



U.S. Scouting Service Project

<http://usscouts.org/internetcoutpatch.asp>

Internet Scout Patch - Earn It!

Requirements:

(Do ANY 8 of Requirements 1 through 11 AND Do Requirement 12)

Online help - <http://usscouts.org/internetcoutpatch-earnit.asp>. This is an educational program of the U.S. Scouting Service Project and is not part of the advancement program of any WOSM Scouting Association.



Indicates a requirement that is age appropriate for Scouts under the age of 11.



Indicates a requirement that is age appropriate for Scouts aged 11 and older including adults.

1. Computer Access



Find out where computing resources are available in your community or school OR visit a store where computer hardware, software and accessories are sold. Share with your leader (or a parent) and with your Den what you learned.



Find out where computing resources are available in your community or school OR visit a store where computer hardware, software and accessories are sold. Where can you get public access to a computer? Where can you get a computer repaired? Share with your leader (or a parent) and with your Patrol or Crew what you learned.

2. Getting Connected



Find out what internet service you use at home, or your parents use at work or learn about a service that is available in your home town. Discuss with your parents and Den Leader what you learned.



Explain the difference between using an online service provider like Prodigy, AOL, or Compuserve, and using an Internet Service Provider (ISP).

3. Online Safety



Learn about Online safety and how to protect yourself on the Internet. With your parents, guardian, or Scout Leader, go to http://www.netsmartz.org/KIDS/index_hasFlash.html and complete each lesson.



Learn about Online safety and how to protect yourself on the Internet. With your parents, guardian, or Scout Leader, go to <http://www.netsmartz.org/> and go completely through this web site.

4. Web Browsers



Explain what a browser (for example; Netscape Navigator, Microsoft Internet Explorer, Opera, Amaya, or Lynx) is and how use a browser to find information on the World Wide Web.



Explain what a browser (for example; Netscape Navigator, Microsoft Internet Explorer, Opera, Amaya, or Lynx) is and how use a browser to find information on the World Wide Web. Explain what "plug-ins" are and how they are used. Using your browser visit a website that requires a "plug-in" and use the "plug-in".

5. Using the World Wide Web



Demonstrate how to connect to the Internet and World Wide Web using a computer & modem or other device (Cable Modems, DSL, etc) . Once connected:

- a. Explain the difference between a web page and a website.
- b. Demonstrate what a "link" is and how it works.
- c. Explain how to change from one URL to another.



Demonstrate how to connect to the Internet and World Wide Web using a computer & modem or other device (Cable Modems, DSL, etc). Once connected:

- d. Go to a specific URL (Universal Resource Locator) like: <http://www.scouting.org/>, <http://www.us Scouts.org>, <http://macscouter.com>, or <http://www.cubmaster.org>
- e. Explain the difference between a web page and a website.
- f. Demonstrate what a "link" is and how it works.
- g. Explain how to change from one URL to another.
- h. View a "Flash" animation.
- i. View an educational shockwave presentation, movie or real player clip.
- j. Listen to music or a radio broadcast from a Website.

6. Searching for Information



Use a search engine on the World Wide Web Examples of search engines include; Google (<http://www.google.com>), Yahoo (<http://www.yahoo.com>), AltaVista (<http://www.altavista.digital.com>), Lycos (<http://www.lycos.com>) and FirstGov (<http://firstgov.gov>). Find a website which addresses some part of Scouting.



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Visit a website that has a search engine just for that site. Demonstrate how to use the search engine to find something on the website. For example, you can visit our search page at <http://usscouts.org/GoScouting/> to search for information on our websites.

7. Using the Web for Scouting



Visit <http://macscouter.com/CubScouts/CubCmptr/index.html> and under the category "Let's Go Surfing", find and print out games, songs or skits. (If Bears find a game, song or skit they like and get their Den Leader's approval, they can plan and conduct one of the above during a den meeting and complete Achievement 24c.)



Show how to use the World Wide Web to help you earn a Scouting award. Visit MeritBadge.com (<http://www.meritbadge.com>), the US Scouting Service Project's Advancement area (<http://usscouts.org/advancementTOC.asp>), or another award site, and tell what you learned. Look up the requirements for a Scouting award you may earn and print the requirements for the award using a printer."

8. Your Own Web Page



With the help of an adult build a simple web page and show it to your Scout Leader (or a parent). This web page should include text, a link, and a graphic. (note: This web page does not have to be put on the internet to qualify and can be done as a den project.) Discuss with your Scout leader (or a parent) how an individual with disabilities can access the web.



Develop a personal web page for yourself or Scout Unit. This web page should include text using two different fonts and sizes, links to other sites, a link to a target on the same page, graphics, and a background color or image. Show it to your Scout Leader (or a parent). Validate your web page using "Bobby" or another accessibility validator to make sure that it is accessible by visitors with disabilities. Discuss with your Scout leader (or a parent) how an individual with disabilities can access the web. (Note: This web page does not have to be put on the internet to qualify and can be done as a patrol project.)

9. Using E-mail



Show how to send and receive e-mail.



Show how to send and receive e-mail. Show how to send and receive an attachment to an e-mail message and what to do with it once you have received it.

10. Internet Communications



Explain what Messenger-type services (AOL Instant Messenger, MSN Messenger, Yahoo Messenger, etc.) are and how to use them. Explain to an Adult what to do when somebody you don't know tries to chat with you. Explain what to do when somebody tries to find out where you live or go to school. With an adult present, use one of these tools.



Explain what News Groups, Chat Rooms, Messenger-type services (AOL Instant Messenger, MSN Messenger, Yahoo Messenger, etc.) and Mailing Lists are and how to use them. With an adult present, use one of these tools.

11. Safe Computing



Explain what a computer virus and worm are. Explain how to protect your computer from viruses, worms, and other malicious programs.



Explain what a computer virus and worm are. Show how to protect your computer from viruses, worms, and other malicious programs. Demonstrate how to install an anti-virus program or update an existing anti-virus program. Explain how to update your computer's operating system with security patches and software updates.

12. Downloading Software



Explain to your Scout Leader what can go wrong with your computer when you download software and how to safely download software. If you have a home computer, discuss with your parents what software you can download on your home computer.



Explain the difference between Freeware, Shareware, Demos, and Commercial Software. What is a software license and why do you need to have one. Download a shareware copy of any Troop, Pack, or other Scouting record keeping or financial management program and offer a copy to your unit leader and/or scribe for use in keeping unit records. Find out what type of software programs your troop leaders use.