

SCOUT PROGRAMS AT THE



THE PERFECT WAY TO EARN BADGES. SCOUT'S HONOR.

SCOUT PROGRAMS AT THE LOUISVILLE SCIENCE CENTER

Discover your inner scientist at the Louisville Science Center. Scout Day programs at the Louisville Science Center are designed to fulfill requirements for belt loops, academic pins and badges.

All Scout Days will be held on Saturday afternoons from 12-4pm. Dates are subject to change, advance registration and payment required. Space is limited. Scout Day programs are \$14 per scout and \$5 per adult and include admission to permanent Science Center exhibits, program activities, take-home materials (if applicable) and a participation patch. For additional information and details, please see our website at LouisvilleScience.org/events.

Geology – November 13, 2010

Fulfills requirements for the Geology Belt Loop and Pin & Geologist Badge.

Astronomy – January 15, 2011

Fulfills requirements for the Astronomy Belt Loop and Pin.

Engineering & Math – February 26, 2011

Fulfills requirements for the Mathematics Belt Loop and Pin & Engineering Badge.

Weather – March 12, 2011

Fulfills requirements for the Weather Belt Loop and Pin.

Science – March 26, 2011

Fulfills requirements for the Science Belt Loop and Pin & Scientist Badge.

Boy Scout Days – Chemistry

November 20, 2010 & February 5, 2011

Fulfills requirements for the Chemistry Merit Badge.

2010 – 2011 OVERNIGHT ADVENTURES

Cost: \$30 per scout, parent or chaperone, and includes a science demonstration, program activities, after-hours exhibit exploration, an exclusive IMAX film, snack, breakfast and admission to all Louisville Science Center permanent exhibits. Length: 5:00pm-9:00am, 2nd day permanent exhibit admission included.

Destination Exploration: Fall 2010

(Available for scout groups of 50 or more any night of the week based on availability)

Join us for a daring overnight adventure. Explore the unknown and trek through hands-on exhibits in a flashlight safari. Learn how real explorers outlived the perils of nature as they encountered some of the world's greatest discoveries. Be the last one standing by learning basic survival tricks and how to use the tools necessary to make it in the wild. To top it off, view a late-night showing of *Shackleton's Antarctic Adventure* in the IMAX Theatre.

See It, Solve It: Spring 2011

(Available on the open enrollment dates listed below, or for scout groups of 50 or more any night of the week based on availability)

It's a Science Center whodunit! Assume the role of a crime scene investigator in our mystery caper. Use real investigative techniques to learn the basics of forensics and biology and discover scientific principles like deduction and analysis to solve the crime!

The 2011 "See It, Solve It" Scout Overnight Adventure dates are:

February 25, March 4, March 18, May 20 (available to scouts grades 1-5 and their parents or chaperones)

January 28, February 11, March 11 (open to any group grades 1-5 and their parents or chaperones).

For additional information about the Overnight Adventure program or the Scout Day program, call 502.561.6100, ext. 6111, or visit LouisvilleScience.org/events.



DO SCIENCE

***If you're lost in the woods and need to find your way home, you just need a few household items.
(Safety first. Try this activity with an adult.)***

A compass uses a magnet to find the poles of the Earth, and points in the direction you're headed. To make your own compass, run a magnet across a sewing needle from its eye to its tip, making sure to go in one direction. Once it's magnetized, stick the needle through a thin piece of cork (about 1/8") and place the cork in a bowl of water. The needle should turn due north.