



BOY SCOUTS OF AMERICA®
JERSEY SHORE COUNCIL



**JOSEPH A. CITTA
SCOUT RESERVATION**

**Jersey Shore Council
Virtual Summer Camp Program
Camp Cittarific! Program Guide 2020**



To Scouts, Leaders, and Parents,

On behalf of the Jersey Shore Council, we would like to thank you for choosing our Virtual Summer Camp program, Camp Cittarific! During these unprecedented times, we are doing our best to provide a quality program to help engage the Scouts in and out of the Jersey Shore Council and appreciate your support and participation in what we have to offer.

After registering for the badges of choice, you will receive an email containing links to join the video call for your class at the respective time and week. Each Scout should also come prepared to each session with the necessary prerequisites for the badges they are enrolled in and any supplies they need, i.e. paper and pencil for taking notes, your Scout Handbook, a cheerful attitude.

In an effort to fully ensure the guidelines of safe online Scouting meetings are met, we would like to request that each Scout has one parent or guardian with them when they are in a merit badge session. We recognize that this may not be possible in all situations for all Scouts, but would still like to make the request.

This guide will be updated periodically as more badges and more sessions become available during our program weeks, so be sure to check back periodically to see if a session opens up that works for you!

Thank you once again, and we hope you are ready for a Cittarific experience!

Thomas Agin

“Camp Cittarific!” Director, 2020

Bill Zinky

Joseph A. Citta Scout Reservation Director, 2020

Archaeology:

Dig into the past with this badge and learn more about how archaeological digs work and how to study people who lived on the Earth thousands of years ago.

Weeks: I & IV

Days: W & Th

Instructor: James Herrighty

Time: 10 - 11 AM

Prerequisites: 8

Chess:

Exercise critical thinking, sportsmanship, and strategy in this merit badge as you learn and play the timeless game of chess. *****Please see appendix for chess problems*****

Weeks: I, II, III, IV

Days: M & Tu

Instructor: Jon Cook

Time: 3 – 4 PM

Requirements to prepare for: 1, 4a, 4b, 4d, 4e, 4f, 5c, 5d, 6a

Citizenship in the Nation:

A Scout has a duty as a citizen of the nation, and can become more active citizens by gaining a better understanding of the rights and liberties of Americans, and of the federal government.

Weeks: III & IV

Days: M & Tu

Instructor: Brendan Cushman

Time: 7 – 9 PM

Prerequisites: 2, 3, 8

Citizenship in the World:

A Scout has a duty as a citizen of the world, and can become a better world citizen by understanding the culture, traditions, and values of other nations and peoples.

Weeks: I & II

Days: Tu & Th

Instructor: Marshall Burkhardt

Time: 9 – 11 AM

Prerequisites: 7

Digital Technology:

A digital age is upon us and technology has never been more important to help people stay connected and informed. Learn more about how technology works and how you can utilize it.

Weeks: I, II, III, IV

Days: Tu & Th

Instructor: John Lueck

Time: 12 – 1 PM

Prerequisites: 1, 6

Engineering:

This badge puts the E in STEM! Learn more about the trade that started with designing the Pyramids of Egypt and helps push the envelope of innovation in modern day society.

Weeks: I & III

Days: M & W

Instructor: Steve Summer

Time: 6 – 8 PM

Prerequisites: 2 (use an achievement other than the Wright brothers and flight)

Homework (To be done between classes): 1, 5a, 6b

Environmental Science:

The environment is a precious resource that we need to take care of. Learn about how to conduct field experiments and how to be a better environmentalist with this badge

Weeks: I, II, III, IV

Days: W, Th, F

Instructor: Jon Cook

Time: 11 AM – 12 PM

Prerequisites: 1, 3c3, 3d3, 3e2, 3f1, 3g2, 4a, 5, 6

Fingerprinting:

Law enforcement frequently utilize fingerprinting to identify suspects and victims of crime. In this badge you can learn more about what fingerprints are and how they are used.

Weeks: II

Days: M

Instructor: Sean Clancy

Time: 10 – 11 AM

III

Days: W

Time: 10 – 11 AM

Supplies: Pencil, blank printer paper, clear tape, scissors, magic marker, and an empty 1 liter bottle

Game Design:

Games can take any boring situation into a fun activity. It can be a deck of cards, a board game, or the limits of your imagination. Think creatively with this merit badge and see if you can win a round.

Weeks: II

Days: Tu & Th

Instructor: Russel Weems

Time: 1 – 3 PM

Prerequisites: 1, 3, 5

Moviemaking:

All cinematographers and directors start with the basics of a storyboard and an idea. Explore how to get your own idea on video with this merit badge.

Weeks: I, II, III, IV

Days: M & Tu

Instructor: Jon Cook

Time: 1 – 2 PM

Prerequisites: 2a,2b, 2d, 4

Oceanography:

The Earth's surface is over 70% water and is the main reason life is possible on Earth. Bodies of water influence the weather, geography, and many other aspects of life. You can study our planet's most prominent feature with this merit badge.

Weeks: I, II, III, IV

Days: M & Tu

Instructor: Shaina Green

Time: 9 – 10 AM

Prerequisites: 7

Programming:

Technology revolves around computers, and the language computers speak is studied and developed in programming. Learn more about this valuable skill and see how various industries utilize programming with this badge

Weeks: I, II, III, IV

Days: M, W, F

Instructor: John Lueck

Time: 12 – 1 PM

Prerequisites: 1a

Weather:

Meteorology is the study of forecasting the weather and how the atmosphere behaves. With this badge Scouts can learn how to spot weather indicators, stay safe during weather incidents, and plan properly for Mother Nature.

Weeks: I & IV

Days: W & Th

Instructor: James Herrighty

Time: 1 – 2 PM

Prerequisites: 9

Appendix:

Chess Requirement 5 problem sets

