MISSISSIPPI MUSEUM OF NATURAL SCIENCE PROGRAMS FOR

CUB SCOUTS

NO TRACE AWARD



Achievement 5 - "Let's Go Outdoors"

Den Activity 5D: With a crayon or colored pencil and a piece of paper, make a leaf rubbing.

Den Activity 5G: Take a hike with your den.



WORLD CONSERVATION AWARD

WOLF CUB SCOUTS

Achievement 7 - "Your Living World"

Elective 13: Birds

Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).

Put out nesting material (short pieces of yarn and string) for birds & tell which birds might use it.

Read a book about birds.

Point out 10 different kinds of birds (5 may be from pictures).

Feed wild birds and tell which birds you fed.

BEAR CUB SCOUTS

Achievement 5 - "Sharing your world with wild-life"

Visit one of the following: zoo, nature center, aviary, wildlife refuge, game preserve.

Name one animal that has become extinct in the last 100 years.

Tell why animals become extinct. Name one animal that is on the endangered species list.

WEBELOS SCOUTS

Naturalist Activity Badge

Visit a museum of natural history, nature center or zoo with your family, Webelos den, or pack. Tell what you saw.

Watch for birds in your yard, neighborhood or town for one week. Identify the birds you see.

Give examples of: A producer, a consumer, and a decomposer in the food chain of an ecosystem; one way humans have changed the balance of nature; how you can help protect the balance of nature; identify a plant, bird or wild animal that is found only in your area of the country.

DATES / TIME Any weekday from September until mid-May

4:00рм-5:00рм (earlier times may be available) GROUP SIZE Minimum group size: 10 scouts (1 adult per 10 children recommended)

Maximum group size: 25 scouts

FEES \$2.00 per scout 1 free adult \$6.00 for each additional adult

MISSISSIPPI Museum*o*f Natural

RESERVATIONS REQUIRED TWO WEEKS IN ADVANCE-CALL 601-576-6000

2148 RIVERSIDE DRIVE · JACKSON, MS · **601.576.6000** · WWW.MSNATURALSCIENCE.ORG · FACEBOOK.COM/MSNATURALSCIENCE Mississippi Department of Wildlife, Fisheries & Parks

HELPFUL HINTS:

1

lf you plan on a snack time for your group, you may enjoy using the Museum's pavilion. Plan to arrive early enough so that you can finish your snack and be ready for your program by 4:00PM.

2

Your program begins promptly at 4:00PM, unless an earlier program time is requested. The sooner we get going, the sooner the fun can start!

Please silence your cell phones for the duration of the program.

4

Commit to the full hour of your program. The more time we have with you, the more wonderful things we can explore together.