**Invention Scout Start-Up (Youth) & Invention Ranger Program (Adult)**

Description: Starting in LOTOSR Summer Camp 2020, the Invention Lab will be introducing the Invention Scout Start-Up and Invention Ranger programs. The Invention Scout Start-Up program will be for youth while the Invention Ranger program will be for adults. Both programs will be replacing the previous iLab and Adult iLab programs.

The previous iLab and Adult iLab classes were both excellent programs that exposed Scouts and Adults to cutting-edge equipment. The new Invention Scouts Start-Up and Invention Ranger programs will build upon the previous iLab program with more merit badge focused learning, leadership & entrepreneurship training, exposure to cutting-edge technology (big 4: laser engraving, 3D printing, CNC routing, & graphic design), & advancement within the Invention Scout program.

LOTOSR is the ***only camp in the Boy Scouts of America*** that offers Invention Scouts advancement. Invention Scouts has 4 ranks: Invention Scout, Apprentice, Journeyman, & Master. All attendees will automatically be Invention Scouts. ***Scouts and Adults can earn Invention Scout ranks through the successful completion of the Invention Scout Start-Up and Invention Ranger program at summer camp***.

The objective of the Startup and Ranger program is for Scouts and Adults to work in groups to develop a presentable idea. To achieve that objective, Scouts and Adults will work in groups. At the beginning of the week, Scouts and Adults will undergo a DISC Personality Assessment. They will then be split into groups based on what they scored on the DISC Assessment. For more information on the DISC Personality Test and why it is so effective for group learning, please go here: <https://www.discprofile.com/what-is-disc/overview/>. The first two days will be a mixture of brainstorming & merit badge/equipment instruction. The next two days will be more focused on producing an idea. And finally, on Friday afternoon, each group will present their ideas to a panel of judges. Upon successful presentation, each participant will earn the rank of Apprentice and be presented with the badge.

Because this is a new program, the class size will be limited to 20 participants in each class per week. Also, Scouts in the Invention Scout Start-Up program must be at least 14 years old or attained the rank of Star Scout. Fees for this program will remain the same as with the previous iLab and Adult iLab programs.

Invention Scout Start-Up Week Schedule Example (subject to change):

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Monday Day 1 AM (6/8)** | **Tuesday Day 2 AM (6/9)** | **Wednesday Day 3 AM (6/10)** | **Thursday Day 4 AM (6/11)** | **Friday Day 5 (6/12)** |
| Intro, DISC Personality Assessment, split into groups, brainstorming ideas | Intro to equipment, merit badge instruction, group work | Equipment learning, begin prototyping ideas | Begin developing presentation  | Presentation (time to be determined) |
| Merit Badges: Entrepreneurship & Inventing | Merit Badges: Entrepreneurship & Inventing | Merit Badges: Graphic Arts & Model and Design | Merit Badges: Salesmanship & Public Speaking  |  |
| **Monday Day 1 PM (6/8/)** | **Tuesday Day 2 PM (6/9)** | **Wednesday Day 3 PM (6/10)** | **Thursday Day 4 PM (6/11)** |  |
| None | None | Finish prototyping ideas | Finalize Presentations |  |
| Merit Badges: None | Merit Badge: None | Merit Badges: Graphic Arts & Model and Design | Merit Badge: Salesmanship & Public Speaking |  |

Invention Ranger Program Week Schedule Example (subject to change):

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Monday Day 1 AM (6/8)** | **Tuesday Day 2 AM (6/9)** | **Wednesday Day 3 AM (6/10)** | **Thursday Day 4 AM (6/11)** | **Friday Day 5 (6/12)** |
| None | None | Open Lab (groups can work on ideas) | Open Lab (groups can work on ideas) | Presentation (time to be determined) |
| **Monday Day 1 PM (6/8/)** | **Tuesday Day 2 PM (6/9)** | **Wednesday Day 3 PM (6/10)** | **Thursday Day 4 PM (6/11)** |  |
| Intro, DISC Personality Assessment, split into groups, brainstorm ideas | Equipment learning and practice, prototyping ideas | Finalize prototyping ideas | Develop and finalize presentations |  |