



# Theater

## Merit Badge Workbook

This workbook can help you but you still need to read the merit badge pamphlet.

The work space provided for each requirement should be used by the Scout to make notes for discussing the item with his counselor, not for providing the full and complete answers. Each Scout must do each requirement.

No one may add or subtract from the official requirements found in **Boy Scout Requirements** (Pub. 33216 – SKU 34765).

The requirements were last issued or revised in 2005 • This workbook was updated in June 2012.

Scout's Name: \_\_\_\_\_ Unit: \_\_\_\_\_

Counselor's Name: \_\_\_\_\_ Counselor's Phone No.: \_\_\_\_\_

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about this **workbook** to: [Workbooks@USScouts.Org](mailto:Workbooks@USScouts.Org)  
Comments or suggestions for changes to the **requirements** for the **merit badge** should be sent to: [Merit.Badge@Scouting.Org](mailto:Merit.Badge@Scouting.Org)

1. See or read three full-length plays or scripts. These can be from the stage, movies, television, or video. Write a review of each. Comment on the story, acting, and staging.

Full Length Play or Script 1 \_\_\_\_\_

Story \_\_\_\_\_

Acting \_\_\_\_\_

Staging \_\_\_\_\_

Other review notes \_\_\_\_\_

Full Length Play or Script 2 \_\_\_\_\_

Story \_\_\_\_\_

Acting \_\_\_\_\_

Staging \_\_\_\_\_

Other review notes \_\_\_\_\_

Full Length Play or Script 3 \_\_\_\_\_

Story \_\_\_\_\_

Acting \_\_\_\_\_

Staging \_\_\_\_\_

Other review notes \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

2. Write a one-act play that will take at least eight minutes to perform. The play must have a main character, conflict, and a climax.

3. Do THREE of the following:

a. Act a major part in a full-length play; or act a part in three one-act plays.

b. Direct a play. Cast, rehearse, and stage it. The play must be at least 10 minutes long.

c. Design the set for a play or a production of a circus. Make a model of it.

d. Design the costumes for five characters in one play set in a time before 1900.

e. Show skill in stage makeup. Make up yourself or a friend as an old man, a clown, an extraterrestrial, or a monster as directed.

f. Help with the building of scenery for one full-length play or two one-act plays.

g. Design the lighting for a play; or, under guidance, handle the lighting for a play.

4. Mime or pantomime any ONE of the following, chosen by your counselor.

a. You have come into a large room. It is full of pictures, furniture, other things of interest.

b. As you are getting on a bus, your books fall into a puddle. By the time you pick them up, the bus has driven off.

c. You have failed a school test. You are talking with your teacher, who does not buy your story.

d. You are at a camp with a new Scout. You try to help him pass a cooking test. He learns very slowly.

e. You are at a banquet. The meat is good. You don't like the vegetable. The dessert is ice cream.

5. Explain the following: proscenium arch, central or arena staging, spotlight, floodlight, flies, center stage, stage right, stage left, stage brace, stage crew, cyclorama, portal, sound board.

Proscenium arch: \_\_\_\_\_

\_\_\_\_\_

Central or arena staging: \_\_\_\_\_

\_\_\_\_\_

Spotlight: \_\_\_\_\_

Floodlight: \_\_\_\_\_

Flies: \_\_\_\_\_

Center stage: \_\_\_\_\_

Stage right: \_\_\_\_\_

Stage left: \_\_\_\_\_

Stage brace: \_\_\_\_\_

Stage crew: \_\_\_\_\_

Cyclorama: \_\_\_\_\_

Portal: \_\_\_\_\_

Sound board: \_\_\_\_\_

6. Do two short entertainment features that you could present either alone or with others for a troop meeting or campfire.

**Requirement resources can be found here:**  
[http://www.meritbadge.org/wiki/index.php/Theater#Requirement\\_resources](http://www.meritbadge.org/wiki/index.php/Theater#Requirement_resources)

## Important excerpts from the [‘Guide To Advancement’](#), No. 33088:

Effective January 1, 2012, the ‘Guide to Advancement’ (which replaced the publication ‘Advancement Committee Policies and Procedures’) is now the *official* Boy Scouts of America source on advancement policies and procedures.

- **[ Inside front cover, and 5.0.1.4 ] — Unauthorized Changes to Advancement Program**  
***No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements.***  
(There are limited exceptions relating only to youth members with disabilities. For details see section 10, “Advancement for Members With Special Needs”.)
- **[ Inside front cover, and 7.0.1.1 ] — The [‘Guide to Safe Scouting’](#) Applies**  
Policies and procedures outlined in the ‘Guide to Safe Scouting’, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects. [Note: Always reference the online version, which is updated quarterly.]
- **[ 7.0.3.1 ] — The Buddy System and Certifying Completion**  
Youth members must not meet one-on-one with adults. Sessions with counselors must take place where others can view the interaction, or the Scout must have a buddy: a friend, parent, guardian, brother, sister, or other relative —or better yet, another Scout working on the same badge— along with him attending the session. When the Scout meets with the counselor, he should bring any required projects. If these cannot be transported, he should present evidence, such as photographs or adult certification. His unit leader, for example, might state that a satisfactory bridge or tower has been built for the Pioneering merit badge, or that meals were prepared for Cooking. If there are questions that requirements were met, a counselor may confirm with adults involved. Once satisfied, the counselor signs the blue card using the date upon which the Scout completed the requirements, or in the case of partials, initials the individual requirements passed.
- **[ 7.0.3.2 ] — Group Instruction**  
It is acceptable—and sometimes desirable—for merit badges to be taught in group settings. This often occurs at camp and merit badge midways or similar events. Interactive group discussions can support learning. The method can also be attractive to “guest experts” assisting registered and approved counselors. Slide shows, skits, demonstrations, panels, and various other techniques can also be employed, but as any teacher can attest, not everyone will learn all the material.  
  
There must be attention to each individual’s projects and his fulfillment of *all* requirements. We must know that every Scout — actually and *personally*— completed them. If, for example, a requirement uses words like “show,” “demonstrate,” or “discuss,” then every Scout must do that. It is unacceptable to award badges on the basis of sitting in classrooms *watching* demonstrations, or remaining silent during discussions. Because of the importance of individual attention in the merit badge plan, group instruction should be limited to those scenarios where the benefits are compelling.
- **[ 7.0.3.3 ] — Partial Completions**  
Scouts need not pass all requirements with one counselor. The Application for Merit Badge has a place to record what has been finished — a “partial.” In the center section on the reverse of the blue card, the counselor initials for each requirement passed. In the case of a partial completion, he or she does not retain the counselor’s portion of the card. A subsequent counselor may choose not to accept partial work, but this should be rare. A Scout, if he believes he is being treated unfairly, may work with his Scoutmaster to find another counselor. An example for the use of a signed partial would be to take it to camp as proof of prerequisites. Partials have no expiration except the 18th birthday.