



**cubs**

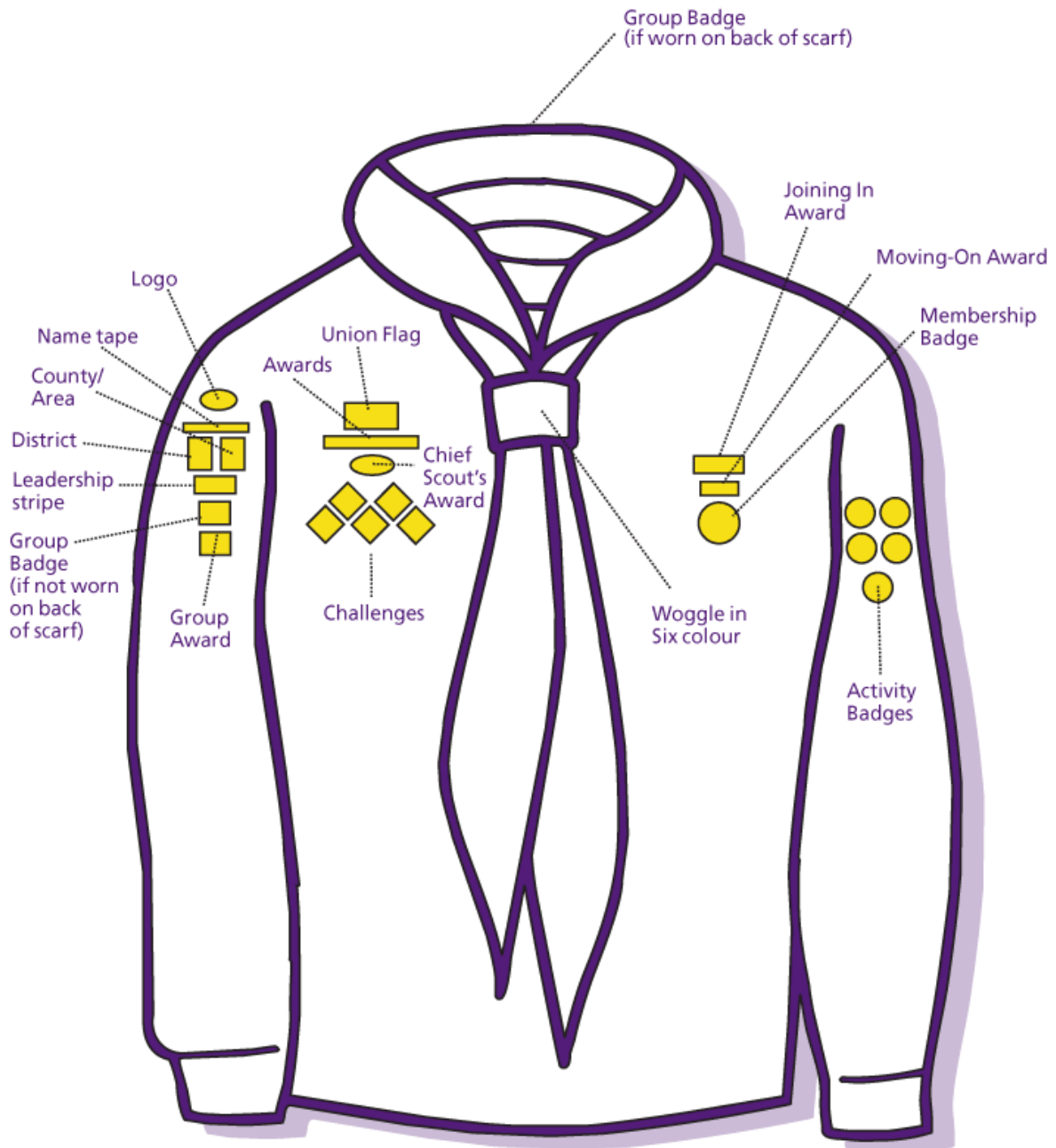
## **Badge Requirements**

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## Position of Badges on Uniform

The diagram below shows the positions of the Cub Scout badges on their Uniform.



# Cub Scout Membership Award



A young person joining the Cub Scout Pack after the age of eight, and who has not previously been a Beaver Scout, will start work on their Cub Scout Membership Award straightaway. The badge is presented at the Investiture ceremony when the new Cub Scout makes their Promise.

