

BEAR SCOUT MODULAR DESIGN ADVENTURE

RATIONALE FOR ADVENTURE

This preview adventure gives Bear Scouts (3rd grade) the opportunity to learn the concept of modular design and construction and how to be thrifty with resources. The adventure will include use of modular-based building pieces to design and construct. The popularity of this adventure will determine if it will become a standard elective adventure.

This adventure should be completed in one den meeting.

TAKEAWAYS FOR CUB SCOUTS

- Understand the modular means for design or construction using pieces that interlock and/or are interchangeable with each other
- Develop communication skills to be able to follow and write instructions
- Explore creative engineering for fictional or real-life scenarios

ADVENTURE REQUIREMENTS

Complete the following requirements.

1. Learn what modular design is and identify three things that use modular design in their construction.
2. Identify three benefits of using modular design.
3. Using modular-based building pieces, build a model from a set of instructions.
4. Using modular-based building pieces, build a model without using a set of instructions. The model may represent something real or imagined.
5. Using the model you made in requirement 4, create a set of step-by-step instructions on how to make your model. Have someone make your model using your instructions.
6. Share your model with your den and/or family. Explain what your model is designed to do.



NOTES TO DEN LEADER

Preview adventures will count as an elective adventure for Cub Scouts. During the preview period for the adventure, requirements, den meeting plans, and other resources to deliver the program can be found at www.scouting.org/programs/cub-scouts/preview-adventures.

When the adventure is completed, record it in ScoutBook. ScoutBook will be used to evaluate the success of a preview adventure and will assist in determining its viability.

NEW! This preview adventure is allowing us to explore different methods of instant recognition. **This adventure does not have an adventure loop or pin associated with it.** Instead, a digital recognition plan will be emailed to the Cub Scout's parent. The email will include a custom, animated congratulatory video and a link to a downloadable recognition. The link for the email and the download also is available at <https://www.scouting.org/programs/cub-scouts/preview-adventures/modular-design/> to allow for den leaders to show the video at the end of the den meeting.

Your feedback is necessary to help us evaluate and make improvements. Requirements and den meeting plans for preview adventures might change based on feedback. After your den has completed this adventure, please share any thoughts with us at PreviewAdventures@scouting.org. Let us know what you liked, what you did not like, what worked with the youth, what you would like to see added, or other thoughts you would like to share about the adventure.

The Modular Design Adventure is made possible through a sponsorship with Snap Ships (<https://www.snapships.com>).

To help prepare for this adventure, check out the instructional videos at <https://www.scouting.org/programs/cub-scouts/preview-adventures/modular-design/>

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- A set of modular-based building pieces, enough for each Cub Scout to build with instructions
- Smartphone or device connected to the internet
- Random craft items that are not modular for gathering activity. Popsicle sticks, clothes pins, paper clips, tape, plastic bottles, etc.
- 8½ x 11 sheets of white paper
- Crayons, markers, pens, or pencils
- Follow this link to purchase the special Snap Ship kit(s):
<https://www.playmonster.com/brand/snap-ships/>



GATHERING

- Prepare a craft table with the random craft items. As Cub Scouts arrive, ask them to build a spaceship using only the items provided at the table. Give at least 10 minutes for the last Cub Scout that arrives to build a spaceship. Ensure Cub Scouts that they can take their spaceships home to finish them if they want to.

OPENING

Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME (Requirements 1 and 2)

- Introduce the adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Ask Cub Scouts what challenges they had with building their spaceship. (Look for answers about connecting different types of pieces to each other)
- Ask Cub Scouts if you they had to take a piece of someone else's spaceship, like a wing or engine, and put it on their spaceship how would they take it off without damaging it? How would they attach it to their ship?
- Could you take any piece of anyone's spaceship and easily attach it to yours?
- Share with Cub Scouts that when something is built using pieces that can be easily connect to one another and used to build more than just one thing it is called modular design.
- (Watch the video at <https://vimeo.com/516459939> to learn about what modular design and building and the benefits of modular designing and building.)

ACTIVITIES

◆ Activity 1: Modular Building (Requirement 3)

- With the use of modular-based building pieces with instructions have Cub Scouts build a spaceship. Modular-based building kits such as a Snap Ship kit meet this requirement. If using other modular-based building pieces, make sure there are instructions to follow to make the spaceship. Each Cub Scout may have a different spaceship; it is the use of instructions that is important to this adventure.
- After the Cub Scouts have completed their build ask them to compare the building of a spaceship with random pieces without instructions (done during the gathering activity) compared to what they just completed.



◆ Activity 2: Modular Design (Requirement 4 and 6)

- With the use of modular based building pieces used in Activity 1 have the Cub Scouts take their spaceships apart and now build a completely different spaceship using no instructions only their imagination. Tell the Cub Scouts to keep their builds simple as they will be making a set of instructions on how to build their ship in the next activity.
 - **Den Leader Tip:** If conducting an in-person den meeting have the Cub Scouts take their spaceships apart and put all the pieces in one pile giving everyone access to all the pieces allowing for more creative options.
- Make sure Cub Scouts keep their spaceships together as they will need them to complete the next activity.
- Have each Cub Scout describe their spaceship and what special features it has. They may choose to build a story behind their ship and/or pilot.

◆ Activity 3: Modular Design and Building (Requirement 5)

- Using the spaceship the Cub Scout build in Activity 2, give each Cub Scout paper and something to write with. Have them make step by step instructions on how to build their ship. They may either write, draw, or use a combination of writing and drawing.
 - **Den Leader Tip:** Before doing this activity, watch the video on How to Build a Peanut Butter Sandwich to understand the challenges your Cub Scouts may encounter with creating instructions. You may choose to have your Cub Scouts watch it, too, before they begin to help them understand how to be clear with instructions. <https://youtu.be/Ct-IOOUqmyY>
- Have each Cub Scout give their instructions to someone else along with the needed pieces to build their spaceship and have that other person build their spaceship.

CLOSING

Have Cub Scouts form a circle. Each Cub Scout places their right hand in the middle of the circle and together they pump their hand up and down at the same time they say “Do Your Best!”

AFTER THE MEETING

- Serve refreshments, if desired.
- If Cub Scouts are keeping their spaceship, inform parents that their child has it.
- Record completion of requirements 1, 2, 3, 4, 5, and 6.
- Work together to clean up the meeting place.

