



# TINKER SWISS COTTAGE MUSEUM

## BSA Badge Workshops

### Activities :

- ✓ Learn about local history
- ✓ Interactive games and workshops
- ✓ Participate in activities that count towards BSA merit badges

### Register Now

- 📞 815-964-2424
- 🌐 [www.tinkercottage.com](http://www.tinkercottage.com)
- 📍 411 Kent Street, Rockford, IL



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# Badge Program Overview



**Each BSA program comprises of a series of activities designed to fulfill badge requirements. The programs last approximately 2 hours and are hosted at Tinker Swiss Cottage Museum.**

## **Program Costs:**

- **\$10.00 per Scout**
- **\$10.00 per Adult Chaperone**
  - **One adult chaperone is admitted free of charge for every 10 Scouts if attending a private workshop.**
  - **If attending a public workshop, all attending adults must register.**

**NOTE: Tinker Swiss Cottage Museum does not directly provide BSA badges. Scouts seeking badges should adhere to the appropriate BSA documentation processes with their Troop Leader.**

# FAQ



## **Do the programs count towards certain BSA Badges?**

**Our badge programs align with BSA badge requirements. Upon completion of each program, Scouts will receive a badge completion sheet certifying their fulfillment of the requirements for a specific badge. Some badges may require Scouts to complete additional requirements outside of our programs.**

## **Are you registered with the Boy Scouts of America?**

**Yes. Our programs are registered with the regional BSA office. Our BSA Badge Program Coordinator is also a registered Merit Badge Counselor.**

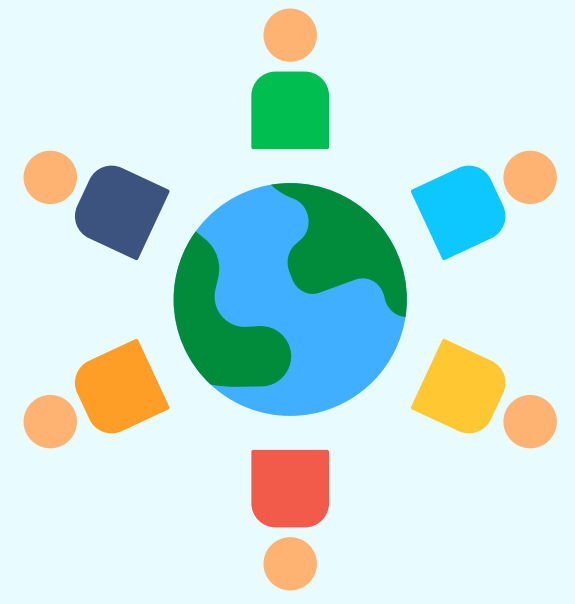
## **Where are the programs hosted?**

**Our programs are located at the Barn at the Tinker Swiss Cottage Museum. The Barn is the building closest to Winnebago Street. Visitors may parallel park near the Barn or at our parking lot near Kent Street. All on-site parking is free.**

## **Do the Boy Scouts need to prep or bring anything?**

**Unless specified, the Scouts do not need to bring anything with them to our programs other than their BSA Merit Badge Blue Cards.**

# American Cultures



## Program Overview

### 1 Go to a museum to see an exhibit

Visit Tinker Swiss Cottage Museum and learn about the Tinkers' travels and their interactions with different cultural groups, like:

- Native Hawaiians
- Southern Ute
- Ho-Chunk
- European settlers

### 2 Reflect on the past

Discuss what it was like for these cultural groups back then.

- Review Tinker artifacts from their travels
- Explore the Tinker Swiss Cottage

### 3 Compare and contrast

Talk about some differences and similarities between cultural groups by looking at historical materials.

**Activity:** Compare/Contrast graphic organizer

### 4 Talk about cultural contributions

Learn about how these cultural groups have contributed to the rich history of this country.