## Requirements

1. Area One - Know about the Cub Scout Pack
  - i. Get to know the other Members and Leaders in your Six and Pack.
  - ii. Find out about the ceremonies and traditions in your Pack.
  - iii. Find out about the activities that your Pack does.
2. Area Two - Know about joining your Pack
  - i. Know and understand the Cub Scout Promise and Law and the rules in your Pack.
  - ii. Know and understand the Cub Scout Motto, Sign, Salute and Handshake.
  - iii. Know what to do at your Investiture.
  - iv. Know the meaning of the badges you will receive.
  - v. Know the history of the family of Scouts and worldwide Scouting.

## Joining In Awards



These are special badges that are awarded at regular intervals of around a year. They celebrate the Cub Scout's participation in a Balanced Programme.

### **When are the Awards presented?**

The numbering indicates how many years each Member has participated in the Programme across the whole Scout Movement. You need to count the time from when they first joined the Movement, perhaps as a Beaver Scout. A Beaver Scout should wear their highest numbered Joining In Badge on their new Cub Scout uniform.

### **What information do I need?**

You also need this joining date information from the former Pack of any Cub Scout who transfers to your Pack on moving into your area. On their next anniversary, you will present the next consecutively numbered Joining In Badge if they have taken part in a Balanced Programme in the Pack.

### **What badges do I need to stock?**

The Cub Scout Pack should carry a supply of Joining In Badges numbered from one to five, to cover the full range of your Cub Scouts' possible involvement with Scouting.

### **Where should the Joining In Badges be worn?**

They wear this Badge above the Cub Scout Membership Award, and above the Beaver Scout Moving-On Badge. When a Cub Scout joins the Scout Troop, they should wear on their new Scout uniform the most recent numbered Joining In Badge gained in the Pack. All Joining In Awards earned within the Cub section can be worn at the same time.

## Moving-On Awards

### Beaver Scout Colony to Cub Scout Pack



A Beaver Scout swimming up to join the Cub Scout Pack can start work on their Cub Scout Membership Award in the four weeks before they join the Pack. You need to talk to the Beaver Scout Leader to plan together to make sure this transition goes smoothly.

The Beaver Scout Leader presents the Moving-On Award, normally during a Swimming Up Ceremony. It can be worn on the Cub Scout uniform.

#### Requirements

- Attend both Beaver Scouts and Cub Scouts for at least four weeks and take an active part in both programmes.
- Complete the requirements of the Cub Scout Membership Award during this time.

### Cub Scout Pack to Scout Troop



The Moving-On Award is intended to help a Cub Scout make a smooth transfer to the Scout Troop.

The requirements:

1. Attend both Cub Scouts and Scouts for four to six weeks and take an active part in the Troop programme.
2. Work for the Scout Membership Award during this time.

#### When is the Award presented?

The Cub Scout Leader presents the Moving-On Award, normally at a going up ceremony. If the Cub has completed the requirements for the Scout Membership Award, the Scout Leader will then invest them as a Scout and present this badge.

#### Where should the badge be worn?

A Cub Scout wears the Award on the left breast above the Membership Badge and below the Joining In Award. This badge can be worn on the Member's new Scout uniform.

## **Challenge Badges**

There are seven Challenge Badges. You may decide to offer them to the Pack to extend some of the activities explored in the Programme Zones.

### **What are the seven Challenges?**

The following Challenges are available in the Cub Scout Section.

- The Promise Challenge
- The Community Challenge
- The Creative Challenge
- The Fitness Challenge
- The Global Challenge
- The Outdoor Challenge
- The Outdoor Plus Challenge

### **Attempting the Challenge Badges**

To gain the Chief Scout's Silver Award, a Cub Scout needs to complete all the Challenges (except the optional Outdoor Plus Challenge). These Challenge Badges can be attempted by a Cub Scout on their own, by a small group or by the whole Pack. You should aim for a Cub Scout to complete a Challenge Badge over a two to four month period.

### **Why attempt Challenge Badges?**

The Challenge Badges offer a variety of activities so that Cub Scouts can develop personal interests and skills. You may find that the Challenges help you come up with ideas for a Balanced Programme on a series of themes. Some of the activities detailed in Pack programmes are suitable for the Challenge Badges.

### **Can a Cub Scout attempt a Challenge Badge more than once?**

Yes. If this is the case you would expect a greater involvement second time around. Perhaps you could encourage the Cub Scout to help younger members of the Pack, for example. If a Challenge is completed a second time, a second badge may be worn.

### **Where should the Challenge Badges be worn?**

Cub Scouts should wear any Challenge Badges on the right breast of the uniform.

