



## Camp Craft Activity Badge

**To achieve this badge you need to:**

1. Help to put up a tent.
2. Collect wood and help to build a fire.
3. Cook on a fire or barbeque.
4. Learn how to tie a reef knot.
5. Take part in a small pioneering project.
6. Start your own camp blanket.
7. Visit a Cub, Scout or Group camp.

**Guidance for Leaders:**

Beavers need supervision around fires. If using a disposable barbeque make sure it is in a suitable area outside and leave it outside after finishing with it.

There are lots of ideas for backwoods cooking but be aware of any allergies the children have.

The pioneering project could use uncooked spaghetti or skewers and sweets, or bamboo canes and elastic bands.

Children from other sections may have camp blankets if the leaders do not. It shows how you can keep a record of your time throughout Scouting and there is somewhere to put those special badges that aren't on your uniform. Starting the camp blanket could be starting to collect badges.

Visiting the older sections on camps shows the Beavers what kinds of things they have to look forward to. They can make friends with the Cubs before moving up and have a chance to meet the Leaders.

## Collector Activity Badge

**To achieve this badge you need to:**

1. Make a collection over a period of at least six weeks.
2. Show your Colony or Lodge a sample of things from your collection.
3. Tell others in your Colony or Lodge about your collection; what is your collection? Why do you collect these things? What is your favourite item from your collection?

**Guidance for Leaders:**

Young people could tell others in the Colony in a variety of ways including in small groups / lodges, presentations with photographs or pictures, by creating photo boards around the meeting place for them to look at and discuss, as part of a trading post activity where young people move around in small groups or similar.

## Communicator Activity Badge



### To achieve this badge you need to:

1. Know how to make a phone call
2. Know your phone number
3. Know how to send an email or text message
4. Spell your name in Morse code, semaphore, the phonetic alphabet, or using pictures and symbols.
5. Decode a simple message in Morse code, semaphore, the phonetic alphabet, or using pictures and symbols.

## Cyclist Activity Badge



### To achieve this badge you need to:

1. Know the importance of safety equipment like a helmet, reflective clothing and lights.
2. Show how to correctly put on and wear a cycle helmet.
3. Show how to pump up a tyre.
4. Go for a short ride in a safe place

### Guidance for Leaders:

Please remember that all those riding a bike must wear a cycle helmet except for Sikhs wearing a turban. This exception does not apply to a Sikh wearing a Top Knot.

## Disability Awareness Activity Badge



**To achieve this badge you need to complete 1 activity from each area:**

### **1. Disability Awareness**

- Explain what a disability is.
- Find out about a Paralympian and their sport, and tell a story about their achievements.
- Visit an activity centre or playground specifically for people with disabilities
- Describe how your meeting place could be improved for everyone to take part.
- Make a poster to share with others about a disability but not one mentioned in area 2, 3 or 4.

### **2. Physical disability awareness**

- Show how to safely push a wheelchair
- Describe an aid that can assist a disabled person, for example a types of wheelchair, computers, grabbers or rising chairs.
- Play a game where you can only sit down or use one hand (for example goalball).

### **3. Deaf awareness**

- Learn how to fingerspell your name
- Learn the Promise in British Sign Language
- Explain what hearing dogs for deaf people do and why they are helpful.
- Play a game without using sound.

### **4. Sight awareness**

- Explain what guide dogs for blind people do
- Guide a blindfolded beaver through a game/assault course.
- Play blind football, or another blindfolded game.

### **Guidance for Leaders:**

Programme material which may help with this badge is available on Programmes Online, and other supporting information including help on supporting young people with special needs or disabilities is available in the members resources area of [www.scouts.org.uk](http://www.scouts.org.uk)

These websites may also be useful:

Scope – [www.scope.org.uk](http://www.scope.org.uk)

Paralympics – [www.paralympics.org.uk](http://www.paralympics.org.uk)

Whizz-Kidz – [www.whizz-kids.org.uk](http://www.whizz-kids.org.uk)

### **Deaf awareness**

Action on Hearing Loss (previously RNID) – [www.actiononhearingloss.org.uk](http://www.actiononhearingloss.org.uk)

National Deaf Children's Society (NDCS) – [www.ndcs.org.uk](http://www.ndcs.org.uk)

BritishSign – [www.british-sign.co.uk](http://www.british-sign.co.uk)

Sense – [www.sense.org.uk](http://www.sense.org.uk)

## Sight awareness

Royal National Institute of Blind People (RNIB) – [www.rnib.org.uk](http://www.rnib.org.uk)

