

BADGE	PRE-CAMP PREREQ'S	LOCATION	AGE RECOMMENDATION & COMMENTS
American Cultures	1	Scoutcraft	
Archery	None	Range, Archery	Plan for extra practice time. Cost is free. Recommended for 2 <sup>nd</sup> year scouts.
Art	4	Handicraft	Cost for materials about \$7.00 - \$15.00
Astronomy	4a - 10 constellations, 4 in zodiac,4b - 8 stars,4c - Big Dipper Sketches,5d - Planet observation,6b - Moon Sketches,8 - choice of project,9 - research career opportunities	Nature	For scouts who have finished 8 <sup>th</sup> grade. Difficult to do all night observations at camp.
Basketry	None	Handicraft	Cost for materials about \$7.00 - \$10.00
Bird Study	7a or do 7b at camp, 8, start 5 & 6	Nature	For scouts who have finished 8 <sup>th</sup> grade. Time outside of class for 5 & 6. Need binoculars, recommend the Golden Field Guide: Birds of North America for #4
Camping	9 (20 nights)	Scoutcraft	Not recommended for 1 <sup>st</sup> year scouts
Canoeing	Must be a swimmer	Waterfront	
Communications		Tech Center	
Computers		Tech Center	
Electricity	2	Tech Center	
Electronics		Tech Center	
Emer Preparedness	First Aid MB	Scoutcraft	
Environmental Science	3e(1), 6	Nature	For scouts who have finished 8 <sup>th</sup> grade. May spend time on sites outside of class
Fire Safety	11, 12	Scoutcraft	
First Aid	2d	Scoutcraft	First Aid kit from 2d
Fish & Wildlife Cons.	5, 8	Nature	For 7 <sup>th</sup> graders or above. Scouts will need a fishing pole
Fishing	None	Nature	For scouts who have finished 5 <sup>th</sup> grade.Bring your own fishing gear
Fly Fishing	None	Nature	For scouts who have finished 5 <sup>th</sup> grade.Will need a rod, reel, & flies
Forestry	5,7	Nature	For scouts who have finished 7 <sup>th</sup> grade. Will spend time on #1 & #7 outside of class
Geology	4	Nature	For scouts who have finished 7 <sup>th</sup> grade.
GPS/Geocaching	None	Scoutcraft	
Indian Lore	None	Scoutcraft	
Insect Study	4a, 4b, 7, 11	Nature	For scouts who have finished 7 <sup>th</sup> grade
Leatherwork	None	Handicraft	Cost for materials about \$7.00 - \$15.00
Lifesaving	Must be a swimmer	Waterfront	
Mammal Study	None	Nature	For scouts who have finished 5 <sup>th</sup> grade
Metalwork	None	Handicraft	Cost for materials about \$7.00 - \$15.00. 2 <sup>nd</sup> year scouts
Nature	4a2, 4d2	Nature	For scouts who have finished 7 <sup>th</sup> grade. Will spend time outside of class on collections.
Netomi – 1 <sup>st</sup> Class	None	Scoutcraft	1,2,6,7a,8a,8b,8c,8d,9a,9b,9c,11
Netomi – 2 <sup>nd</sup> Class	None	Scoutcraft	1a,1b,2,3(all),4,5,6,7(all),8a,8b,8c
Netomi – Tenderfoot	None	Scoutcraft	3,4b,4c,5,6,9,10a,11,12a,12b
Oceanography	7,8	Nature	For scouts who have finished the 7 <sup>th</sup> grade.
Pioneering		Scoutcraft	Work gloves recommended. Recommended for 2 <sup>nd</sup> year scouts
Plant Science	4,5,6,7 (3,E)	Nature	For scouts who have finished the 7 <sup>th</sup> grade.
Reptile & Amphibian	8	Nature	For scouts who have finished the 7 <sup>th</sup> grade.
Rifle	1	Range, Rifle	Plan for extra practice time. Cost is free
Rowing	Must be a swimmer	Waterfront	
Shotgun	1	Range, Rifle	Plan for extra practice time. Cost for materials about \$18.00. Recommended for 2 <sup>nd</sup> year scouts
Small Boat Sailing	Must be a swimmer	Waterfront	
Soil & Water Cons	None	Nature	For scouts who have finished the 7 <sup>th</sup> grade.
Space Exploration	5,8	Nature	For scouts who have finished 6 <sup>th</sup> grade. Bring rocket kit from home or \$12-\$15 at camp.
Swimming	Must be a swimmer, 10c	Waterfront	
Textile	6a	Nature	For scouts who have finished the 6 <sup>th</sup> grade.

Veterinary Medicine	6	Nature	For scouts who have finished the 7 <sup>th</sup> grade.
Weather	8,9b,10	Tech Center	For scouts who have finished the 7 <sup>th</sup> grade.
Wilderness Survival		Scoutcraft	

Source: Northwoods Leaders Guide, <http://www.chiefokemosbsa.org/camping-a-activities/boy-scout-summer-camp.html>