

cCub Scout Pack Patch Experiences (Tigers, Wolf, Bear, Webelos)

Calling all parents, scout and pack leaders looking for unique patch opportunities utilizing NASCAR and racing as the background. NASCAR Hall of Fame STEM workshops are designed to tie into school lessons while supporting various Cub Scout patch programs. Packs can participate in a workshop to complete a whole patch or work towards meeting requirements for a variety of patches. The below programs are headquartered at the NASCAR Hall of Fame in Charlotte, NC and offered in a live virtual setting across the country.

For pricing or to book a reservation please contact: groupsales@nascarhall.com or 888-902-6463 ext3

Patch/Badge	Requirement (handbook)	Workshop		In Action (Exhibit Interaction after workshop)
Tiger: Games Tigers Play Wolf: Howling at the Moon and Running with the Pack Bear: Grin and Bear It Webelos: Stronger, Faster, Higher	Tiger: Team building games Wolf: Show ways to communicate; Play a sport Bear: Play a challenge game Webelos: Prepare a Fitness Course; and Try a new sport	Race Strong Duration: 30 minutes Scouts will have an opportunity to understand the need for healthy nutrition and physical activity as it relates to NASCAR professional careers. Scouts will participate in 15 minute nutritional game and 15 minute obstacle course.		Scouts can try their physical aptitude by trying to be a member of a pit crew and being a driver. Additionally, they can test their mental readiness as a Crew Chief to make a strategy decision.
Wolf: Air Wolf and Motor Away Bear: Super Science Webelos: Adventures in Science	Wolf: Conduct investigation to see how air affects object Wolf: Create a car that moves under its own power Bear: Scientific Process and Experiment	Object in Motion Duration: 30 Minutes As a prelude to building their pinewood derby cars, scouts will have an opportunity to think about forces (gravity and friction) to build their own air-powered cars		Scouts can explore how gravity and friction impact racing.

	Webelos: Explore properties of motion			
<p>Bear: Super Science</p> <p>Webelos: Adventures in Science</p>	<p>Bear: Scientific Process and Experiment</p> <p>Webelos: Explore safe chemical reactions; Explore properties of motion</p>	<p>Vroom!</p> <p>Duration: 30 Minutes</p> <p>Scouts will have an opportunity create a chemical reaction car and test it for variables in liquid to solid to create movement/distance</p>		<p>Scouts can explore the anatomy of a race car including the engine to learn how fuel/air and spark combine to transform and move the race car</p>
<p>Tigers: Stories in Shape</p> <p>Webelos: Art Explosion</p>	<p>Tigers: Draw or create an art piece using shapes</p> <p>Webelos: Visit an exhibit to discuss the art you saw</p>	<p>Art of the Car</p> <p>Duration: 30 Minutes</p> <p>Scouts will discuss the art in racing from the imagery of the car to trophies and much more. Scouts will then create their own logo and add images to a race car of their design or trophy.</p>		<p>Scouts will explore various race cars and trophies to think about how design and art makes a statement.</p>