

Digital Technology



Merit Badge Workbook

This workbook can help you but you still need to read the merit badge pamphlet.

This Workbook can help you organize your thoughts as you prepare to meet with your merit badge counselor. You still must satisfy your counselor that you can demonstrate each skill and have learned the information. You should use the work space provided for each requirement to keep track of which requirements have been completed, and to make notes for discussing the item with your counselor, not for providing full and complete answers.

If a requirement says that you must take an action using words such as "discuss", "show", "tell", "explain", "demonstrate", "identify", etc, that is what you must do.

Merit Badge Counselors may not require the use of this or any similar workbooks.

No one may add or subtract from the official requirements found in Boy Scout Requirements (Pub. 33216 – SKU 621535).

The requirements were last issued or revised in 2014 • This workbook was updated in October 2016.

Scout's Name:	Unit:	
Counselor's Name: Counselor's Phone No.:		
	Org • http://www.MeritBadge.Org suggestions about this workbooks@USScouts.Org nents for the merit badge should be sent to: Merit.Badge@Scouting.Org	
	per Chip is attached at the end of this worksheet. There are 2 sets of or Boy Scouts, depending on Grade level (6-8 or 9-12)	
Discuss with your counselor how digital techniques grandparent's, or other adult's lifetime.	hnology in your lifetime compares with that of your parent's,	
b. Describe what kinds of computers or device	es you imagine might be available when you are an adult.	

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Digital Technology	Scout's Name:
3. Do the following	ng:
	your counselor how text, sound, pictures, and videos are digitized for storage.
Text	
Sound	
Count	
D	
Pictures	
Videos	
b. Describe used.	the difference between lossy and lossless data compression, and give an example where each might be
Lossy	
	Example:
Lossless	
20001000	
	Example:

Digital Techr	nology		Scout's Name:
c.		o digital devices and how they are made more usefu	
	1.		
	2.		
□ d.	Discuss the	similarities and differences between computers, mol	bile devices, and gaming consoles.
	i	similarities	differences
	Computers		
	Mobile devices		
	4041000		
	Gaming consoles		

ital Technology	Scout's Name:
	a computer network is and describe the network's purpose.
4. Do the following:	
	a program or software application or "app" is and how it is created.
	- Program of common of the com
☐ b. Name four so	oftware programs or mobile apps you or your family use, and explain how each one helps you.
b. Name four so	oftware programs or mobile apps you or your family use, and explain how each one helps you.
	oftware programs or mobile apps you or your family use, and explain how each one helps you.
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2.	oftware programs or mobile apps you or your family use, and explain how each one helps you.
1.	oftware programs or mobile apps you or your family use, and explain how each one helps you.
2.	oftware programs or mobile apps you or your family use, and explain how each one helps you.
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Digital Tech	nology Scout's Name:
□ c.	Describe what malware is, and explain how to protect your digital devices and the information stored on them.
5. Do □ a.	the following: Describe how digital devices are connected to the Internet.
□ b.	Using an Internet search engine (with your parent's permission), find ideas about how to conduct a troop court of honor or campfire program. Print out a copy of the ideas from at least three different websites. Share what you found with your counselor, and explain how you used the search engine to find this information.
_	
c.	Use a Web browser to connect to an HTTPS (secure) website (with your parent's permission). Explain to your counselor how to tell whether the site's security certificate can be trusted, and what it means to use
	this kind of connection.

