This module is designed to help you explore how science affects your life each day. Sections in blue can be completed during your visit to Discovery Center Museum.

1. 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 science. Then do the following:
      1. Make a list of at least two questions or ideas from what you watched.
      2. Discuss two of the questions or ideas with your counselor.

      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.

   B. Read (about one hour total) about anything related to science. Then do the following:
      1. Make a list of at least two questions or ideas from what you read.
      2. Discuss two of the questions or ideas with your counselor.

      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

   C. Do a combination of reading and watching (about one hour total) about anything related to science. Then do the following:
      1. Make a list of at least two questions or ideas from what you read and watched.
      2. Discuss two of the questions or ideas with your counselor.
2. Complete ONE adventure from the following list. (Choose one that you have not already earned.) Underlined adventures are available as Discovery Center Badge Workshops and/or camp-ins! Discuss with your counselor what kind of science, technology, engineering, or math was used in the adventure.

<table>
<thead>
<tr>
<th>Wolf Cub Scouts</th>
<th>Bear Cub Scouts</th>
<th>Webelos Scouts</th>
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<tbody>
<tr>
<td>Adventures in Coins</td>
<td>A Bear Goes Fishing</td>
<td>Camper</td>
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<td>Collections and Hobbies</td>
<td>Bear Picnic</td>
<td>Earth Rocks!</td>
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<td>Digging in the Past</td>
<td>Critter Care</td>
<td>Maestro!</td>
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<td>Germs Alive!</td>
<td>Grow Something</td>
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3. Act like a scientist! Can you find a question to investigate while you are here in the museum? Below are some examples that can be done here or you may find another area of the museum that sparks a question for you. In part B, you will be asked to use the scientific method to investigate your question. You can do some or all of those steps during your visit, but you may want to save some steps for further exploration at home or with your Pack.

   A. While you are exploring exhibits, choose one of the following interactives to investigate in depth. Spend some time at the interactive, and then think about the questions listed.

   - In the Electricity Exhibit on the 2nd floor, go up on the platform to “Can you complete a Circuit” and “How do I build a Circuit.” Sketch what your completed circuit looked like. What was the most number of parts you used to complete a circuit? What was the least number of parts you used to complete a circuit? What shape does a completed circuit resemble most? Where do you find circuits around you every day?

   - Explore the Air and Flight Exhibit on the 1st floor. Can you make the ball float in the column of air? What can you do to change the pattern of air flow to change how well the ball floats? Can you get other objects to float in the column of air (empty water bottle, empty paper cup, piece of paper)?
B. Using the interactive you choose above, use the scientific method to investigate your questions. Record your data in the sections below.

1. Ask a question. What do you want to know more about? Do you think you could discover something about your question here at the museum? (If not, you may want to continue the rest of this activity later.)

2. Do some research. What information about your question can you find in the museum exhibits? How else could you find out what people or scientists already know about your question?

3. Make a hypothesis. What do you think is the answer?

4. Test your hypothesis with an experiment (or more than one!). Can you do your test here at the museum? Write down what you do, and what the results are.

5. Was your hypothesis supported by the results of your tests? What new questions do you have based on your results?


C. Discuss your investigation and findings with your counselor.
4. Welcome to Discovery Center Museum! While you are here, talk to staff or volunteers about their experiences with science.

   A. Ask them to tell you more about the science they are presenting, what got them interested in science, or about their favorite area of science.

   B. What is your favorite thing about science?

5. Discuss with your counselor how science affects your everyday life.

Did you enjoy your visit? Please send your comments, questions, and inquiries about upcoming scout programming to Scouts@DiscoveryCenterMuseum.org