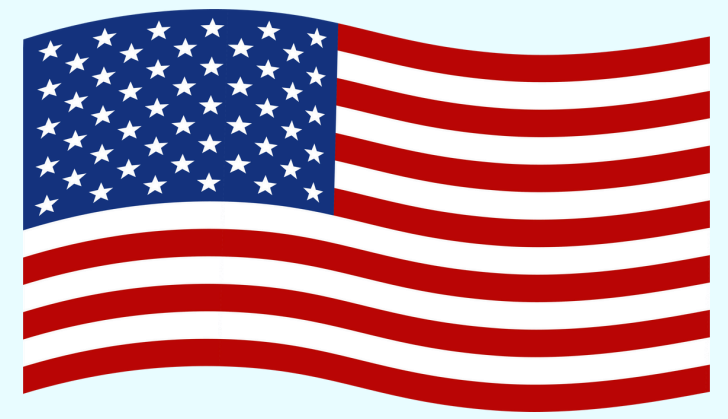
**Activity:** Explore current events with each cultural group

### Requirements:

We are able to accommodate 4 of 5 badge requirements. Scouts will still need to complete the following to earn their badge:

- Give a talk to your class or unit about how different people have gotten along together.

# American Heritage



## Program Overview

### 1 Learn about local and national leaders

Scouts will learn about two leaders important to local and national history:

- Robert H. Tinker
- Abraham Lincoln

### 2 Discuss the importance of preservation

Learn about the National Register of Historic Places.

**Activity:** Pretend to be a NRHP evaluator and decide which places are historically important.

### 3 Explore local historical contributions

Explore the Tinkers' family history through touring the Tinker Swiss Cottage.

### 4 Talk about careers in American heritage

Scouts will learn about different career opportunities, including:

- Archival work
- Museum work
- Historians
- Ancestry/Genealogy

### Requirements:

We are able to accommodate 4 of 6 badge requirements. Scouts will still need to complete the following to earn their badge:

- Read the Declaration of Independence and rewrite in own words.
- Describe a current event, and the adoption of the flag, Pledge of Allegiance, the Great Seal of the U.S., motto, and national anthem.
- Research your family history.

# Archaeology

## Program Overview



### 1 Learn the basics of archaeology

Scouts will learn about the field of archaeology, including key terms, from an anthropologist.

**Activity:** Discussion and writing prompts

### 2 Discuss about ethics and processes

Talk about the importance of fieldwork and ethical considerations in the field.

**Activity:** Discussion and writing prompts

### 3 Explore an indigenous burial mound

Visit the indigenous conical mound on the museum grounds.

**Observation activity:** Discuss the historical significance of the site and the archaeological process

### 4 Participate in hands-on activities

**Station 1:** Chocolate Chip Cookie Excavation

**Station 2:** Analyze an Artifact

**Station 3:** Site Mapping/Stratigraphy Exercise

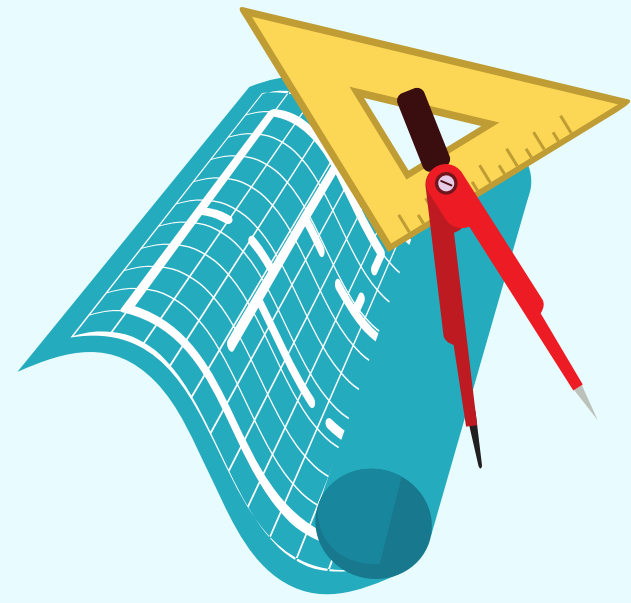
### Requirements:

We are able to accommodate all 7 of the badge requirements during this workshop.



# Architecture

## Program Overview



### 1 Learn about Victorian architecture

Scouts will learn about 19th century Victorian-era designs, key architectural features, conservation, and careers in architecture.

### 2 Go on an architecture scavenger hunt

Tour the Cottage and gardens while also identifying architectural features.

**Activity:** Architecture Scavenger Hunt worksheet

### 3 Design a park or garden

Scouts will design their own park or garden, inspired by Victorian elements and the Tinker Swiss Cottage and gardens.