Guide Dogs – [www.guidedogs.org.uk](http://www.guidedogs.org.uk)

Goalballuk – [www.goalballuk.com](http://www.goalballuk.com)

Omniglot (information about braille) – [www.omniglot.com](http://www.omniglot.com)

Sense – [www.sense.org.uk](http://www.sense.org.uk)

## Other disabilities / disorders

National Autistic Society – [www.autism.org.uk](http://www.autism.org.uk)

Mencap – [www.mencap.org.uk](http://www.mencap.org.uk)

British Dyslexia Association – [www.bdadyslexia.org.uk](http://www.bdadyslexia.org.uk)

British Stammering Association – [www.stammering.org](http://www.stammering.org)

Dyslexia Action – [www.dyslexiaaction.org.uk](http://www.dyslexiaaction.org.uk)

Down Syndrome Association – [www.downs-syndrome.org.uk](http://www.downs-syndrome.org.uk)

Dyspraxia Foundation – [www.dyspraxiafoundation.org.uk](http://www.dyspraxiafoundation.org.uk)

Tourettes Action – [www.tourettes-action.org.uk](http://www.tourettes-action.org.uk)

## Gardener Activity Badge



### To achieve this badge you need to:

1. Know what happens to trees in each of the four seasons.
2. Know how to use some gardening tools safely
3. Know what plants need to grow
4. Help to look after a garden or allotment for three months. Keep a record of what you have done and the changes you see.

### Guidance for Leaders:

1. Doesn't have to be too in depth. Winter the trees look dead. Spring they grow leaves and flowers. Summer they grow fruit. Autumn the fruit and leaves fall off.
2. Probably best to use hand tools with beavers like a hand fork and trowel. They can do a bit of digging and plant some things. For those that are interested they can learn about the bigger tools used by adults.
3. Just the basics of sun light, water and food. Know that the food comes from the soil and you can give them extra in fertilizer.
4. 3 months should give enough time for things to grow and change. Record can be drawn pictures, simple sentences and photographs. For those with no access to gardens or allotments a range of houseplants/herbs could be cared for but not just 1 spider plant etc. Alternatively, there might be an area in the local community where there is something suitable. Some schools now have gardens for the children. Some Scout HQs have potential for gardens to be put in.

## Photographer Activity Badge



### To achieve this badge you need to:

1. Show how to use a camera to take a good photograph.
2. Create a scrapbook showing the different uses of photographs (e.g. news, advertising, art etc).
3. Take 10 or more photos and show these to your lodge or an adult. Why do you like these photos? What made you take them?

### Notes:

The photographs could be a project based around things like animals or plants. You could take photos on a trip together to help recall the events of the day.

### Guidance for Leaders:

If the photos are to be used on a website or in the media, it is advised that permission is obtained beforehand from parents/guardians.

Remind the Beavers to ask permission before taking a photo of somebody.

## Sports Activity Badge



### To achieve this badge you need to:

1. Take part in a sport or physical activity regularly for at least 6 weeks.
2. Take part in a match, competition or demonstration of that sport.
3. Demonstrate to your Lodge, Colony or an adult the skills you have learnt.
4. Explain to your Lodge, Colony or an adult the rules of your sport.

### Guidance for Leaders:

Young people could tell others in the Colony in a variety of ways including in small groups / lodges, presentations with photographs or pictures, by creating photo boards around the meeting place for them to look at and discuss, as part of a trading post activity where young people move around in small groups or similar.

## Space Activity Badge



### To achieve this badge you need to:

1. Identify some of the things you can see in the night sky, for example stars, the moon, planets.
2. Identify at least 1 constellation you can see.
3. Be able to name the 8 planets in our solar system.
4. Find out about a current space mission.

### Guidance for Leaders:

1. Depending on where you live there will be a great difference in the things you can see because of light pollution.
  2. The constellations you can see are affected by the seasons.
  3. There are only 8 planets now but you can tell the Beavers that Pluto was a planet when you were young!
  4. There is the International Space Station (ISS) which is carrying out lots of exciting experiments in space. On some nights you can see the ISS in the sky. It travels quite quickly and looks like a star moving through the sky. Details of these passes can be found at [www.meteorwatch.org](http://www.meteorwatch.org) (also offers lots of guidance on astronomy)
- There are currently landers exploring the surface of Mars. Curiosity is sending back photos regularly and these can be seen on the NASA website.



