



### Girl Scout Badge, Try-It & Meeting Options

Scientopia is the ideal choice when planning an outing for your Girl Scout troop. From exploring our hands-on exhibits to participating in guided Badge workshops, Scientopia invites girls to build their imagination, creativity, and confidence! Brownie Girl Scouts will have an opportunity to *fulfill requirements* for science related badges. Advance Registration is required, and spaces are limited.

Scientopia will do its best to help your Girl Scouts earn their badges as well as spark the imaginations of your girls with fun, interactive, hands-on science in an engaging and interesting environment.

We encourage partnering with other troops to take a badge workshop together. Two adult chaperones are required for every 8 scouts, there is no fee for adults.

#### Meetings

Scientopia is available for Girl Scout Meetings as well as badge earning workshops. If your group would like to use Scientopia as a meeting location the price is \$7.50 per Girl Scout plus a \$30 room cleaning fee for use of our party/class room for snacks and scout activities. There is no charge to use our snack area for smaller troops. This includes access to the party/class room for your meeting and play time in the general exhibit areas. This option does not include structured lessons or guided activities.

Please have two potential dates in mind when you call to schedule your meeting or badge session.

#### Try-It Opportunities

Try-It sessions can be scheduled by calling Marcy at 707-259-1559. A minimum two week booking notice is appreciated. Fees for Try-it workshops are listed per girl and include: Staff guided workshops and all materials (actual patches not included).

Earning badges is fun at Scientopia with our mix of structured lessons and free play.

We offer a variety of options:


- 30 minute lesson includes 2 elements of your choice toward your Try-It – cost \$9 per girl
  - Minimum 8 girls – maximum 20 girls
- 1 hour lesson includes 4 elements of your choice to complete your Try-It – cost \$13 per girl
  - Minimum 8 girls – maximum 20 girls

Science in Action – pg 126

1. (1) Science and Technology Hunt – finding examples of technology at work
2. (2) Weird Glop – cornstarch mixture
3. (3) Balloon Blowing – Blowing up a balloon with no hands
4. (4) Butterfly of many colors – learning about chromatography
5. (6) Light and Color – How do I make colors?

Science Wonders – pg 130

1. (2) Bubbles – How to make homemade bubble solution
2. (4) Presto Change-O – Skim milk and lemon juice. What's the deal?

- 
3. (5) Magnet Hunt – Learning more about what’s magnetic
  4. (6) Static Electricity – What’s happening here? A Van de Graaf

#### Numbers and Shapes – pg 115

1. (1) Math Shapes – making different patterns with shapes
2. (2) Oragami – learning the Japanese art of paper folding
3. (3) Mobius Strips – paper magic with a ruler, strips and loops
4. (4) Jigsaw Puzzles – let’s make our own jigsaw puzzle

### Badge Opportunities

Scout badge sessions can be scheduled by calling Marcy at 707-259-1559. A minimum two week booking notice is appreciated. Fees for badges workshops are listed per girl and include: Staff guided workshops and all materials (actual patches not included). Certain activities carry additional material fees as noted below.

Earning badges is fun at Scientopia with our mix of structured lessons and free play.

We offer a variety of options:

- 45 minute lesson includes 3 elements of your choice toward your badge – cost \$11 per girl
  - Minimum 8 girls – maximum 20 girls
- 1.5 hour lesson includes 6 elements of your choice to complete your badge – cost \$15 per girl
  - Minimum 8 girls – maximum 20 girls

#### Explore & Discover –Aerospace pg 180


6. (1) Paper Airplanes
7. (2) Test Flight (additional \$2.95 per glider kit)
8. (3) Go Fly a Kite (additional \$2.50 per kite kit)
9. (6) Shoot for the Stars
10. (9) Up, Up and Away
11. (10) Women Flying Sky High

#### Explore & Discover –Making it Matter pg 190

1. (1) Making a Polymer – making flubber
2. (2) Polymer Possibilities – making different polymers
3. (3) Making Connections – making a doorbell
4. (4) Moving Parts – learning about bearings
5. (5) Materials and Structures – engineering challenge
6. (7) Label Check – learning about reading labels
7. (8) Base-ic Facts – Acids and Bases

#### Explore & Discover –Rocks Rock! Pg 198

1. (1) Rock Hound – Start a rock collection (additional \$5 per rock kit)
2. (3) What type is it – identifying rocks
3. (4) Soil Sense – What makes up soil?
4. (5) Geo Careers – talking about geology related careers
5. (7) Around the Globe – talking about geological phenomenas

- 
6. (8) View from Above – Photos from high altitudes
  7. (9) Fossil Fun – Making a fossil with Plaster of Paris

Explore and Discover –Science Discovery Pg. 202

1. (1) Chemical Appearing Act – using a chemical reaction for an artistic design
2. (2) Light and Reflection – making a kaleidoscope (additional \$2.00 per kaleidoscope kit)
3. (3) Water Tricks- needle floating on water, etc..
4. (4) Can't live without it – Making a collage of science related issues
5. (5) Act like a Scientist – Doing what a botanist might do in her work
6. (9) See What? – Optical Illusions
7. (10) Discover How Speed is affected by friction

Explore and Discover – Sky Search Pg 213

1. (1) Mapping the Skies – Learn how to use a star map
2. (2) Constellations – Identify 5 constellations seen from Earth
3. (3) Direction, Please – Learning about the North Star
4. (4) Planets – Learn which planets are visible to naked eye & use a telescope (must be evening time when it's dark)
5. (5) Connect the Dots – Learning stories from ancient culture about what was seen in the sky
6. (6) Tools of the Trade – learning the parts of a telescope and how to use it.
7. (7) Time for the Moon – Learning about the phases of the moon
8. (10) Learn about a current mission in space

Explore and Discover –Water Wonders (*please note that only 5 elements are available at Scientopia*)

1. (1) It's in a Cycle – Learn about the water cycle
2. (2) Water you drink – Where does your drinking water come from
3. (3) Not Enough – Talk about an area of the country that doesn't have enough water
4. (9) Just add Salt – How are salt water and fresh water different?
5. (10) Water Comparisons – Conduct a water taste test