

FETCH!™ Patch

Part game show and part reality TV, FETCH! mixes live-action with animation and features real kids, real challenges, and an unreal animated host named Ruff Ruffman. In every episode, six contestants put their problem-solving skills to the test and earn points toward being crowned the FETCH! Grand Champion.

Give your Girl Scouts, ages 6-10, the opportunity to feel like FETCH! contestants by challenging them to earn the FETCH! Patch. The hands-on FETCH! activities on the following pages extend the science and engineering learning introduced during the show. Your girls will tackle challenges, solve problems, and devise creative solutions while doing hands-on activities that require easy-to-find materials.

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Girl Scouts of Eastern Massachusetts

NUMBER OF ACTIVITIES TO EARN THE PATCH:

- Brownies:
- 2 science activities
 - 2 engineering activities
 - plus the community service component
- Juniors:
- 3 science activities
 - 3 engineering activities
 - plus the community service component

NOTE TO LEADERS:

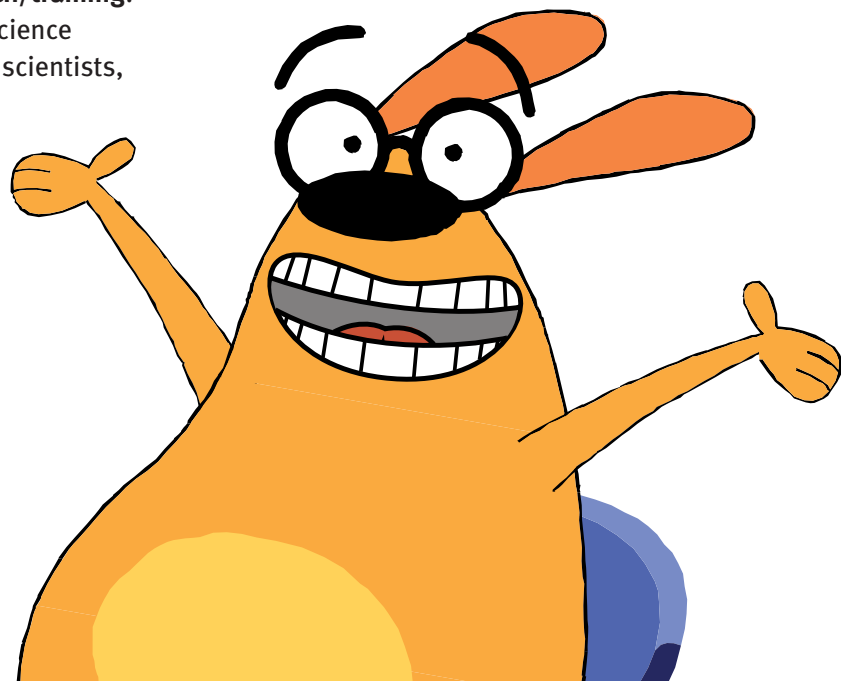
Before doing activities with kids, we suggest you try the FETCH! Hands-On Science Training at pbs.org/parents/fetch/training. This easy-to-use online tutorial will help you lead science activities that encourage kids to explore, think like scientists, and have fun!

To order the FETCH! patch, contact the Country Store at the Girl Scouts of Eastern Massachusetts Council: (781) 893-6293; girlscoutshop.org



Watch FETCH!

FETCH! with Ruff Ruffman is a daily TV show on PBS. Check local listings to find out when FETCH! is on in your area, and visit the Web site at pbskidsgo.org/fetch.



FETCH! activities can be downloaded at:
pbskidsgo.org/fetch/parentsteachers/activities/index.html.
Photocopy and distribute them to your kids.

* Activity sheets
available in Spanish
and English.

Science Activities

- * **Ice Cream Shake:** Make ice cream and learn the science behind frozen treats.
Design A Flavor: Invent an ice cream flavor and conduct a taste test. (Be sure to do Ice Cream Shake first!)
- * **Eat Like A Bird:** Learn how a bird's beak type determines what it eats and where it lives.
- * **Eye Spy:** Build a periscope to secretly peer over walls and around corners.
Help Wanted! Ruff has a knack for getting himself into trouble. Learn about exciting science careers while determining which scientist can help solve his problem.
- * **Kaleid-o-mania:** Design a kaleidoscope using light, reflections, and your artistic talents.
- * **Motion Picture:** Create a thaumatrope and make two pictures look like one.
- * **Operation Espionage:** Make invisible ink and reveal a secret message.
- * **Race for Survival:** Find out about predators and prey in this relay race.
- * **Screaming String Thing:** Turn a cup and string into a screeching sound machine.
- * **Set It Straight:** Tinker with a tabletop see-saw and teach it a few new tricks!
- * **Size It Up:** Turn a small picture into a gigantic one. Seeing is believing!
- * **Throw Your Weight Around:** See how your body constantly adjusts so you can stay upright. Let's move it!
- * **Toy Chemistry:** Mix up a gooey solid out of two liquids.
- * **Train Your Brain:** Will this challenge trick you? Read words of colors or announce the color of the word. See how quickly you can retrain your brain!
- * **Under Pressure:** Support a book with a sheet of paper? Give your paper a workout and make it stronger!
- * **What's the Buzz?:** Make a kazoo and get the buzz on sound vibrations.
- * **Whodunit?** Uncover the identity of a mystery powder.

Engineering Activities

- * **Float My Boat:** Load tinfoil boats with pennies to learn about floating and sinking.
- * **Go Fly A Kite:** Build an indoor kite and learn what makes it fly.
- * **Canine House of Cards:** Construct a paper building strong enough to support a dog biscuit.
- * **Crazy About Kites:** Experiment with kite design to make the best-flying indoor kite.

Engineering Activities (continued)

- * **All Wound Up:** Power a racecar with a rubber band? Yup! Ready, set, roll!
- * **Blow It Away:** Make traveling a breeze with a vehicle that's part car, part sailboat!
- * **Hang Time:** Build some whirlygigs and race them. The winner hits the ground last!
- * **Rescue Mission:** Design a hook, retrieve a capsule, and carry it to dry land.
- * **Stack 'Em Up:** Build a tower out of cups. Remember, the sky's the limit.
- * **Target Practice:** Construct a catapult and launch a marshmallow.
- * **Thrill Ride:** Design a roller coaster for a marble.
- * **What Gives?** Build a suspension bridge and figure out how it's held up.

Community Service Component

Introduce one of the above activities to a group of younger children (another Girl Scout Troop, younger siblings, or neighborhood kids).

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For more information about FETCH! contact Margot Sigur, Outreach Assistant:
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