## Backwoods Cooking Activity Badge

**To achieve this badge you need to:**

1. Demonstrate how to light a fire
2. Help prepare a fire for cooking on
3. Cook something using a billy can
4. Cook something in the embers of a fire
5. Cook something on a stick
6. Show how to make the fire safe when you have finished with it, including extinguishing the fire and making the area where it was safe.

## Disability Awareness Activity Badge



**To achieve this badge you need to complete 1 activity from each area:**

**1. Disability Awareness**

- Explain what a disability is and the different types of disability.
- Research a famous person with a particular disability. Make a poster or write about their life and achievements.
- Visit a local community building (for example library, town hall or cinema) and record notes about how accessible it is for someone with a disability.
- Demonstrate how you could support someone with additional needs (but not those listed in area 2, 3 or 4) to make the Cub Promise.

**2. Physical disability awareness**

- Find out about two different aids that can assist a disabled person, and how they help. For example different types of wheelchairs, computers, rising chairs or adapted cars.
- Know three ways to make it easier for a wheelchair user to use public places, like shops, parks, hospitals or libraries. Describe how your meeting place could be improved for a wheelchair user.
- Make a sandwich using only one hand, or draw a picture using only your feet to hold the pen.

**3. Deaf awareness**

- Learn the alphabet in fingerspelling and understand a word communicated in fingerspelling
- Learn a song in Makaton or British Sign Language
- Explain what equipment is available for a deaf person in the home (for example fire alarms, telephones, subtitles)
- Show how to:
  - approach a deaf person
  - speak to a deaf person so they can lip-read.

#### **4. Sight awareness**

- Describe 2 different ways a blind or visually-impaired person can read, for example using the computer, Braille or Moon.
- Explain what guide dogs for blind people do and how they are trained.
- Learn and identify your name in Braille.
- Show how to approach and identify yourself to a blind or visually impaired person.

#### **Guidance for Leaders:**

Programme material which may help with this badge is available on Programmes Online, and other supporting information including help on supporting young people with special needs or disabilities is available in the members resources area of [www.scouts.org.uk](http://www.scouts.org.uk)

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## Fire Safety Activity Badge



### To achieve this badge you need to:

1. Complete requirement a or b:
  - a. Visit a Fire Station or invite a Fire-fighter at your meeting place.
  - b. Learn about some of the other things that fire-fighters do (e.g. road traffic accidents, rescue operations, smoke detector fitting, safety inspections at homes, schools and workplaces).
2. Take part in a fire drill at your meeting place and learn what you should do if a fire breaks out.
3. Make an emergency escape plan for your home.
4. Know the importance of smoke and heat detectors, and keeping them maintained (including changing batteries).
5. Identify 3 possible dangers at home or your meeting place that could start a fire.
6. Know how a fire at camp should be kept safe for everyone, and how to stay safe yourself around a fire.
7. Know how to behave around a bonfire and fireworks.

## Pioneer Activity Badge



### To achieve this badge you need to:

1. Make your own rope, for example using a rope machine or working with a friend.
2. Tie a simple lashing.
3. Demonstrate the following
  - 3 knots - for example; reef, figure of eight, sheet bend, bowline, etc
  - 1 hitch - for example; clove hitch, round turn and two half-hitches, cow hitch, etc
4. Take part in a knot game.
5. Build an indoor pioneering project using simple knots and lashings.

### Guidance for Leaders:

Various types of knot games, and activities about making rope, can be found on Programmes Online.



## Fundraising Activity Badge

### To achieve this badge you need to:

1. Identify and organise a fundraising initiative for one of the following:
  - The Scout Association (where funds will be used to promote and grow Scouting Nationally) or your local group, or both if desired.
  - For another UK registered Charity of your choice.
2. Find a compelling message – a short reason to give that you can communicate to potential donors about your chosen cause. It must be inspiring and clear in order to raise the most money.
3. Set a target and a date by which you'll have raised the money – we suggest a minimum of £100.
4. Write a short report about your fundraising challenge and submit it to your Leader, Troop Forum or Patrol Leaders' Council.
  - a. Detail the cost versus the amount raised,
  - b. Give three top tips that could help other fundraisers.

### Notes:

Carry out your fundraising initiative legally and appropriately, making full use of tools available.

The fundraising initiative could be any of the following:

- An organised challenge event e.g. Virgin London Marathon, Nova Swim Series, a trek.
- A challenge you have set yourself and organised yourself, making sure that all regulations have been complied with.
- An event that you organise eg. A fete, restaurant evening or car wash
- A fundraising project for your local group e.g. new equipment, new roof appeal.

