



Do-It-Yourself Badge Worksheet

Brownie “Citizen Near and Far” Badge

You will be able to complete or gather information that will allow you to complete all six requirements for this Try-It badge.

It’s the Law: Museum Rules & Etiquette

(1st Floor, Museum Lobby)

Everyone has rules and laws they have to obey—adults included. Rules and laws provide fairness and safety for everyone. Before you tour the Museum ask a Museum Gallery Guard the rules that are in place here to keep everyone happy and safe. Are there any other rules you think would make the experience better? What sorts of rules do you follow when you are at your troop meetings? At home? At school? Briefly discuss these rules, as well as your feelings about them, with your troop or group.

Citizen of America: Roger B. Chaffee

(2nd Floor, display case near the Planetarium)

The planetarium at the Grand Rapids Public Museum is named after Roger B. Chaffee, an astronaut who was born in Grand Rapids and graduated from Central High School. From a very early age Roger knew he wanted to go to outer space. When he grew up, he became an engineer and served as a Lieutenant Commander in the U.S. Navy, eventually becoming a NASA astronaut. Sadly, Roger died in a training exercise for Apollo 1 mission in 1967. However, his legacy will always live on through his accomplishments and in places like the Roger B. Chaffee Planetarium where his life will always be remembered.

What do you think it means to be a good citizen? What made Roger B. Chaffee a good citizen? How can you be a good citizen in your school, troop, and community? Why do you think the Museum chose to name the planetarium in his honor?

FUN FACT: Roger B. Chaffee was an Eagle Scout!

Getting Along: Newcomers: The People of This Place

(3rd Floor, entry across from the Driggs Skylark bi-plane video)

Imagine moving to a new town, away from your friends. You would have to go to a new school, join a new troop, and discover your new community. Most likely, however, there would be many things that would stay the same—language, food, and clothes. How would you feel if you had to move to a new country where you

didn't understand the language or know anyone? This is what many immigrants have experienced as they settle in Grand Rapids.

Using the Newcomer Gallery Guides, make your way through the exhibit. Can you find anything in the exhibit that commemorates or represents your ancestry? When you find something, discuss it with your troop leader and fellow troop members.

Near the end of the exhibit is a small classroom. While you're in the classroom, think about what it would be like to be a new student in a brand new school. Talk about an experience when you or someone you know was treated differently. How did it make you feel? Discuss what you would do in situations where you see someone is being treated unfairly. Would you speak up? How would that make you feel? Notice the cards on the wall that identify objects in different languages for those who are learning English as a new language.

Making Choices and Voting: U is for U.S.A.

(3rd Floor, Near Anishinabek: The People of This Place Exhibit)

The United States is a democracy, which means government by the people, for the people, and of the people. One of the most basic and necessary functions of a democracy is voting. As citizens, you will be responsible for helping to make laws when you get older. You will do this by voting for laws and the people who make those laws. These people include mayor, governor, Congressman, Senator, and even President of the United States.

To be eligible to vote in Michigan, you must be at least 18 years old and resident of the state. Also, you must register to vote prior to the election. Do you remember the presidential election that took place in 2008? What were the names of the candidates who ran? Do you know who won? Do you vote at school, in your troop, with your friends, or at home? What are some things you have voted on? Have you ever been disappointed about how a vote turned out? Do you think voting is fair? Why?

Calling All Helpers & Reaching Out

(Throughout Museum)

While you are touring the Museum be sure to point out artifacts and exhibits that represent life in other countries. Suggestion includes: D is for Dolls, H is for Hats, I is for Ivory, J is for Japan, M is for Music, N is for Numismatics, Anishinabek, and Newcomers. Think about a problem that affects people all over the world such as pollution, violence, or hunger. At your next troop meeting, discuss how the problem could be handled. Discuss what your troop could do to be part of the solution to the problem. Find a group in your community that helps to make where you live a better place. Visit them or have a representative attend a troop meeting and talk about what your troop could do to help them.