## Caring Challenge (Discontinued)



This badge has been discontinued

### **Notes:**

*This badge no longer appears in the new syllabus for Cub Scouts.*

*The old requirements for the Caring Challenge can also be found on ScoutBase UK.*

## Community Challenge



Cub Scouts should complete three of the following:

1. Find out about a place of worship (preferably different from their own) in their local community. Find out what happens there and tell other Cub Scouts about it. If possible they should visit a place of worship or meet a religious leader.
2. Organise a fundraising event for a charity of their choice.
3. Over a period of a month take good care of a pet. Make a record of how they have cared for their pet, for example, food, exercise, and cleaning/grooming.
4. Meet or visit someone who helps their local community, for example, a police officer, a fire fighter or lifeboat crewmember. Explain to others what they have learned and how we can help them to do their job.
5. Find out what hazards there could be in the home or Meeting Place or on a campsite. Help other Cub Scouts to be aware of any dangers.
6. Learn the following basic First Aid: controlling bleeding, burns and scalds, airway protection and how and when to get help.

## Creative Challenge



Cub Scouts should complete three of the following:

1. Create and then read or perform a prayer, reading or sketch for a service, about their Promise. This should include why the Promise is important to them or how they have used the Promise to help other people. This could be done individually or in a small group.
2. Plan and perform a musical performance, play or sketch.
3. Create two new games for the Pack.
4. Design and make something, for example, a birdhouse, model or kite.
5. Create something using information technology, for example, a birthday card, party invitation, or a poster.
6. Make a creative presentation about an aspect of Cub Scouting. This could be in the form of a video, photos or posters. It could show the activities they enjoy doing, a Cub camp or be used for recruiting new members.
7. Write a poem or short story on a subject of their choice.
8. Design and make something using pioneering skills, this could be a raft or a scaled down model of a bridge.
9. Take part in a problem solving activity that requires creative thinking. This could be an incident hike or a code breaking activity at camp.

## Fitness Challenge



Cub Scouts should complete all of the following:

- Show how they have done their best in a sport or activity over a two-week period. This can be something new or a sport/activity they currently take part in.
- Show how they have improved their physical fitness over a two-week period. This might include examining what they eat and improving their diet, how much exercise they take, how much sleep they get and explain how they might continue to improve their fitness in the future.
- Try two new sports at least once, for example, tennis, dance, basketball or Tai Chi.

## Global Challenge



Cub Scouts should complete four of the following:

1. Find out about the traditions, culture, food, religion and other interesting things of a country different from their own.
2. Find out about the work of an international charity that helps around the world, for example, OXFAM, UNICEF. Present their findings to the rest of the Pack.
3. Find out about an aspect of international Scouting. They could take part in a 'Join In Jamboree' activity, or arrange a visit from a Jamboree participant. Or, they could find out about Scouting in a country of their choice.
4. Find out about things that can be recycled or how energy can be saved. Over a period of weeks show how they have recycled or saved energy at home.
5. Find out about a global issue such as poverty, conservation or water and sanitation and what they can do to help.
6. Find out about a technology of their choice. This could be a personal computer, a car engine, an aircraft or anything similar. They should understand the basic functions of the technology and how it is used and a brief history. They should then present your findings to the rest of the Pack.

## Outdoor Challenge



Cub Scouts should complete all of the following:

1. Take part in at least one residential experience (preferably camping) with a minimum of two nights away. The two nights do not need to be consecutive.
2. Explain to other Cub Scouts what activity they enjoyed most whilst on the residential experience and what activity they found hardest. This could be in the form of a poster, story, photographs or similar.
3. Learn two new skills and use them, for example: tracking, fire lighting or some basic knots.
4. Take part in three new outdoor activities that you have not done before, for example, shelter building, pioneering, archery, skiing, abseiling, a wide game or kite flying.

## Outdoor Plus Challenge



The Outdoor Plus Challenge is an optional choice particularly aimed at the older Cub Scout who has completed the Outdoor Challenge.

Cub Scouts should complete all of the following:

1. Hold the Outdoor Challenge.
2. Take an active part in helping to plan or run the Night's Away experience for example, help a less experienced Cub Scout during the event or plan and lead a Scouts' Own or game.
3. Know how to prepare for a one-day expedition to the countryside (e.g. correct clothing, footwear, First Aid kit and food and drink).
4. Spend two nights away on a residential experience with other Cub Scouts (these nights should be in addition to Nights Away used for the Outdoor Challenge but do not have to be consecutive).
5. Plan and then travel along a route of at least one kilometre on foot or using any method of self-propelled transport and navigate using any of the following: Compass, Map, Landmarks, Tracking signs, Taped instructions Or plan and then use a route using at least two types of public transport. The route should not be one that is familiar to the Cub Scout.