Ensure you collect Gift Aid where applicable and find other ways to maximise the amount raised.

## Geocaching Activity Badge



### To achieve this badge you need to:

1. Demonstrate an awareness of the Global Positioning System (GPS) to include:
  - a. how it works
  - b. ownership and control of the system
  - c. benefits to society
  - d. what factors affect accuracy
2. Programme a hand-held GPS receiver to perform the following functions:
  - a. Find your location (grid reference and latitude/longitude) and record it
  - b. Enter the grid reference of a local landmark and navigate to the waypoint
  - c. Enter the latitude/longitude coordinates of a nearby point and navigate to the waypoint,

checking the accuracy

- d. Walk on a bearing using the GPS and a map.
3. Demonstrate an understanding of the difference between Ordnance Survey and latitude/longitude coordinates.
4. Using an Ordnance Survey map (1:25 000 or 1:50 000 scale) plan a route of at least 4km that contains a minimum of 10 waypoints. Discuss the features and challenges that exist along the route. Programme the route into a hand-held GPS and undertake the journey.
5. Sign up to a geocaching website. Find out about geocaching and demonstrate an understanding of what is involved in both locating and placing a geocache.
6. Demonstrate an understanding of the safety and environmental aspects of geocaching, e.g. Highway Code; Countryside Code and guidelines produced by the Geocaching Association of Great Britain (GAGB).
7. Find five geocaches using a GPS, at least three of which must be 'multi-caches' with at least two waypoints. Discuss the accuracy of the information provided and of the GPS receiver you used.
8. With adult assistance where necessary:
  - a. Plan, assemble and hide two caches, one of which should be a multi-cache. The planning should involve making sure the location is suitable and that other navigators have proper access to the land and terrain
  - b. Either submit your caches to a geocaching website, or give the details to other Scouts to successfully find the caches.

#### **Guidance for Leaders**

Reference should be made to the Activity Rules in chapter nine of Policy, Organisation and Rules and the Adventurous Activity Permit Scheme.



## Fundraising Activity Badge

### To achieve this badge you need to:

1. Identify and organise a fundraising initiative for one of the following:
  - The Scout Association (where funds will be used to promote and grow Scouting Nationally) or your local group, or both if desired.
  - Another UK registered Charity of your choice.
2. Find a compelling message – a short reason to give that you can communicate to potential donors about your chosen cause. It must be inspiring and clear in order to raise the most money.
3. Use social media to promote your fundraising initiative.
4. Set a target and a date by which you'll have raised the money – we suggest a minimum of £500.
5. Engage support from others to form a fundraising team. Motivate and inspire them to encourage others to donate.
6. Prepare and present a short presentation about your fundraising challenge and submit it to the members of your local Executive Committee or your Leader.
  - a. Detail the cost versus the amount raised,
  - b. Explain how you effectively used social media and how you reached outside your own immediate network to garner support.
  - c. Give three top tips that could help other fundraisers.

### Notes

Carry out your fundraising initiative legally and appropriately, making full use of tools available.

The fundraising initiative could be any of the following:

- An organised challenge event e.g. Virgin London Marathon, Nova Swim Series, a trek.
- A challenge you have set and organised yourself, making sure that all regulations have been complied with.
- An event that you organise eg. A fete, restaurant evening or car wash.
- A fundraising project for your local group e.g. new equipment, new roof appeal.

Ensure you collect Gift Aid where applicable and find other ways to maximise the amount raised.

## Naturalist Activity Badge



### To achieve this badge you need to:

1. Demonstrate an interest in the natural world, involving regular participation in activities, use of a variety of study techniques and conservation techniques over a period of time, and showing improvement in your skills.
2. Demonstrate skills in the recording and observation of the natural world to a group of young people.
3. Understand in detail how man's activities are affecting the natural world, particularly pollution, deforestation and new farming techniques.
4. Demonstrate a good knowledge of natural history terminology, particularly local animal and plant species and other specialist words.

### Guidance for Leaders

Young people should be aiming to take part for 6 or 12 months in the activity, especially if they are using to count towards a Top Award or DofE.

