



Virtual Scout Day: Sunday, June 6th  
BSA Architecture Merit Badge  
GSUSA STEM Career Exploration Badge

### Schedule and Session Descriptions

All programs will start promptly. Please be present in the Zoom room 5 minutes prior to the start time. The link for the room is provided in the confirmation email you received from Eastern State Penitentiary.

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#### **Session 1- Let the Doors Be of Iron: A Virtual Tour of Eastern State Penitentiary**

An Eastern State Educator provides scouts with an introduction to the history and architecture of Eastern State Penitentiary. Scouts learn how Eastern State's design reflected the intentions and philosophy of the founders, and how the building's architecture influenced the lives of the people who lived and worked inside its walls. Scouts discuss the following questions:

- How did the building's design promote security and surveillance?
- What challenges did architect John Haviland face when designing a prison meant for total isolation of prisoners?
- How has prison architecture changed over time?

Start: **10:00 am ET**  
Length: 60 minutes  
End: **11:00 am ET**

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Break: 10 minutes

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#### **Session 2- "A Model for the World": The Ethics and Influence of Prison Architecture**

Eastern State Penitentiary's ground-breaking architectural design spread throughout the world. Its influence can be seen in more than 300 buildings on five different continents including prisons, schools, and hospitals. Scouts will –

- Learn: How Eastern State's design continues to influence prison architecture today. Are those influences positive or negative?
- Discuss: What ethical concerns surround prison architecture during Eastern State's history and in prisons today?
- Examine: What are the debates within the field of architecture today concerning the design of spaces for solitary confinement and capital punishment? Should prison architects design buildings for these purposes?

Start: **11:10 am ET**  
Length: 50 minutes  
End: **12:00 pm ET**

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**12:00 pm-1:00 pm ET- Lunch Break**

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**Session 3: Building a Prison, Saving a Landmark**

Scouts are introduced to the fascinating career of historic preservation. Scouts hear from Eastern State's award-winning conservation team and learn about the critical role they play in the mission of the historic site. The massive 1-acre penitentiary was completely abandoned for over 20 years after its closure in 1971, presenting a complex challenge to the engineers and architects tasked with saving it from time and the elements. Scouts will –

- Explore the multidisciplinary world of architectural preservation. Who is considered a preservationist? What guides the field of preservation?
- Learn why some buildings are preserved and others are not.
- Examine why Eastern State Penitentiary was saved from demolition and turned into a museum.
- Dive into the nitty gritty of preserving Eastern State from decay and collapse. How does an understanding of nature, history, and human behavior help preservationists save the building

**Start: 1:00 pm ET**

**Break: 1:45 pm -1:50 pm ET**

**End: 2:35 pm ET**

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Break: 10 minutes

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**Session 4- Chop Wood, Carry Water: Architecture and Historic Preservation Career Panel**

Having met with three individuals with varied careers in architecture and historic preservation, this session will offer insight into the education, training, and experience required for a career in architecture, conservation, or engineering. Scouts will –

- Engage with professionals in and around the field of architecture and historic preservation.
- Learn through a wide lens the steps typically undertaken to begin a career in the fields specific to our panelists.
- Demonstrate interest in one or more of the careers in conversation with an Eastern State staff member and/or self-reflection and writing in the badge packet.

**Start: 2:45 pm ET**

**Length: 45 minutes**

**End: 3:30 pm ET**

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**Session 5- "What do I do next?": Optional Support Session**

We want to make sure scouts have all the help they need. In this optional session, scouts and guardians will –

- Have the opportunity to ask final questions.

- Understand and commit to meeting deadlines.
- Identify action steps to complete badge packet(s).

Start: **3:30 pm ET**

Length: 30 minutes

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**4:00 pm ET** - *Done for the day!*

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### **A Note About the Drawing Assignments**

In order to fulfill all merit badge requirements, scouts must complete the requirements listed below. These can be included with the badge packet that will be sent at the conclusion of Scout Day.

1. Take a walk around your neighborhood, with a parent or guardian's permission, and make notes about the kind of structures you see. In your badge packet, note –
  - What time period do you think the buildings are from?
  - What similarities do you notice?
  - What differences?
  - Make a sketch of a structure you admire.
2. Measure a room in which you spend a lot of time. In your badge packet, make an accurately scaled drawing of the room's floor plan showing walls, doors, closets, windows, and any built-in furniture or cabinets. Neatly label your drawing with the following:
  - Your name
  - The date
  - What room you drew
  - The scale of the drawing. (Ex. Drawing scale: 1/4 inch = 1 foot)