



Gizmos and Gadgets

Cub Scouts · Elective · Lion rank

Name

Started

Completed

Gizmos and Gadgets lets you play scientist. You'll explore how things move, discover how pushing and pulling works, and make something useful from things around the house. It's a great adventure for curious builders.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/cub-scout-adventures/gizmos-and-gadgets/). Tips and examples are ideas, not extra requirements.

☐ 1 Explore how motion works

Tip: Roll balls, toy cars, and spools down a ramp made from a board or book. Which goes farthest?

Example: Roll a ball, a toy car, and a crayon down your ramp. Which goes farthest? Which one doesn't roll at all? Now make the ramp steeper and try again.

☐ 2 Explore how force works

Tip: Push and pull different toys. Try a gentle push, then a bigger one, and see what changes.

Example: Push a toy car gently, then push it hard. Pull a wagon empty, then pull it with a pile of books inside. Talk with your adult about what changed when you used more force.

☐ 3 Make something useful from household materials

Tip: Turn a cardboard tube, box, or cup into something handy, like a pencil holder or a toy car garage.

Example: Turn a cereal box into a mail holder, tape toilet paper tubes together to make a pencil cup, or make a car ramp garage from a shoebox. Your adult handles any cutting.