

Royal Astronomical Society of Canada Prince George Centre A.k.a. the Prince George Astronomical Society

7365 Tedford Road Prince George, B.C. Canada V2N 6S2

Wolf Cub Badge Requirements

Ages 8 to 11

The Cub program includes a series of activity areas. Astronomy is part of the Black Star (natural world) activities: "Point out the North Star and three constellations" and also the Green Star (outdoor skills) activities: "Tell how the sun, moon and North Star can help you find directions" and also the Purple Star (Canada and the world) activities: "Make a presentation describing Canadian space technology and travel".

There are two astronomy-related badges:

ASTRONOMER BADGE (natural world)

- 1. Teach another Cub how to use the pointer stars of the Big Dipper to find Polaris, the North Star.
- 2. Show how to orient and read a seasonal star map. Be able to find five constellations of your choice.
- 3. Learn and tell a story related to a constellation, or an aboriginal legend regarding the night sky.
- 4. Know and describe three sky features
 - o (a) Milky Way
 - o (b) Aurora Borealis or Northern Lights
 - o (c) Comets
 - o (d) Meteors
 - o (e) Planets
 - o (f) Stars
 - o (g) Satellites
 - o (h) Eclipses
- 5. Know the phases of the moon, and the moon's role in causing ocean tides.

SPACE EXPLORATION BADGE (Canada and the world)

Do any four of the following requirements:

- Discuss the importance of space technology in Canadian living. This could include:
 - o (a) weather forecasts
 - o (b) communications (c) search and rescue operations
 - o (d) map making
 - (e) promoting international cooperation between Canada and other countries.
- 2. Make a drawing or model of a satellite, such as Canada's first satellites Alouette I and II, ISIS or Hermes, or another satellite of your choice.
- 3. Make a presentation about the Space Shuttle, including the Canadarm.



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- 4. Design and build a space station. Include living requirements. such as water, air and food supplies, power sources, communications, and describe what peaceful activities the space station can be used for.
- 5. Draw or make a model of a rocket, or of a space craft of your own design. Tell about any special features you have included in your model.
- 6. Draw or make a space suit currently in use, or one of your own design. Tell about any special features you have included in your model.
- 7. Make a report on or a scrapbook about an astronaut, mission team, or space mission of your choice.