Space Science researcher



Badge Overview

Observe and explore light, deepening your understanding of the Sun, stars, and other objects in space. When you've earned this badge, you'll understand more about the amazing properties of light and how you use it to make discoveries about the Universe and space science.

Badge Components

1. What more can you see?

Sometimes there is more to see than you think!

O Check out these **Optical Illusions**.

2. Explore "invisible" light

Watch this video to see what invisible light is made of, and where you can see it.

O Try this experiment to see invisible light: Rainbow from a glass.

3. See the stars in a new way

Create a <u>Constellation Projector</u> so you can see the stars in the daytime. Download one of these augmented reality star gazing apps and go outside at night and see what you can see

- O Star Chart app (Android)
- Skyview app (iPhone)

4. Expand your vision

Watch this video to find out more about what else you can see in the night sky.

5. Conserve the night sky

Become a Citizen Scientist and submit your data to scientists so they can measure light pollution all over the world.

The steps are on the Globe at Night website.

Materials

- Cell Phone
- Cardboard tube from inside toilet paper or kitchen paper
- Flashlight
- Constellation projector template
- Tape
- Black paper
- · Glass of water

Florida Educational Standards

The content of all Girl Scout national proficiency Badges and Journeys have been correlated by grade level to national and state learning objectives.

Click here for more information on how Girl Scout Badge-work supports Florida's educational standards.



We love to see Girl Scouts in action. Snap a photo and send it to marcomm@gssef.org.

Include her name, troop# and the name of the badge she's working on and we'll feature her.

Finished with your badge? Now buy it for your Girl Scout Uniform. Order online at https://www.girlscoutshop.com/SOUTHEAST-FLORIDA-COUNCIL and we'll ship it for free.

Questions? Contact

customercare@gssef.org