### 4 Build a structure out of marshmallows

Scouts will construct a 3-D structure using marshmallows and toothpicks.

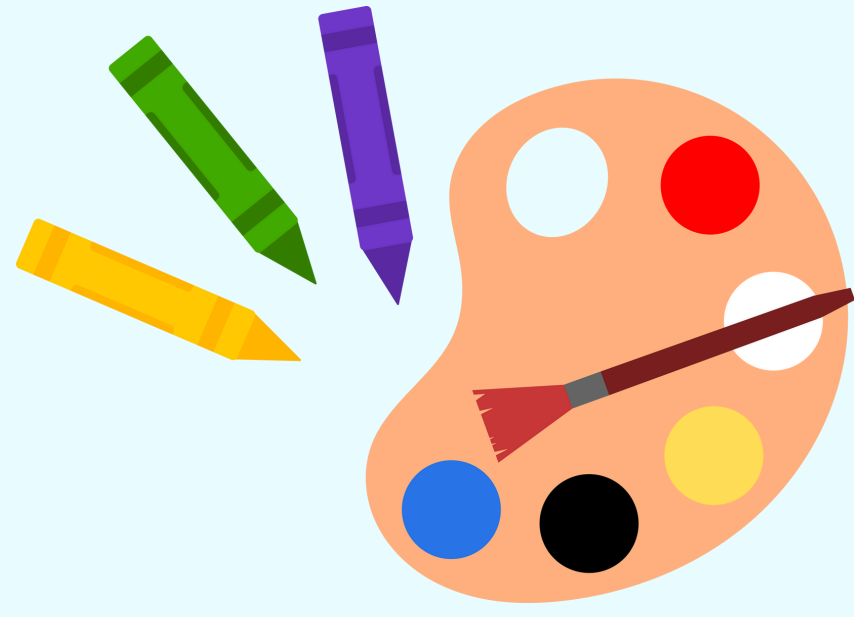
**Challenge:** Who can build the tallest and most stable structure?

### Requirements:

We are able to accommodate 4 of 5 badge requirements. Scouts will still need to complete the following to earn their badge:

- Measure a room and make a scaled drawing of the room's floor plan

# Art



## Program Overview

### 1 Discover Victorian art styles

Scouts will learn about 19th century Victorian-era art styles and mediums, including works from the Tinker family.

### 2 Learn about the principles of design

Tour the Cottage and identify key elements of art through the artifacts.

Activity: Art Scavenger Hunt worksheet

### 3 Create a Victorian sketch

Scouts will sketch and design the Cottage and/or landscape and historic gardens through a medium of their choice.

Activity: Sketching artifacts

### 4 Discussion about art preservation

The Scouts will discuss how best to preserve art and learn about the different kinds of art careers.

### Requirements:

We are able to accommodate all badge requirements for this program.

# Fingerprinting

## Program Overview



### 1 Introduce forensics and fingerprinting

Scouts will learn about the history of fingerprinting, as well as early and modern methods of forensic science to identify fingerprints.

### 2 Fingerprint Challenge

Scouts will test their knowledge on how to identify fingerprint patterns.

**Activity: Fingerprint Challenge worksheet**

### 3 Compare and contrast fingerprints

Scouts will take their own fingerprints and compare with others Scouts' prints to look for patterns.

### 4 Participate in hands-on activities

Scouts will learn about and use Caesar codes, and extract the DNA of a strawberry!

**Activities: Caesar Cipher Codes and Strawberry DNA lab**

### Requirements:

We are able to accommodate all 5 of the badge requirements during this workshop.

# Gardening

## Program Overview



**1**

**Learn about gardening during the Victorian Era**

Scouts will learn about the art and science of gardening, including key terms, safety information, and best practices.

**2**

**Explore the Tinker Gardens**

Scouts will visit the three gardens at the museum: the historic rose garden, iris garden, and native prairie garden.

**3**

**Participate in hands-on activities**

**Option #1: Water Relay Challenge**

**Option #2: Design a Garden**

**4**

**Start your own garden**

Scouts will be given seed packets, potting soil, and a plant pot to begin their gardening journeys.

