

Pack 722 Take it Apart Night- Scavenger Hunt: Mechanics & Electrics!

 Item to Find & Hint	 Did You Find One?	 Discover How It Works	 Tell Adult / Leader How It Works or Where Else It Could Be Used
 Batteries – Hint: These give power to flashlights and toys!	☐	☐	☐
 LEDs – Hint: Tiny lights that glow without getting hot!	☐	☐	☐
 Wires – Hint: Look for colorful cords that connect things.	☐	☐	☐
 Switches – Hint: Flip or press these to turn things on/off.	☐	☐	☐
 Motors – Hint: These spin to make things move – fans, wheels, etc.	☐	☐	☐
 Gears – Hint: Round parts with teeth that fit together.	☐	☐	☐
 Pulleys – Hint: Use a rope and wheel to lift something up!	☐	☐	☐
 Wheels & Axles – Hint: Things roll when these are around!	☐	☐	☐
 Fasteners – Hint: Look for screws, bolts, or clips holding things together.	☐	☐	☐
 Springs – Hint: Stretchy or bouncy metal coils!	☐	☐	☐
 Buzzers – Hint: Makes a buzzing sound when turned on.	☐	☐	☐
 Solar Panel – Hint: This turns sunlight into energy – no batteries needed!	☐	☐	☐
 Magnets – Hint: These can stick to fridges or lift metal stuff!	☐	☐	☐
 TOTAL BOXES CHECKED → Count how many boxes you checked in each column!	☐ ____	☐ ____	☐ ____

STEM SCAVENGER HUNT ANNOUNCEMENT

Scouts, it's time to get curious, get messy, and get your science on!

Welcome, brave explorers of bolts and batteries!

Today, you're about to embark on a STEM-azing adventure. Whether you're flying solo like a drone or teaming up like gears in a clock, your mission is simple:

Find, discover, and explain as many STEM items as you can.

But wait! We're not just looking — we're poking, twisting, unscrewing, and asking,
"Ooooh, what does THIS do?"

Mission Briefing:

- Work alone or with a team — either way, you're in for a bolt-load of fun.
 - Dig through gadgets, gizmos, and mystery items that haven't seen daylight since 1998.
 - Carefully take things apart. No hammers please... unless it's made of LEGO.
 - Learn how each item works. If it buzzes, blinks, or spins, you're doing it right.
 - Tell an adult or leader what you found — especially if it made you say "WHOA!"
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Built-in STEM Humor:

Q: Why don't robots panic during scavenger hunts?

A: They always keep their motherboards cool.

Q: What's a scout's favorite simple machine?

A: A lever — because it's the only one that really *lifts* their spirits.

Q: Why was the circuit so calm?

A: It had great resistors.

What's at the end of the scavenger rainbow?

- At the end, we'll tally up the boxes and see which scouts from each den checked off the most.
 - Each top scout gets to share their favorite item and something awesome they learned.
 - And maybe... just maybe... there'll be a **STEM Explorer award** waiting for you. (Yes, it might include stickers. Maybe even snacks.)
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Parents & Leaders:

You're welcome to be a part of the adventure! Help explain, guide, or marvel at how your scout just turned a broken toaster into an educational moment. Just remember: no fixing the scavenger hunt items yet — let them explore first!

Final Pro Tip:

If it sparks your curiosity, lights up your brain, or makes a weird noise when you shake it...

you're doing STEM right.

So charge your minds (not your batteries — seriously, ask for help with that), grab your list, and let's go on a mission of discovery.

Let the great STEM Scavenger Hunt begin!