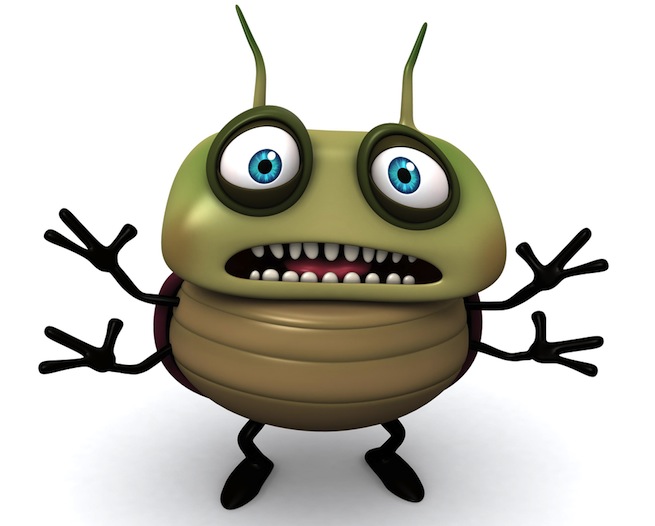
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| Harford District  2017 Cub Scout Day Camp  June 26-June 30  **BUG HUNTERS** |

Bug ID



**Station Volunteer’s Guide**

Thank you for being a station volunteer! The stations are the heart of camp and truly provide our scouts with an opportunity to try out a new skill (or build on one they know) while having a great time. Our volunteers’ knowledge and enthusiasm is what makes our camp great!

To make running the station easier, please take some time to read through the station guide. **While, what is being covered at the station needs to remain as outlined so that the scouts earn the correct achievements, how it is covered is only one of many methods**. If you find a better way to accomplish the requirements or if the method we have outlined doesn’t seem to be working…please feel free to change it! This is only a guide…do what works best for you and the scouts coming to your station.

**One other thing to keep in mind –** some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again – we are glad to have you as part of Harford Day Camp!

**Station Procedures**

* The first station begins at 10:15 on Monday and 9:15 other days…so you have some time! We’ve tried to only schedule 2 dens at a time (max. 24 boys) but, there may be times when you have 3. Consult your station schedule so you will know who to expect and when.
* Greet dens as they arrive. Many will have a den cheer, ask to hear it!
* Once all the dens arrive or the start time has come, begin going through the procedures for the station**. It is very important that you start and end on time**! Each time slot lasts 45 minutes. If a den arrives 10 minutes late, they CANNOT stay 10 minutes past the end of the station…that would make you and them late for the next station. If a den doesn’t get finished, suggest they come back during a break or take the remaining activity with them to work on at the den.
* **Execute the station with energy and enthusiasm**! Let the scouts do as much for themselves as possible. It doesn’t need to be perfect, they just need to Do Their Best!
* Don’t forget the beads. Each scout earns a bead at every station for participating. Beads can be given to the den leader for distribution.
* Once the den is finished, begin resetting for the next group.
* Close the station at the end of the day by packing/organizing the supplies and cleaning and disposing of all trash. Let the Program Director responsible for the station (either Tiger/Wolf/Bear or Webelos) know if supplies are running short!

**Station Overview**

**Discussion and hands-on activities will complete this station.**

**Set-up:**

Open bins and:

1. Pull out the bug parts poster.
2. Set out the 2 containers and fill with sand.
3. Pull out the cootie bug pieces from 2 of the games.
4. Bury all the cootie game pieces in the sand - put an equal amount in each container (make sure the parts all form a full bug).

**Break-Down**

1. Return all materials to the bins.
2. Please assure that all bins are closed tightly and place under the tent for the night.
3. In the event that rainy weather is expected, please take the bins into the Crouse building for the night.

**Station Objectives:**

Each scout will learn about the body parts of insects.

Activity 1: Learn the parts of a bug.

First, show the scouts the bug parts poster and go over the main parts including the head, thorax, abdomen, wings, legs, and antennae. Give the scouts a chance to discuss what the different parts of the bug would equate to on a human being and what each part does for the bug. Then, have the scouts put the labels on the correct parts of the bug on the blank poster.

Activity 2: Bug ID Race

Split the scouts up into 2 even groups. Tell them there are bug parts hiding in the containers of sand that need to be found and put together. This will be a relay race where 1 scout goes down and finds 1 part then comes back and the next will go. Once the group has all of their pieces (make sure you count the pieces before they start to make sure you know when they have them all) they will work together and put together the bugs. The first group done wins.

**Background that may be helpful….**