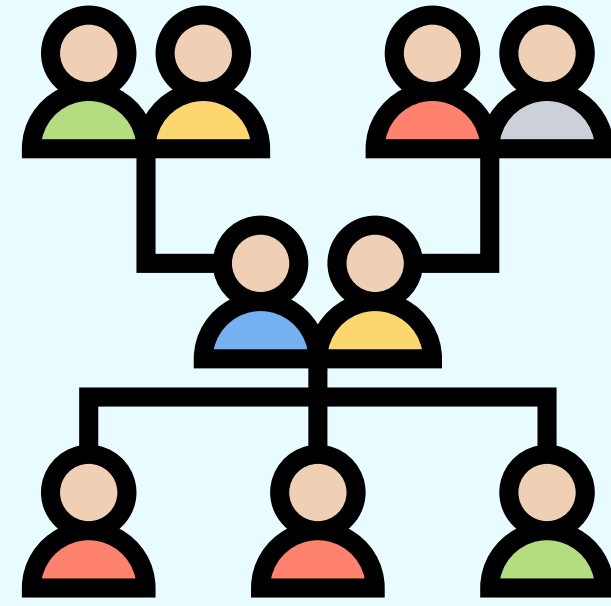
### Requirements:

We are able to accommodate most of the badge requirements. Scouts will still need to complete on their own:

1. Grow 6 vegetables and 6 flowers
2. Test 100 seeds for germinations
3. Complete an approved gardening project

# Genealogy

## Program Overview



**1**

### **Introduce the science and profession of genealogy**

Scouts will learn key terms and different kinds of physical and digital genealogical resources.

**Discussion:** Compare different methods of finding family

**2**

### **Explore the Tinker Swiss Cottage**

Scouts will visit the Cottage to identify artifacts that give clues about Tinker family history.

**Activity:** Investigation of the Cottage

**3**

### **Analyze the Archives**

Scouts will analyze census records from the National Archives to identify how genealogical information was collected and can be used.

**Activity:** Primary Source Analysis worksheet

**4**

### **Find Your Roots**

Scouts will learn and use a family tree or pedigree chart to start mapping their own family histories.

**Activity:** Mapping Family Trees

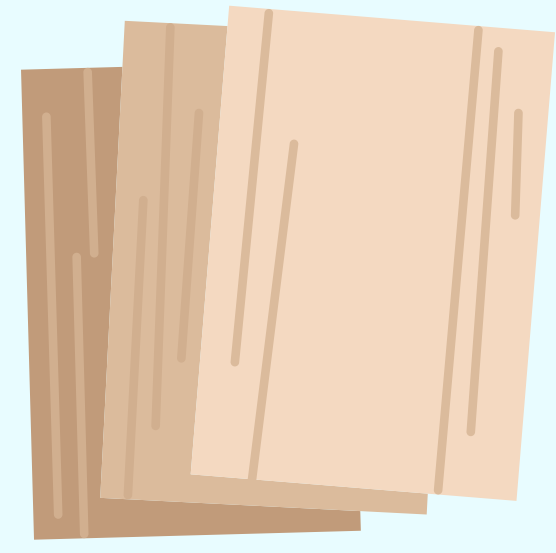
### **Requirements:**

We are able to accommodate most of the badge requirements. Scouts will need to complete on their own:

1. Interview a relative and record information you collect from them
2. Obtain a genealogical document from your family group record and evaluate the information

# Pulp and Paper

## Program Overview



### 1 Explore the process of papermaking

Scouts will learn about the history, art, and processes of papermaking. They will also discuss the importance of sustainability and recycling paper products.

### 2 Turn pulp into paper

Scouts will make paper from recycled materials, going from pulp to paper drying.

**Activity: Pulp to Paper**

### 3 Identify paper products

Tour the Tinker Swiss Cottage to observe paper and wood products like rootwood furniture, library staircase, and archival items.

### 4 Try your hand at paper marbling

Scouts will create marbled paper using a shaving cream technique and experiment with color and design.

**Activity: Paper Marbling**

### Requirements:

We are able to accommodate 6 of 8 badge requirements. Scouts will still need to complete the following to earn their badge:

- Visit or learn about a pulp/paper mill or sorting facility
- Find out about three career opportunities in the papermaking industry