Digital T	echr	ology		Scout's Name:			
6.		THREE of the for ects with your c	ollowing. For each project you complete, copy the fil counselor.	es to a backup device and share the finished			
	a.	roster that inclu	dsheet or database program, develop a food budget udes the name, rank, patrol, and telephone number by each of the following categories: rank, patrol, and	of each Scout. Show your counselor that you can			
	b.	Using a word p	processor, write a draft letter to the parents of your to	roop's Scouts, inviting them to a troop event.			
	C.	• • •	cs program, design and draw a campsite plan for yo rating text and some type of visual such as a photog				
	d.	• .	ntation software program, develop a report about a tereate at least five slides, with each one incorporatin an illustration.				
	е.	Using a digital shared with you	device, take a picture of a troop activity. Send or tra ur counselor.	ansfer this image to a device where it can be			
	f.	Make a digital recording.	recording of your voice, transfer the file to a differen	t device, and have your counselor play back the			
	g.	campouts, and your counselor	and use it as an online journal of your Scouting active other events. Include at least five entries and two persons. You need not post the blog to the Internet; however it with your parents AND counselor AND get their a	photographs or illustrations. Share your blog with er, if you choose to go live with your blog, you			
	h.	photographs of page to the Inte	reate a Web page for your troop, patrol, school, or place of worship. Include at least three articles and two notographs or illustrations. Include at least one link to a website of interest to your audience. You need not post the age to the Internet; however, if you decide to do so, you must first share the Web page with your parents AND bunselor AND get their approval.				
7.	Do t	the following:					
	a.	Explain to your secrets.	counselor each of these protections and why they	exist: copyright, patents, trademarks, trade			
			What they do	Why they exist			
		Copyright					
		Patents					
				I .			

	Trademarks					
	Trade					
	secrets					
□ b.	Explain when	it is permissible to	accept a free copy of	of a program f	rom a friend.	
c.	Discuss with y dispute.	our counselor an a	article or a news repo	ort about a red	cent legal case involving	g an intellectual property
8. Do	TWO of the foll	owing:				
□ a.	Describe why	it is important to pr	roperly dispose of dig	gital technolo	gy.	

Digital Technology

Scout's Name: _____

Digital Tech	nology	Scout's Name:
	List at le	east three dangerous chemicals that could be used to create digital devices or used inside a digital device.
	1.	
	2.	
	3.	
	Explain	to your counselor what is required to become a certified recycler of digital technology hardware or devices.
c.		nternet search for an organization that collects discarded digital technology hardware or devices for
	repurpo	osing or recycling. Find out what happens to that waste. Share with your counselor what you found.
	\ \(\tau \).	
d.		ecycling center that disposes of digital technology hardware or devices. Find out what happens to that waste what you learned with your counselor.
☐ e.	Find a b	pattery recycling center near you and find out what it does to recycle batteries. Share what you have learned
	with you	ur counselor about the proper methods for recycling batteries.

Digital Tech	nology	Scout's Name:
	ONE of the fol	lowing:
□ a.		ree career opportunities that involve digital technology
	1.	
	2.	
	3.	
	Pick one and	find out the education, training, and experience required for this profession.
	Career:	
	Education:	
	Training:,	
	-	
	Experience:	
	Discuss this vicounselor.	with your counselor, and explain why this profession might interest you. Report what you learn to your
	I	

Visit a l	business or an industrial facility that uses digital technology.	
Describ	be four ways digital technology is being used there.	
1.		
2.		
3.		
4.		
4.		
Share v	what you learned with your counselor.	
	,,	
	Requirement resources can be found here:	

http://www.meritbadge.org/wiki/index.php/Digital Technology#Requirement resources

Digital Technology - Merit Badge Workbook

Digital Technology

Scout's Name: _____



Boy Scout Cyber Chip Workbook

This Workbook can help you organize your thoughts as you prepare to meet with your counselor. You still must satisfy your counselor that you can demonstrate each skill and have learned the information. You should use the work space provided for each requirement to keep track of which requirements have been completed, and to make notes for discussing the item with your counselor, not for providing full and complete answers. If a requirement says that you must take an action using words such as "discuss", "show", "tell", "explain", "demonstrate", "identify", etc, that is what you must do.

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Scout's Name:			Unit:				
Counselor's Name:							
Com	Please submit errors, o		http://www.MeritBadge.Org about this workbook to: Workbooks@USScouts.Org ard should be sent to: Advancement.Team@Scouting.Org				
A. Cyl ☐ 1.	per Chip Requirements f Read and sign the Level		Smartz. (BSA Cyber Chip green card)				
		Internet Sa	afety Pledge				
	1. I will think before I	post					
	2. I will respect other	2. I will respect other people online					
	3. I will respect digital media ownership						
	4. I won't meet face-to	o-face with anyone I meet in the di	gital world unless I have my parent's permission				
	5. I will protect myself	online.					
2 .			guardian that outlines rules for using the computer and mobile ost, and consequences for inappropriate use.				
	General comments						
	What I can download						

