tell why technology is important.

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3. Choose A *or* B or C and complete ALL the requirements.

⬜ A. Watch an episode or episodes (about one hour total) of a show about anything related to technology.

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| What was watched? | Date | Start Time | Duration |
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Some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision.

Then do the following:

1. Make a list of at least two questions or ideas from what you watched.

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2. Discuss two of the questions or ideas with your counselor.

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⬜ B. Read (about one hour total) about anything related to technology.

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| What was read? | Date | Start Time | Duration |
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Then do the following:

Books on many topics may be found at your local library. Examples of magazines include but are not limited to *Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights,* and *OWL* or [owlkids.com](http://owlkids.com/).

1. Make a list of at least two questions or ideas from what you read.

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2. Discuss two of the questions or ideas with your counselor.

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⬜ C Do a combination of reading and watching (about one hour total) about anything related to technology.

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| What was watched or read? | Date | Start Time | | Duration | |
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Then do the following:

1. Make a list of at least two questions or ideas from what you read and watched.

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2. Discuss two of the questions or ideas with your counselor.

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4. Complete ONE belt loop or pin from the following list. (Choose one that you have not already earned.)

⬜ Astronomy ⬜ Mathematics

⬜ BB gun Shooting ⬜ Music

⬜ Bicycling ⬜ Photography

⬜ Bowling ⬜ Snow Ski and Board Sports

⬜ Computers ⬜ Video Games

⬜ Map and Compass

5. What technology is used in your belt loop or pin?

A. Discuss with your counselor how you think this technology:

1. Was invented

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2. Could be made better

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B. Discuss your ideas about technology with your counselor.

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6. Visit a place where technology is being designed, used, or explained, such as one of the following: an amusement park, a police or fire station, a radio or television station, a newspaper office, a factory or store, or any other location where technology is being designed, used, or explained.

Place visited:

A. During your visit, talk to someone in charge about the following:

1. The technologies used where you are visiting

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2. Why the organization is using these technologies

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B. Discuss with your counselor the technology that is designed, used, or explained at the place you visited.

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7 Discuss with your counselor how technology affects your everyday life.

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**Important excerpts from the** [***‘Guide To Advancement’***](http://www.scouting.org/filestore/pdf/33088.pdf)**, No. 33088:**

Effective January 1, 2012, the *‘Guide to Advancement’* (which replaced the publication *‘Advancement Committee Policies and Procedures’*) is now the *official* Boy Scouts of America source on advancement policies and procedures.

* **[ Inside front cover, and 5.0.1.4 ] — Unauthorized Changes to Advancement Program**

***No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements.*** (There are limited exceptions relating only to youth members with disabilities. For details see section 10, “Advancement for Members With Special Needs”.)

* **[ Inside front cover, and 7.0.1.1 ] — The** [***‘Guide to Safe Scouting’***](http://www.scouting.org/scoutsource/HealthandSafety/GSS/toc.aspx) **Applies**

Policies and procedures outlined in the *‘Guide to Safe Scouting’,* No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects. [Note: Always reference the online version, which is updated quarterly.]

* **[ 7.0.3.1 ] — The Buddy System and Certifying Completion**

Youth members must not meet one-on-one with adults. Sessions with counselors must take place where others can view the interaction, or the Scout must have a buddy: a friend, parent, guardian, brother, sister, or other relative —or better yet, another Scout working on the same badge— along with him attending the session. When the Scout meets with the counselor, he should bring any required projects. If these cannot be transported, he should present evidence, such as photographs or adult certification. His unit leader, for example, might state that a satisfactory bridge or tower has been built for the Pioneering merit badge, or that meals were prepared for Cooking. If there are questions that requirements were met, a counselor may confirm with adults involved. Once satisfied, the counselor signs the blue card using the date upon which the Scout completed the requirements, or in the case of partials, initials the individual requirements passed.

* **[ 7.0.3.2 ] — Group Instruction**

It is acceptable—and sometimes desirable—for merit badges to be taught in group settings. This often occurs at camp and merit badge midways or similar events. Interactive group discussions can support learning. The method can also be attractive to “guest experts” assisting registered and approved counselors. Slide shows, skits, demonstrations, panels, and various other techniques can also be employed, but as any teacher can attest, not everyone will learn all the material.

There must be attention to each individual’s projects and his fulfillment of *all* requirements. We must know that every Scout —actually and *personally*— completed them. If, for example, a requirement uses words like “show,” “demonstrate,” or “discuss,” then every Scout must do that. It is unacceptable to award badges on the basis of sitting in classrooms *watching* demonstrations, or remaining silent during discussions. Because of the importance of individual attention in the merit badge plan, group instruction should be limited to those scenarios where the benefits are compelling.