

Important information for parents about how to prepare your scout for any merit badge program at Ellanor C. Lawrence Park!



**Please bring your blue card (it should be signed by your scout master).  
We do not have blue cards!**

Be sure that you are familiar with the requirements for the merit badge your scout has selected. Some badges can be very demanding and may take considerable time and planning to complete. Some badges are not appropriate for younger scouts.

Most Merit Badges are not designed to be completed in a single session with an instructor, so it is not always possible to walk away with a completed and signed blue card at the end of a program. Every badge requires some independent work by your scout. We call this “pre-work” because, if these requirements are performed *prior* to our program, we can complete and sign the merit badge card. Otherwise we will initial the specific requirements covered at the completion of our program and will have qualified counselors review the unmet requirements on an individual basis when your scout has completed them. Note you will have to contact and schedule an appointment with an appropriate staff member to do this. Not all staff members are qualified for all badges.

Please *prepare for the possibility that you may have to stay for the program and not just drop off your scout*. We encourage that one or more adults remain. There is no fee for adults and you are sure to learn something. This will allow the instructor to concentrate more fully on the difficult task of imparting all the required information and assisting the boys individually if necessary, while other adults keep the atmosphere calm and productive. It is also in keeping with the scouting guidelines for youth protection.

Be sure your scout is dressed appropriately for being outdoors for some or all of the program time.

Packing water and snacks is wise for long programs and programs scheduled in hot weather months.

Lastly, obtaining copies of the scout resource booklet for the merit badge can help prepare your scout working with his counselor and for completing any independent study. Books for the badges can be ordered at your local scouting store or at [www.scoutstuff.org](http://www.scoutstuff.org).

Indian Lore: This is **one 4-hour** class.

Pre-Work: **Part Requirement 2d. Visit a museum to see Indian artifacts.**

**Identify at least 10 artifacts by tribe or nation, their shape, size, and use.**

2d also requires that you discuss the artifacts with your counselor. This will be done as part of the program. We suggest you focus on Virginia or Maryland Indian tribes. Riverbend Park or the National Museum of the American Indian are nearby.

Thank you! And best wishes for success to your scout.

# INDIAN LORE MERIT BADGE

**BE PREPARED:** The Indian Lore Merit Badge session is **four hours long** and covers *a lot* of material and a lot of ground. Any advance research and reading that you do about Virginia Indians will make for a more interesting program. Please bring water and snacks to keep up your energy. We will go outside, so dress for the weather. **Please bring your blue card. We do not have them.**

## **PRE/POST-WORK:**

- 2D. Visit a museum. Scouts in this National Capitol area are fortunate to have a number of museums to choose from! Please focus on Virginia Indians. Riverbend Park has a very good exhibit if you don't want to travel to far. The Smithsonian Museum of the American Indian is within easy reach in DC. Further afield: the Pamunkey Museum, the Voorhees Archearium at Jamestowne, and the Chesapeake Maritime Museum are all places to consider (please call ahead to confirm that sufficient artifacts will be on display). After your visit submit a list with your descriptions of 10 artifacts. Be prepared to discuss them. This can be done via a meeting or via e-mail.

## Requirements (options program will follow are in bold)

1. Give the history of one American Indian tribe, group, or nation that lives or has lived near you. Visit it, if possible. Tell about traditional dwellings, way of life, tribal government, religious beliefs, family and clan relationships, language, clothing styles, arts and crafts, food preparation, means of getting around, games, customs in warfare, where members of the group now live, and how they live.
2. Do TWO of the following. **Focus on a specific group or tribe.**
  - a. Make an item of clothing worn by members of the tribe.
  - b. Make and decorate three items used by the tribe, as approved by your counselor.
  - c. Make an authentic model of a dwelling used by an Indian tribe, group, or nation.**
  - d. Visit a museum to see Indian artifacts. Discuss them with your counselor. Identify at least 10 artifacts by tribe or nation, their shape, size, and use.**
3. Do ONE of the following:
  - a. Learn three games played by a group or tribe. Teach and lead one game with a Scout group.**
  - b. Learn and show how a tribe traditionally cooked or prepared food. Make three food items.
  - c. Give a demonstration showing how a specific Indian group traditionally hunted, fished, or trapped.
4. Do ONE of the following:
  - a. Write or briefly describe how life might have been different for the European settlers if there had been no native Americans to meet them when they came to this continent.
  - b. Sing two songs in an Indian language. Explain their meanings.
  - c. Learn in an Indian language at least 25 common terms and their meanings.
  - d. Show 25 signs in Indian sign language. Include those that will help you ask for water, for food, and where the path or road leads.
  - e. Learn an Indian story of up to 300 words (or several shorter stories adding up to no more than 300 words). Tell the story or stories at a Scout gathering or campfire.
  - f. Write or tell about eight things adopted by others from American Indians.**
  - g. Learn 25 Indian place names. Tell their origins and meanings.
  - h. Name five well-known American Indian leaders, either from the past or people of today. Give their tribes or nations. Describe what they did or do now that makes them notable.
  - i. Learn about the Iroquois Confederacy, including how and why it was formed. Tell about its governing system. Describe some of the similarities and differences between the governments of the United States and of the Six Nations (the Haudenosaunee or Iroquois Confederacy).