



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.*

cadettes			
Badge(s)/Journeys	Program Name	Duration	Program Description
Breathe	Air Show	30 minutes	Learn about air and its properties. Discuss what air is made of, the idea of air pressure and how air behaves under certain conditions.
Breathe	Global Air Game	30 minutes	Develop an understanding for the environment and how your actions can affect global change. Play a game to identify substances and behaviors which produce ground level ozone.
Breathe	Wind Farm Challenge	60 minutes	Visitors will use their engineering and scientific knowledge to create the most efficient windmill blade design possible with given materials, and then compete against one another to see whose design reigns supreme.
Breathe	Balloon Cars	30 minutes	Inflatable technology at it best! Visitors will construct cars powered by balloons that demonstrate Newton's Third Law of Motion.
Breathe	Green City	60 minutes	Exercise problem-solving and team-building skills by programming robots to complete tasks such as powering a wind turbine and closing a dam.

Badge(s)/Journeys	Program Name	Duration	Program Description
Breathe	Hydrogen Powered Cars	60 minutes	<i>Sponsored by the GM Foundation</i> In this lab, your students will use fuel cells to explore electrolysis, fuel cell efficiency and Ohm's law while creating hydrogen-powered cars. If time allows, solar energy in reference to producing hydrogen will also be explored.
Breathe	Every Tree For Itself	30 minutes	Learn about trees and what they need to survive while playing an interactive game.
Special Agent (3)	DNA Extraction	30 minutes	Visitors will extract their own DNA and learn out it is responsible for your characteristics.