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Boy Sco	out Cyber Chip	Scout's Name:	
	What I can post		
	Consequences for		
	inappropriate use		
☐ 3.	Watch the video "Trac other to stay safe onling	g Teresa," along with two additional videos of your choosing, to see how friends can help ear (NetSmartz.org/scouting)	ch
	Video Na	Date Watched	
	☐ Tracking Teres		
4 .	"netiquette" to your tro	our patrol, use the EDGE method and mini lessons to teach Internet safety rules, behavior, a or another patrol. You are encouraged to use any additional material and information you haver of the patrol must have a role and present part of the lesson. (NetSmartz.org/scouting)	
<u> </u>	Discuss with your unit phones and games, at	der the acceptable standards and practices for using allowed electronic devices, such as ur meetings and other Scouting events.	

Boy Scout	t Cyber Chip	Scout's Name:
B. Cybe	r Chip Requirements	r Grades 9-12
☐ 1. R	Read and sign the Leve	Internet Safety Pledge from NetSmartz. (BSA Cyber Chip green card)
2. V	 I will think before I will respect other I will respect digitate I won't meet face- I will protect myse Vrite and sign a person	Internet Safety Pledge ost eople online media ownership face with anyone I meet in the digital world unless I have my parent's permission
V	What I can download	
V	What I can post	
	Consequences for nappropriate use	

Boy Sco	out Cyber Chip	Scout's Name:
☐ 3.	Discuss with your parents the benef	fits and potential dangers teenagers might experience when using social media.
	Give examples of each.	
4.		s to learn the impact on teens. (NetSmartz.org/scouting)
	Video Name	Date Watched
<u> </u>	"netiquette" to your troop or another	DGE method and the Teen Volunteer Kit to teach Internet safety rules, behavior, and patrol. You are encouraged to use any additional material and information you have
	researched. Each member of the pa	atrol must have a role and present part of the lesson. (NetSmartz.org/scouting)

with your unit leader the acceptable standards and practices for using allowed electronic devices such as and games at your meetings and other Scouting events.		
All Cyber Chips will expire annually. Each Scout will need to "recharge" the chip by g back to the NetSmartz Recharge area. This space will hold new information, news, a place for the Scout to recommit to net safety and netiquette. Then, with the unit leader Scout can add the new date to the Cyber Chip card or certificate.		

Requirement resources can be found here:

 $\underline{\text{http://www.scouting.org/cyberchip.aspx}} \text{ and } \underline{\text{http://www.netsmartz.org/scouting}}$

Important excerpts from the Guide To Advancement - 2015, No. 33088 (SKU-620573)

[1.0.0.0] — Introduction

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals and previous editions of the *Guide to Advancement*.

[Page 2, and 5.0.1.4] — Policy on Unauthorized Changes to Advancement Program

No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements. There are limited exceptions relating only to youth members with special needs. For details see section 10, "Advancement for Members With Special Needs".

[Page 2] — The "Guide to Safe Scouting" Applies

Policies and procedures outlined in the *Guide to Safe Scouting*, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects.

[7.0.3.1] — The Buddy System and Certifying Completion

A youth member must not meet one-on-one with an adult. Sessions with counselors must take place where others can view the interaction, or the Scout must have a buddy: a friend, parent, guardian, brother, sister, or other relative—or better yet, another Scout working on the same badge—along with him attending the session. If merit badge counseling or instruction includes any Web-based interaction, it must be conducted in accordance with the BSA Social Media Guidelines (http://www.scouting.org/Marketing/Resources/SocialMedia). For example, always copy one or more authorized adults on email messages between counselors and Scouts.

When the Scout meets with the counselor, he should bring any required projects. If these cannot be transported, he should present evidence, such as photographs or adult verification. His unit leader, for example, might state that a satisfactory bridge or tower has been built for the Pioneering merit badge, or that meals were prepared for Cooking. If there are questions that requirements were met, a counselor may confirm with adults involved. Once satisfied, the counselor signs the blue card using the date upon which the Scout completed the requirements, or in the case of partials, initials the individual requirements passed.

