

Connecticut Yankee Council BSA

# University of Adventures

class of 2024

\*BEAR COLLEGE \*WEBELOS COLLEGE \* ARROW OF LIGHT COLLEGE

REVISED FLYER 07/05/24

## Saturday, November 9, 2024

Easton Country Day School — 660 Morehouse Rd, Easton, CT 06612

Morning 8:45 AM to 12:30 (Lunch & Show Included)

Afternoon 11:30 AM to 3:00 PM (Lunch & show Included)

(Lunch & Show is 11:30 AM to 12:30 PM)



### New 2024 Requirements



Fun Learning

Join us for a day of fun learning at the University of Adventures! Earn advancement through Adventures, enjoy special entertainment, and lunch. You will meet fellow Scouts from across the Connecticut Yankee Council sharing in the Spirit of Scouting.

Three colleges are being offered —**Bear** 3rd Grade, **Webelos** 4th Grade, and **Arrow of Light** 5th Grade—each offering the new 2024 requirements.

Back by popular demand is Yo-Yo entertainer, John Higby! Prepare to be mesmerized during the lunch period by his thrilling and interactive performance, featuring yo-yo wizardry that will leave you in awe!

UPDATE! Scouts will enroll in colleges with preselected adventures. The same awards will be offered in both morning and afternoon sessions. Scouts choose either the morning or afternoon, not both. Each College morning and afternoon period is limited to 60 Scouts.



Fun Entertainment



### Bear College Adventures 3rd Grade

- 1.Paws For Action
- 2.Marble Madness
- 3.Roaring Laughter



### Webelos College Adventures 4th Grade

- 1.My Community
- 2.Art Explosion
- 3.Earth Rocks



### Arrow of Light College Adventures 5th Grade

- 1.First Aid
- 2.Engineer
- 3.High Tech Outdoors

**Update—We have reduced the fee!**

**\$25 Fee — Includes patch, facilities, program supplies and lunch.**

Registration will Open Sept. 1, 2024 <https://mycouncil.ctyankee.org/Event/1219>

Questions [activities@ctyankee.org](mailto:activities@ctyankee.org) — Co Chairs John Hanks & Chet Wickett

Each Scout must be accompanied by a parent/guardian. If a parent cannot attend, the Scout may attend with at least two registered leaders, with parent/guardian agreement. All Youth Protection policies apply. Arrangements are made through the Pack.

**PLEASE NOTE:** With the update to the Cub Scout program the Arrow of Light becomes a separate program from Webelos. For this reason, it is important that current 4th-grade Webelos DO NOT start any work on any Arrow of Light requirements. Work on current Arrow of Light requirements will not count for the updated Arrow of Light badge of rank requirements that took effect on June 1, 2024. Current 4th grade Webelos instead should focus on Webelos Adventures. Arrow of Light Scouts work only on the Arrow of Light Adventures.

**Schedule:****Morning:**

- 8:30 AM: Morning Check-in
- 8:45 AM: Opening Ceremony
- 9:00 AM: Session 1
- 9:45 AM: Session 2
- 10:30 AM: Session 3
- 11:30 AM - 12:30 PM: Lunch
- 12:00 PM - 12:30 PM Yo Yo Show

**Afternoon:**

- 11:30 PM: Afternoon Check-in
- 11:30 AM - 12:30 PM: Lunch
- 12:00 PM - 12:30 PM: Yo Yo Show
- 12:45 PM: Session 4
- 1:30 PM: Session 5
- 2:15 PM: Session 6
- 3:00 PM: Event Ends

**Lunch Menu:** Assorted Half Size Wedges — Ham & Cheese, Turkey & Cheese, or no cheese Ham or Turkey with bag of chips, a brownie and juice pouch.

**The Parents Lounge:** School Cafeteria. Free Coffee/Water School wifi available.

Class A Uniforms suggested.

**BEAR COLLEGE**

**Paws for Action** (Citizenship): This Adventure is about America and the powerful symbols that represent the best of our country and how communities come together to help solve problems they are facing. Citizenship in America is about participation. Familiarize yourself with the flag of the United States of America including the history, demonstrating how to raise and lower the flag, how to properly fold and display, and the United States flag etiquette.

