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EXPERIMENT BADGE

The Professors Evening®

Overview

For this badge planner I have given you 6 fun experiments to carry out.

Note To You:

This planner should last for 1 hour and 15 minutes giving you time for your opening and closing ceremonies. If you choose to do the same experiment more than once then it will take longer.

I have added a contingency experiment at the end this is Experiment No.6. I have done this in case your meeting lasts for two hours. In this case you will have time to add this experiment and the game I have designed.

If you are struggling for time you may want to play the 'Professor Game'® the following week.

Leader Speak - The Week Before

Next week we are all going to be working on the **Experiment** badge. I am calling this the '**Professors Evening**'. You are all going to be **professors** working on **experiments**. Here's some cartoons of professors (hand the document named "04-Dress Up Ideas"). You can use these pictures for ideas. I would like you all to **dress up as a professor**. The craziest looking professor will **win a prize**. This is going to be a really fun evening trying out different experiments.

Preparation The Week Before

1. Print out the document named "04-Dress Up Ideas" to give to the children the week before - this sheet will give them ideas on how to dress as a professor. Each leader should also dress up as a professor
2. Collect the materials you need for each experiment. I have detailed in your shopping list see document named "03-Shopping List", what you need.
3. You will need **one** adult for each **four** children (you may need to ask a couple of parents to help this week)
4. Print out the document named "02-Experiments" and give it to each adult. This will give them the materials they need for the experiments and how to do it on the night. Preferably give it to the adults a week before however it's not imperative because the experiments are so simple
5. **Buy a prize** for the craziest looking professor
6. Bring in a camera to take photos to either put on your website or on your notice board
7. Order the **Experiment** badges to hand out at the end of the evening

Preparation On The Night

To make this evening run as efficiently as possible it would be a good idea to get a helper to bring the materials to the tables and help clear the tables after each experiment. This will enable the leader at each table to spend more time on each experiment. (Possibly a Scout could help).

1. Setup one table to put all the materials for each experiment on
2. Prepare a table for each four children
3. Put one set of instructions for each experiment onto each table
4. Collect the materials for the **first** experiment and lay them on each table
5. Get each adult to:
 - a) Explain what they are about to do to their group
 - b) Read out the instructions for the children to follow in some cases the adult may need to assist
6. Once the children have finished their experiment each adult (or helper) needs to clear away ready for the next experiment
7. Each adult (or helper) now gets the next set of materials from the main table