Note that from time to time, it may be appropriate for a requirement that has been met for one badge to also count for another. See "Fulfilling More Than One

[7.0.3.2] — Group Instruction

Requirement With a Single Activity," 4.2.3.6.

It is acceptable—and sometimes desirable—for merit badges to be taught in group settings. This often occurs at camp and merit badge midways, fairs, clinics, or similar events. Interactive group discussions can support learning. The method can also be attractive to "guest experts" assisting registered and approved counselors. Slide shows, skits, demonstrations, panels, and various other techniques can also be employed, but as any teacher can attest, not everyone will learn all the material

There must be attention to each individual's projects and his fulfillment of *all* requirements. We must know that every Scout —actually and *personally*— completed them. If, for example, a requirement uses words like "show," "demonstrate," or "discuss," then every Scout must do that. It is unacceptable to award badges on the basis of sitting in classrooms *watching* demonstrations, or remaining silent during discussions.

It is sometimes reported that Scouts who have received merit badges through group instructional settings have not fulfilled all the requirements. To offer a quality merit badge program, council and district advancement committees should ensure the following are in place for all group instructional events.

- A culture is established for merit badge group instructional events that partial completions are acceptable expected results.
- A guide or information sheet is distributed in advance of events that promotes the acceptability of partials, explains how merit badges can be finished after
 events, lists merit badge prerequisites, and provides other helpful information that will establish realistic expectations for the number of merit badges that can be
 earned at an event.
- Merit badge counselors are known to be registered and approved.
- Any guest experts or guest speakers, or others assisting who are not registered and approved as merit badge counselors, do not accept the responsibilities of, or behave as, merit badge counselors, either at a group instructional event or at any other time. Their service is temporary, not ongoing.
- Counselors agree to sign off only requirements that Scouts have actually and personally completed.
- Counselors agree not to assume prerequisites have been completed without some level of evidence that the work has been done. Pictures and letters from other merit badge counselors or unit leaders are the best form of prerequisite documentation when the actual work done cannot be brought to the camp or site of the merit badge event.
- There is a mechanism for unit leaders or others to report concerns to a council advancement committee on summer camp merit badge programs, group
 instructional events, and any other merit badge counseling issues—especially in instances where it is believed BSA procedures are not followed. See
 "Reporting Merit Badge Counseling Concerns," 11.1.0.0.
- There must be attention to each individual's projects and his fulfillment of all requirements. We must know that every Scout—actually and personally—completed them.

It is permissible for guest speakers, guest experts, or others who are not merit badge counselors to assist in the counseling process. Those providing such assistance must be under the direction of a registered and approved counselor who is readily available onsite, and provides personal supervision to assure all applicable BSA policies and procedures—including those related to BSA Youth Protection—are in place and followed.

[7.0.3.3] — Partial Completions

A Scout need not pass all the requirements of one merit badge with the same counselor. It may be that due to timing or location issues, etc., he must meet with a different counselor to finish the badge. The Application for Merit Badge has a place to record what has been finished—a "partial." In the center section on the reverse of the blue card, the counselor initials for each requirement passed. In the case of a partial completion, the counselor does not retain his or her portion of the card. A subsequent counselor may choose not to accept partial work, but this should be rare. A Scout, if he believes he is being treated unfairly, may work with his unit leader to find another counselor. An example for the use of a signed partial would be to take it to camp as proof of prerequisites. Partials have no expiration except the Scout's 18th birthday. Units, districts, or councils shall not establish other expiration dates for partial merit badges.

[7.0.4.8] — Unofficial Worksheets and Learning Aids

Worksheets and other materials that may be of assistance in earning merit badges are available from a variety of places including unofficial sources on the Internet and even troop libraries. Use of these aids is permissible as long as the materials can be correlated with the current requirements that Scouts must fulfill. Completing "worksheets" may suffice where a requirement calls for something in writing, but this would not work for a requirement where the Scout must discuss, tell, show, or demonstrate, etc. Note that Scouts shall not be required to use these learning aids in order to complete a merit badge.