



Strategic Air Command & Aerospace Museum

Engineering Merit Badge Requirements

Merit Badge Requirements

REQUIREMENTS MET AT THE MUSEUM (2, 3, 4*, 6a**, 7, and 8):

Requirements 2, 3, 7 & 8: Engineering Power Point

Scouts will receive an in depth presentation on the role of the engineer in today's society and the workplace. Scouts will learn about the tools of the engineer and process required to see a project to completion.

*Requirement 4: Meet an Engineer

On occasion, the Museum will have a guest engineer to speak with scouts. This requirement is sometimes met at the Museum depending on availability of an engineer. **Please check with the Education Department prior to the overnight to see whether or not this requirement will be met at the Museum. If this requirement is not met during the overnight and the scout wishes to have their entire Merit Badge signed off on, then they must complete this requirement prior to the overnight.**

Requirement 5: Design an Invention/Innovation

Scouts will come up with an original invention/innovation that could be used in their troop or patrol using the systems engineering approach. They will draw a design for it and explain to the counselors how they would make it and why it is designed the way it is.

**Requirement 6a: Land an Astronaut Competition

Scouts will have to create a "space vehicle" to land their astronaut on a planet safely. This will be done using limited materials, along with competing against others in their group to see whose design works best. **This requirement only meets 6a. In order to have the entire badge signed off, the scout must complete another requirement under 6 before the overnight takes place.**

*Other activities will be added to supplement the curriculum.

REQUIREMENTS NOT MET AT THE MUSEUM (1, 4*, 6**, and 9):

If scouts would like to get these requirements signed off by a counselor at the Museum, they will need to have completed the material before arrival for the overnight. Counselors will then look at the materials and talk with the scouts about their prepared work. After the discussion, the counselor will decide if the sufficient amount of work was done and either will sign off on that requirement or will advise the scout on how to improve their project.