

Boy Scout Camporee – October 20-22, 2017

SCC Session Descriptions

American Sign Language -

American Sign Language (ASL) is a natural language that serves as the main sign language of Deaf communities in the United States. ASL uses a number of gesture (phonemic) components, including movement of the face, torso, and hands. This session will focus on a basic understanding of what ASL entails as well as an introduction to the Deaf community.

Culinary -

This is a hands-on session where Scouts will understand specific aspects of kitchen safety, work within a state-of-the-art kitchen, and create their own meal. At the end of the session, Scouts will get to eat what they make!

Diesel & Automotive -

This session will be divided into three parts:

Truck Driving: In this mini-session Scouts will be guided through an interactive experience in the cab and trailer of the semi-truck.

Diesel: In this mini-session Scouts will engage with the Diesel training module and learn how the diesel engine works from the inside out.

Auto Collision: In this mini-session Scouts will have tours of the Auto Collision Repair (ACR) area and work on a project utilizing the virtual reality (VR) paint booth.

Forensics -

Participants will join the EICC Cyber Team to solve a mystery using forensic information security technologies. Participants will use their problem-solving skills in a hands-on series of challenges, including steganography (the practice of concealing messages or information within other non-secret text or data).

Orienteering Challenge -

Scouts will step back through time to navigate without using a compass, then go forward through the ages to use compasses and GPS. In this orienteering challenge, Scouts will get items at each stop.

Game Station -

Relax or play Gaga ball, basketball, and/or 9-Square.

Communication Station -

Participants will learn how messages were sent before texting and cell phones. They will learn how to signal with a flag, use a telegraph, and learn a couple of other communication tricks.

Brown Sea Island -

Go back in time to the first Scout Camp ever . . . get a chance to try on an old Scouting uniform . . . see some old patches . . . play some of the games Lord Baden Powell taught himself. Then imagine what you think Scouting might be like in 50 years and write it down to put in our Time Capsule.