






PROGRAMS FOR OLDER SCOUTS

What about the older Scout who has taken most of the merit badges offered at Bashore? What activities are available for him? We have some excellent programs designed to meet his needs as well.

	<p>COPE: COPE, or Challenging Outdoor Personal Experience, is designed to challenge a Scout's physical, mental, and emotional abilities. In doing so it recognizes the goals of teamwork, communication, trust, leadership, decision making, problem solving, and self-esteem. Because of the high physical demand, participants must be 14 years of age or older to take part. COPE is also available to adult leaders looking for the same challenges, with priority given to Scouts if the class limit is reached. COPE is held two hours a day during periods 2 and 3.</p>
	<p>Eagle Academy: During week 7, Bashore Scout Reservation conducts the Eagle Academy. This program is intended for Scouts who are 14 years of age and are a Star or Life Scout. Eagle Academy, which runs parallel to regular camp activities, offers opportunities to Scouts to earn some Eagle-required badges: Citizenship in the Community, Nation, and World; Personal Management; and Personal Fitness. See page 32 for detailed information about the Academy, or p. 68 for the registration form.</p>
	<p>Cycling Week: Get out and bike! If you have an older Scout (14+) who enjoys mountain biking, then he should consider Cycling Week! Scouts will learn bicycle care from experts, and will venture out on some exciting bike escapades! Scouts will have the opportunity to work on requirements toward earning the Cycling merit badge. Must bring your own helmet and bicycle; bringing your own bicycle tool kit is strongly recommended. Cycling Week is held during Weeks 1 and 4.</p>

STEM

Bashore is excited to announce the new STEM (Science, Technology, Engineering, Mathematics) program for 2018! There will be two programs offered (see below). Contained within the program are elements from Electronics, Inventing, Robotics, Energy, Moviemaking, Photography, and Digital Technology merit badges. However, the merit badges are not the focus of the program. The focus is to offer a different experience to our Scouts. The STEM programs are targeted toward older Scouts (must be 14+) and will be limited to 12 participants per program. Each program will use either the three morning periods, or the three afternoon periods. Badges in the STEM program are not available à la carte. Participants should not schedule other merit badges during their STEM session. Scouts may sign up for either the morning session or the afternoon session, but not both.

	<p>Build It! The goal of the Build It! program is for Scouts to use their engineering and technical abilities, mixed with their creativity, to build a working robot by the end of the week. They will also explore design aspects using various building techniques. Scouts will work on partial elements from the following merit badges: Electronics, Inventing, Robotics, and Energy. Build It! will be held during all 3 morning periods. There are no prerequisites. Must be 14 years old to sign up.</p>
	<p>Film It! Scouts will be working with cameras, computers, and drones to produce a film each week. The intent of the Film It! program is to give Scouts the opportunity to write, direct, produce, and perhaps some acting, all to produce a DVD of the week's activities. Scouts will work on partial elements from the following merit badges: Moviemaking, Photography, and Digital Technology. Film It! will be held during all 3 afternoon periods. No prerequisites. Must be 14 years old to sign up.</p>