



SCOUT SHOUT



Sci-Port’s Scouting programs are easily integrated into your pack’s schedule. They may be used to start or finish the requirements for a pin, belt loop, badge, or journey. Available programs are separated by Girl Scouts and Boy Scouts of America, as well as, by Brownies, Cadettes, Wolf Scouts, Boy Scouts, etc.

Select your group’s activities from our curriculum-rich, hands-on labs, demonstrations and planetarium shows! To obtain additional program information, please contact the Revenue Programs Manager at (318) 424-8699 or nhunsicker@sciport.org.

Scout Group Visits must be scheduled at least 2 weeks in advance.

Daisy and Tiger groups should ask to reserve time in our Raspberry-Power Children’s Gallery, an area reserved exclusively for our Pre-School to 1st grade visitors and their families. Groups of up to 40 scouts may book a 30 or 45 minute session in this gallery. Each 45 minute session will include a 15 minute Creature Corner** program. Teachers, also learn more about our [Early Childhood Program](#) offerings.

***Note: Hands-on interaction with animals depends on their health and availability.*

Boy Scouts

Track/ Requirement	Program Name	Duration	Program Description
Geology (1, & 5c)	Rockin’ Geology	60 minutes	The children will learn about the rock cycle, how different types of rocks are created, and how geologists classify rocks and minerals. Finally, students will learn how certain rocks and minerals play a part in their everyday life.
Electricity (3,4,10)	Electricity Unplugged	30 minutes	Have a “hair-raising” experience while exploring the effects of AC/DC current, separating insulators from conductors and building circuits.
Electricity (4,10)	Power Up	60 minutes	Explore the flow of electricity through closed circuits using snap circuit kits.
Sustainability (4a)	Talkin’ Trash	30 minutes	Every year, the United States generates over 250 million tons of “trash”—about 4.5 pounds per person, per day. Learn several techniques that you can do to reduce your impact on the environment such as source reduction, recycling and composting.

Track/ Requirement	Program Name	Duration	Program Description
Chemistry (1,2c,3)	Fact of the Matter	30 minutes	Use liquid nitrogen, dry ice and a Tesla coil (when available) to discover how heating and cooling affects the motion of particles in different phases of matter.
Plant Science (1-4)	Six Plant Parts	30 minutes	Your students will dance and sing as they build a plant and learn about plant part functions.
Weather (1-4,6)	Weather Works	30 minutes	Encounter weather as we explore lightening, the water cycle and cloud formation in this exciting demonstration.

Cub Scout and Webelos Belt Loop and Pins

Belt Loops/ Pins	Program Name	Duration	Program Description
Weather Belt Loop (1)	Water Cycle Boogie	30 minutes	Dance, act out and interpret the water cycle to the tunes of the Banana Slug String Band. (1st-5th)
Science Pin (5)	The Fact of the Matter	30 minutes	Use liquid nitrogen, dry ice and a Tesla coil (when available) to discover how heating and cooling affects the motion of particles in different phases of matter. (3rd-6th)
Wildlife Conservation Belt Loop (1, 2, & 3) * <i>Please note: Scouts will need to do the poster and report at home</i>	Rainforest Game	30 minutes	This program discusses the ecosystem of the world's rainforests, the diversity of both biotic and abiotic elements they contain, the interactions of these elements, how they maintain balance, and the ramifications of the loss of these vital biomes. (4th-8th)
Geology Pin (1 & 9)	Fossil Making	30 minutes	Create a fossil from different casts and molds of creatures that lived long ago.
Geology Belt Loop (1, 2, & 3)/Geology Pin (2, 3, 4, & 5) /Scientist Pin (7)	Rockin' Geology	60 minutes	The students will learn about the rock cycle, how different types of rocks are created and how geologists classify rocks and minerals. Finally, students will learn how certain rocks and minerals play a part in their everyday life.
Geology Pin (7)	Edible Plate Tectonics	30 minutes	Discover a yummy way to learn about plate tectonics and how this influences land formations on Earth.
Science Pin (6)	Build an atom	30 minutes	Visitors will begin to understand the basic building blocks for everything they see around them. By creating a human atom, explaining the periodic table of elements and creating their very own atom ornament, visitors will hopefully leave with a better understanding of what really MATTERS.
Science Belt Loop (1, 2, & 3)	Pop Rockets	30 minutes	Understand the laws which create motion and propel rockets. Learn about rocketry and build and launch film canister rockets while following the Scientific Method.
Astronomy Belt Loop (2)	Solar System in your Pocket	30 minutes	This program uses a hands-on-activity to explore the distances between the planets. (All)
Astronomy Belt Loop (3)	Modeling the Milky Way	30 minutes	Create a model of our Milky Way Galaxy and discover what galaxies are made of, how they are created, and how they are destroyed.
Wildlife Conservation Pin (3)	Animal Defenses	30 minutes	Observe adaptations of live animals and discover what they need to survive. (All) <i>*Hands on interaction with the animals will depend upon their health and availability</i>
Wildlife Conservation Pin (6)	Making Tracks	30 minutes	Make replicas of animal tracks . (All)
Astronomy Pin (2, 3, 4, & 7)	Starry Night	30 minutes	An interactive, grade level-appropriate tour of the current season's night sky. Students learn about the constellations, the night's brightest stars and the latest relevant space news. (All)