## Pioneer Activity Badge



### To achieve this badge you need to:

1. Build a scale Pioneering model
2. Take a lead role in building an outside pioneering project such as aerial runway or hourglass tower.
3. Whilst doing so, demonstrate the following:
  - Ten knots ,bends or hitches
  - Four lashings
  - the use of simple blocks and tackle
  - anchorages for firm and soft ground
  - an understanding of the need for supervision in pioneering projects
4. Demonstrate two whippings and two splices

### Notes

Reference should be made to the Aerial Runway Code on [www.scouts.org.uk/supportresources](http://www.scouts.org.uk/supportresources)

## Survival Skills Activity Badge



### To achieve this badge you need to:

1. Know how to prevent and treat the effects of extreme heat (sunstroke and dehydration) and cold (hypothermia).
2. Demonstrate various techniques of fire lighting
3. Demonstrate how to build several different types of fire
4. Demonstrate the correct use of international distress signals, using whistle, torch, mirror or markers.
5. Describe some basic actions to take while waiting rescue that will both keep you (and your group) safe and will assist your rescuers in locating you.
6. Know how to catch your food, using techniques such as fishing or snares understand that certain techniques should only be used in real survival situations
7. Know edible plants and/or fruit found locally, and the risks involved with eating the incorrect items.
8. Prepare a meat such as rabbit or fish to eat and cook over an open fire
9. Make an item of equipment that will be of use to you on the survival exercise
10. Demonstrate methods of filtering and purifying water.
11. Demonstrate methods of finding direction by day or night without a compass
12. With a group of at least three other Explorer Scouts, take part in a survival exercise lasting two nights during which the group should:
  - a. construct a shelter of natural or salvaged materials and sleep in it
  - b. cook all meals over an open fire
  - c. cook without utensils or aluminium foil (although a knife may be used)

### Notes

The leadership team should select suitable country for this so that supervision is possible. Catching food can be covered in a number of ways ie fishing, using traps or snares. Explorer Scouts should be made aware of the law and the issues surrounding inhumanity to animals outside of a real survival situation.

Wild mountainous country is not intended. The Nights Away Permit Scheme must be followed.

Alternative activities may be undertaken as agreed with the leadership team.

## ALL SECTIONS – STAGED ACTIVITY BADGES



### Hikes Away (1, 2, 5, 10, 15, 20, 35, 50)

#### To achieve this badge you need to:

Complete # hike(s) or journey(ies) with a purpose as agreed with your Leader. Those taking part should be dressed and equipped suitably for the weather conditions and terrain.

#### Notes:

Reference should be made to the activity rules in Chapter 9 of POR and the Activity Permit Scheme.

Examples of activities qualifying for a 'Hike Away' are listed below. Other similar activities could be undertaken.

For Beaver Scouts, plan for about 2 hours of activity. Examples might be:

- Explore on foot a country park or nature reserve.
- Go on a family ramble.
- Take part in a woodland walk (observing the wildlife/ complete a tree safari).

For Cub Scouts, plan for about 3 hours of activity. Examples might be:

- Follow a towpath trail and discover how locks work on the local canal.
- While on camp or pack holiday explore on foot a local town or village.
- Walk up a hill and enjoy the view.

For Scouts, plan for at least 4 hours of activity. Examples might be:

- Take part in a dusk to dawn hike.
- Explore a bridle way on horseback.
- An overnight expedition by foot (which would count as 2 hikes).
- A trip down a river in an open canoe.
- Complete a cycle ride.

For Explorer Scouts, plan for at least 5 hours of activity. Examples might be to spend the day (or night):

- hill walking
- mountain biking
- canoe touring
- pony trekking
- nordic skiing
- backpacking

Nights Away(1, 2, 3, 4, 5, 10, 15, 20, 35, 50, 75, 100, 125, 150, 175, 200)



**To achieve this badge you need to:**

Complete # nights away on recognised Scout activities, sleeping in either tents, bivouacs, hostels, on boats or other centres.

Those taking part should be equipped suitably for the activity and weather conditions.

Time on the Water (1, 2, 5, 10, 15, 20, 35, 50)



**To achieve this badge you need to:**

Complete # session(s) as agreed with your leader. Those taking part should be dressed and equipped suitably for the activity and weather conditions.

**Notes**

Reference should be made to the activity rules in Chapter 9 of POR and the Activity Permit Scheme.

Examples of activities qualifying for an 'Activity Afloat' are listed below. Other similar activities could be undertaken.

- Kayaking
- Canoeing
- Sailing
- Windsurfing
- Powerboating
- Kiteboarding
- Surfing
- Yachting
- Motorcruising
- Narrowboating
- Pulling/Rowing
- White water Rafting
- Traditional Rafting

For Beaver Scouts, a session should be about 1 hour of activity.

For Cub Scouts, a session should be about 1-2 hours of activity.

For Scouts & Explorer Scouts, a session should be about 2-3 hours.