

Mizzou Merit Badge University 2019

Prerequisites, Supplies Needed and other information

Scouts enrolled in the following merit badges must complete the prerequisites before the day of the event and bring proof of completion to the class (i.e. the actual work which was completed/pre-requisites completed in the actual workbook and brought with them). If the Scout does not complete these prerequisites, he or she will not complete the badge and will receive a partial which will require follow up with a different counselor after the event. Proof of having completed pre-requisite work WILL BE RETAINED by the counselors and kept with event records, so BE SURE to keep a copy for yourself beforehand.

In addition to these prerequisite requirements, some badges may require additional supplies to be brought to the event and have an additional cost associated with them. If these supplies are not brought, we will try to accommodate to the needs of the scout in each situation, but we cannot guarantee access to extra supplies. ALL scouts are **expected** to bring writing materials, merit badge books, and any other supplemental resources to aide them in completing the badge. Workbooks may be printed and used to complete the merit badge as an additional resource. Workbooks, if you wish to use them to work on pre-requisites are available at www.meritbadge.org/wiki/index.php/merit_badge_worksheets.

American Business: Requirements for this badge have recently changed. Pre-requisites are still being determined.

American Cultures: There are no pre-requisites for this merit badge

American Heritage: Requirement 3C must be completed prior to class.

Archaeology: Requirement 7 should be completed prior to the event and Scouts should be prepared to discuss with the class what they did to fulfill the requirement.

Architecture: Requirement 1A & B (be prepared to report on this). Bring the measurements of your bedroom for Requirement 4. The drawing can be made in class if time allows.

Auto Maintenance: Pre-requisites are still being determined.

Chemistry: Requirements 3 and 4A must be completed prior to class.

Chess: There are no pre-requisites for this merit badge

Citizenship in the Community: Requirements 2A, 2B, 3A (Scouts should be prepared to discuss this for requirement 3B), 4 A & B (Scouts should be prepared to discuss this for requirement 4C), 7 and 8 must be completed prior to class. Scouts should bring a map of their local community (2A) and be prepared to discuss their local government (2B). Scouts also need to have permission from their parents to watch a movie to fulfill Requirement 5 (Movie will be G, PG or PG-13).

Citizenship in the Nation: Requirements 2B-D (choose one), 3, 6 and 8 must be completed prior to class and Scouts should be prepared to report on them. Requirement 2A will be completed by the group during class.

Citizenship in the World: Requirements 3A & B and requirement 7 should be prepared prior to class and Scouts should be ready to discuss them during class.

Communication: Requirements 2A or 2B (choose one and be prepared to report on it), and requirements 5 and 8 must be done in advance. -- Half of Requirement 3, which requires them to write a five-minute speech then deliver it in a meeting of the group. They'll need to write the speech in advance, then they can deliver it during the class.-- Half of

Requirement 4, which requires them to interview someone then prepare and deliver an introduction of the person as if they were going to be a guest speaker. These interviews also would need to be done in advance, then they can do the introductions during the class.

Crime Prevention: Requirements 2, 4 and 7 must be completed prior to class.

Digital Technology: Scouts must provide evidence of having earned the BSA's Cyber Chip award. Requirement 5B must be completed prior to class

Disabilities Awareness: There are no pre-requisites for this merit badge

Drafting: Pre-requisites are still being determined.

Electricity: Requirements 2 and 8 must be completed prior to class. (The check list for Requirement 2 can be found in the MB book)

Emergency Preparedness: Requirements 1, 2B-C, 6C, 7, 8 and 9A must be completed prior to class. Bring proof of earning the First Aid merit badge, emergency service pack, and family kit for 8C.

Energy: Pre-requisites are still being determined

Engineering: Requirements 1, 2, and 4 must be completed prior to class. Bring proof of meeting, deconstruction, research, and any other evidence of completed requirements.

Fire Safety: Requirements 6A, 11 & 12 must be completed prior to class.

First Aid: Scout must ensure they are adequately prepared to discuss Requirement 1, Requirement 5 must be completed prior to class, and Scouts should be prepared to complete requirements 6 & 7 based upon that design during class discuss it during class.

Fish and Wildlife Management: Requirements 5 and 7 must be completed prior to class. Bring evidence, such as photos, for each requirement.

Game Design: Requirement 5 must be completed prior to class. Scouts should bring evidence of completion to class and be prepared to discuss it during class.

Genealogy: Requirements 3 & 6 must be completed prior to class.

Geocaching: Requirements 7 & 8 must be completed prior to class. Scouts must ensure they are adequately prepared to discuss these requirements and bring evidence of completion. If scouts bring appropriate evidence of completion for those we should be able to complete the entire MB. This MB will require considerable outdoor activity, so Scouts must come prepared for rain or shine or they won't be able to participate. Scouts should bring their GPS unit if they have one. Parents are welcome to attend and assist; no prior experience is required.

Geology: There are no pre-requisites for this merit badge.

Indian Lore: There are no pre-requisites for this merit badge

Inventing: There are no pre-requisites for this merit badge

Journalism: Requirement 2 must be completed prior to class.

Law: Requirement 4 must be completed prior to class, and Scouts should be prepared to discuss their findings with the class.

Medicine: Requirement 10 must be completed prior to class.

Moviemaking: Pre-requisites are still being determined.

Music: Scouts should choose and complete one of the following: requirement 3A, 3B or 3C and be prepared to report on it during class. (For 3a- The Scout should write no fewer than 10 complete sentences describing a live performance, or no fewer than 5 complete sentences describing recordings from two of the music genres; For 3b- the Scout should be able to discuss the interview in detail, taking notes is a good idea; For 3c- A signed note from the Scoutmaster is required for verification); Requirement 4 (Select one)- (For 4a- the Scoutmaster needs to verify and sign off on the information; 4b- the written music must be a composed piece not merely random notes on a staff; 4c- make a traditional instrument, not merely a novelty or two instrument ****Scouts must bring their instrument and music repertoire to class****)

Nuclear Science: Scouts should have and read a copy of the Nuclear Science merit badge pamphlet prior to class. Scouts should learn ahead of time and come prepared to discuss the definitions in requirements 1A & 2A during class. Scouts should research requirements 6C & 8 prior to class and come prepared to discuss them during class. Scouts must be US citizens and will be required to present a photo ID upon arrival (e.g., a driver's license, school ID card that has a photo on it). They will also need to wear closed toe shoes (tennis shoes are fine), and clothes that cover the legs in order to comply with our general facility safety guidelines.

Personal Management: Pre-requisites are still being determined.

Photography: Scouts must provide evidence of having earned the BSA's Cyber Chip award. Scouts should bring photographs and work on requirements 4, 5 & 6 to class and be prepared to discuss them during class. If possible, Scouts should bring a digital camera and laptop to class.

Plumbing: Pre-requisites are still being determined..

Programming: Scouts must complete and earn the BSA's Cyber Chip and have read the entire Programming Merit Badge booklet prior to arriving to class.

Public Health: There are no pre-requisites for this merit badge

Public Speaking: Requirements 2 & 4 need to be prepared before class; Scouts will present them to the class

Robotics: There are no pre-requisites for this merit badge.

Salesmanship: Scouts will need to bring evidence of completion of requirements 5 & 6 and be prepared to discuss them in class.

Search and Rescue: Pre-requisites are still being determined.

Surveying: Pre-requisites are still being determined.

Sustainability: See separate badge-specific document

Veterinary Medicine: Pre-requisites are still being determined.

Weather: Requirement 2 must be completed prior to class.