1. Identify three symbols that represent the United States. Pick your favorite and make a model, work of art, or other craft that depicts the symbol.
2. Learn about the mission of any nonprofit. Find out how they fund their activities and how volunteers are used to help.
3. Participate in a service project.

**Marble Madness:** Long before board and video games, kids played with marbles. In this Adventure, you'll play several different marble games. You'll also learn special words only marble players know and discover how to use marbles in mazes, obstacle courses, and more.

1. Make a marble bag.
2. Learn five words that are used when talking about marbles.
3. Play three different marble games.
4. Build a marble racetrack with at least two lanes.
5. Build a marble maze.

**Roaring Laughter:** Laughing makes you feel good, and when you laugh, others may start laughing, too. With just a smile, you can meet a new friend, make someone else smile, and create a happy feeling in yourself and other people. In this Adventure, you'll find lots of ways to smile and laugh.

1. Think about what makes you laugh. Discuss these with your den or family.
2. Practice reading tongue twisters.
3. Play charades with your den or family.
4. Have a "funniest joke contest" with your den or family.
5. Practice "run-ons" with your den or family.

**WEBELOS COLLEGE**

**My Community:** This Adventure is all about being a good citizen. You'll learn about the different types of voting and how our national government maintains the balance of power. Learn about majority and plurality types of voting.

1. Speak with someone who is elected to their position. Discover the type of voting that was used to elect them and why.
2. Choose a federal law and create a timeline of the history of the law. Include the involvement of the three branches of government.
3. Participate in a service project.

**Art Explosion:** Art is a powerful way to capture a moment in time, an idea, or an emotion. It's a lot of fun, too. Whether you're into drawing, painting, sculpture, computer illustration, or photography, you'll find something to love in this Adventure.

1. Create a piece of art by exploring drawing techniques using pencils.
2. Using a digital image, explore the effect of filters by changing an image using different editing or in-camera techniques.
3. Create a piece of art using paint as your medium.
4. Create a piece of art combining at least two media.

**Earth Rocks:** Rocks and minerals are more than just things that lie in the ground. In this Adventure, you'll dig into the world of rocks and minerals and discover some surprises about the science of geology - like how the ground beneath your feet is constantly on the move.

1. Examine the three types of rocks: sedimentary, igneous, and metamorphic.
2. Find a rock, safely break it apart, and examine it.
3. Make a mineral test kit and test minerals according to the Mohs scale of mineral hardness. Using the rock cycle chart or one like it, discuss how hardness determines which materials can be used in homes, in landscapes, or for recreation.
4. Grow a crystal.

**ARROW OF LIGHT COLLEGE**

**First Aid:** In this Adventure, you will learn how to protect yourself and how to help others when they have been hurt. The skills you learn in this Adventure could help someone in trouble or save a life.

1. With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Arrow of Light rank.
2. Explain what you should do if you encounter someone in need of first aid.
3. Demonstrate what to do for hurry cases of first aid: serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, and poisoning.
4. Demonstrate how to help a choking victim.
5. Demonstrate how to treat shock.
6. Demonstrate how to treat the following: cuts and scratches, burns and sea lds, bites and stings of insects and animals, and nose-bleeds.
7. Make a personal first-aid kit. Demonstrate the proper use of each item in your first-aid kit.

**Engineer:** In this Adventure, you will learn what engineers do. Even better, you can do some engineering projects of your own. So put on your thinking cap and get ready to think like an engineer!

1. Learn the focus, related sciences, and products of civil, electrical, and mechanical engineers.
2. Pick one of the engineering fields from requirement 1 to complete the following requirements.
3. Examine a set of blueprints or specifications used by your choice of engineer.
4. Identify a project that you would like to build.
5. Using the engineering process, build your project.

**High Tech Outdoors:** Learn about digital devices that help us navigate, learn, and stay safe.

1. With an adult, use a weather app or website to see the forecast for an outdoor activity and discuss any preparation needed to accommodate the weather.
2. With an adult, find a knot-tying app. Select one knot to learn, and tie it using the app.
3. Discuss how technology has improved camping gear.
4. Think of a way technology can improve camping gear used on one of your outdoor activities.