



# Engineer

Webelos / AOL Elective



# Note to Parents, Guardians, or other Caring Adult

Occasionally, the requirements ask the Cub Scout to address or present to their den. This can be facilitated by recording your Scout with the use of a smartphone, computer with a camera, or an alternative device. WHEN RECORDING, PLEASE ENSURE THAT YOUR SCOUT IS WORKING WITH AN ADULT TO VERIFY THAT WE ARE USING SAFE INTERNET PROTOCOLS AND PROPER YOUTH PROTECTION GUIDELINES.

Please send or email your videos to your local Den Leader or Cubmaster so they can record your completion on this elective.

You can complete any of the requirements, but this slideshow is designed with preselected activities that would be most suitable to complete at home.

# Online Resources

## [Engineer Workbook](#)



# Engineer Requirements

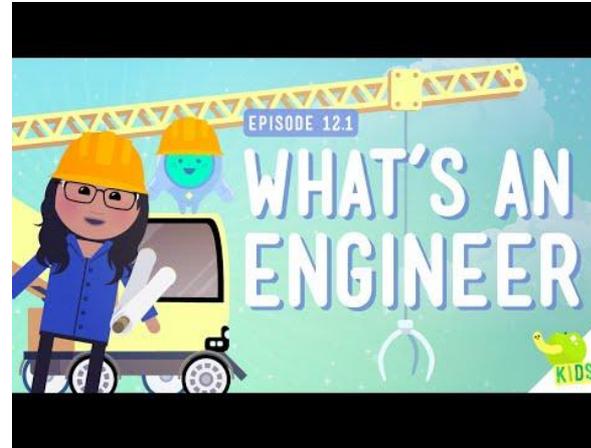
Complete Requirements 1 and 2. Requirements 3 and 4 are optional.

1. Pick one type of engineer. With the help of the Internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the Internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den.
2. Learn to follow engineering design principles by doing the following:
  - a. Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project.
  - b. Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun.
  - c. Share your project with others at a den or pack meeting.
3. Explore other fields of engineering and how they have helped form our past, present, and future.
4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting.

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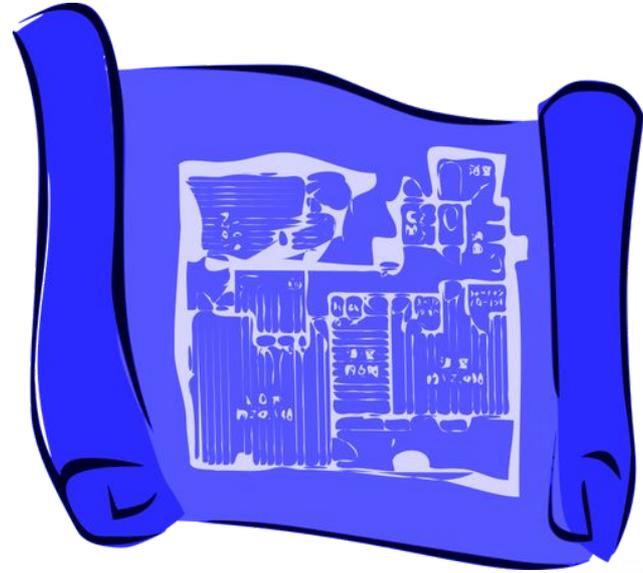
## Teach Engineering



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How to Make a  
Blueprint

