

SPACE JAM Prerequisites list, we hope all Scouts are prepared so every Merit Badge is a completed Merit Badge!

"We will not provide blue cards but will have counselors sign them after class, but only if they are completely filled out with all other info and signatures"

We will update this as Merit Badge Counselors provide updates... so check in a few weeks out....

Below is information for Scouts about what prerequisite requirements need to be fulfilled for the merit badges that will be offered at Space Jam. **Please** read the merit badge book for all merit badges you plan to take. Though not required, this is advisable and highly valuable. Below is a listing of all prerequisites (in alphabetically order):

Archery – Make an arrow and bring it or a photo to Space Jam.

Chess - Live chess game from 5pm to 7. These will be short timed games and emergency prep guys will remove pieces with stretchers. Note: this is for fun only (not required) and not strictly part of the Chess MB.

Citizenship in the Nation Merit Badge - pre (or post) requirements, 2, 3, and 8. So, 2 is visiting two places, 3 is a five day in a row news thing, and 8 requires writing a letter.

Citizenship in the World Merit Badge - Finish requirements 3 and 7.

Energy Merit Badge - Keep a record of what your family has done to conserve energy for a two week.

Environmental Science Merit Badge - Finish requirement 4.a or 4.b with two study areas and write a short paper about it. Also, choose a waterborne pollutant and describe how it would affect aquatic life and use the word '[biomagnifications](#)' in this context. (must attend the Rain Simulation session too).

GeoCaching Merit Badge - Bring a container and supplies to set up a [geocache](#).

Inventing Merit Badge –This is a new. Applicants will be asked submit a one page proposal, due by June 1. The time slot on the schedule of 5 pm to 7 pm refers to an opportunity to show off the completed projects.

Nuclear Science Merit Badge –

http://meritbadge.org/wiki/images/f/fa/Nuclear_Science.pdf

Research on the internet or the merit badge pamphlet, and do requirements: 1. (a, b, and c), 2a, 7 and 8.

Medicine Merit Badge – 7a. Visit a primary care (your Dr.) physician...

Soil & Water Conservation Merit Badge - You must attend the Rain Simulation session too.

Scholarship Merit Badge - Bring a grade card or other evidence that you had a 'B' average for one term or have improved over the previous term.

Scouting Heritage Merit Badge –

2a.

4b write to National Scouting Museum, Irving Tx 1329 West Walnut Hill Lane, Irving, TX 75038-3027 (972) 580-2100) bring info with you.

5 bring SM verified.

6 bring patch collection or pix w

7. Bring an old-time game for them to learn n play in the last 1/2hr of a 2hr class for item.

Read MB book to be prepared

Metalwork Merit Badge – <http://usscouts.org/mb/worksheets/Metalwork.pdf>

Do requirements 1. and 2.. (you can research this on the internet, or buy the Metalwork Pamphlet. Best wear a long sleeve cotton shirt (that you can get dirty). Pick your options (Sheet metal, Blacksmith, Silversmith), bring gloves (leather work gloves, safety glasses and ear plugs if you can)...

Woodwork Merit Badge – You must have the First Aid Merit Badge and your Toten Chip, 1a & 1b and 5

Do the following:

5. Create your own carpentry project. List the materials you will need to complete your project, and then build your project. Keep track of the time you spend and the cost of the materials.

We recommend that this be a small project or just bring photos to show.

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