## Promise Challenge



Cub Scouts should complete four activities from the following:

1. Over a period of time help another Cub during Pack activities; this could be for a new Cub's first few weeks in the Pack or on a residential experience.
2. Over a period of time carry out good turns for some one outside of the Pack. This could be helping a relative with housework or doing some work in the local community.
3. Describe an occasion that they found particularly challenging and explain how they did their best.
4. Find out about someone who has done their best.
5. Take an active part in the leadership of the Pack.
6. Help to run a Pack activity or game.
7. Take part in Pack Forums and be a role model for younger Cubs.
8. Take an active part in an act of worship, reflection or celebration with other Cub Scouts. This could be in the form of St George's Day celebrations, Remembrance Day or Scouts' Own.
9. Find out about a faith other than their own. This should include places of worship and a festival or ceremony. If possible a visit to a place of worship should be undertaken or a visit from a religious leader arranged.
10. Hold the My Faith Activity Badge.

## Chief Scout's Silver Award



This badge is the highest Award in the Cub Scout Section. It is gained by completing:

- Promise Challenge
- Creative Challenge
- Community Challenge
- Fitness Challenge
- Global Challenge
- Outdoor Challenge

If a Cub Scout has not quite completed the requirements for the top award when they move on to the Scout Troop, they may complete them in their first few weeks in the Scout Troop.

## Activity Badges

Activity Badges are designed to further develop a Cub Scout's skills and interests. They are an optional addition to the Balanced Programme. You can decide to what extent you will offer these badges to the Pack.

There are 35 badges available for Cub Scouts.

### Flexibility Statement

The requirements for the Activity Badges provide a wide range of choice for Cub Scouts. Most Cub Scouts will be able to access the Badges of their choice. There will be a number of children with Special Needs who will need further flexibility to gain their Activity Badges. Adaptation may be required specific to the needs of the child concerned. The aim in each case should be to improve access to the Badge rather than to reduce the challenge of its requirements.

### How can the badges be attempted?

*Individually* : A Cub Scout can work on Activity Badges alone, either within or outside the Pack Meeting.

*As a Pack* : Another way is for the whole Pack working on them together - as a follow up to, or part of one of the Programme Zones. Pack programmes identifies links from the activities to these badges.

*As a District* : Some Districts organise special activity days when badges are on offer to all Cub Scouts in the District, for example, the Scientist or DIY Badges.

### Staying safe

*Are there any special rules?* As with any other Scouting activity, you will need to take account of any safety requirements. Check for any special activity rules in Policy, Organisation and Rules, such as those relating to swimming or cycling.

*Outside instructors* : If you are using unwarranted Helpers or Instructors who will or may have unsupervised access to the Cub Scouts, you need to clear the person through the usual Confidential Enquiry procedure. See Chapter 4 of Scouting essentials.

### Standards

*Can I have my badge now, please?* The responsibility for deciding whether a Cub Scout has earned an Activity Badge may vary. If the Pack have taken a badge together as a Group activity, then the Leaders will make the decision. For some badges, active participation is required. Others require the individual Cub Scout to personally meet set requirements, e.g. Athlete or Emergency Aid.

## Adventure



Complete the following:

1. Know how to prepare for a one-day expedition to the countryside (e.g. correct clothing, footwear, First Aid kit and food).
2. Take part in two outdoor expeditions or journeys with other Cub Scouts.
3. Under adult supervision build and light a fire or use a stove and then make a hot drink.
4. Find their way along a route of at least one kilometre using one of the following methods:
  - a. compass
  - b. map
  - c. landmarks
  - d. tracking signs.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Adventure Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Air Activities



Complete the following:

1. Know the dangers involved in visiting an airfield.
2. Visit an airfield, air display or air museum.
3. Choose three of the following:
  - a. Make and fly one of the following: a model aeroplane, three different types of paper glider, a hot-air balloon, or a kite
  - b. Identify six airlines from their markings
  - c. Name and identify the main parts of an aeroplane
  - d. Assemble a plastic scale model aeroplane to a reasonable standard
  - e. Name and identify the different types of aircraft (powered aeroplanes, airships, gliders etc.)
  - f. Fly in an aircraft and share their experience with the Pack
  - g. Explain how different weather conditions can affect air activities
  - h. Collect and identify six different pictures of aircraft and share them with other Cub Scouts

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Air Activities Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

### Resources

The Imperial War Museum at Duxford has developed resources for this badge. These can be found on the IWM Duxford website. The RAF Museum have now joined Duxford in providing resources for this badge: [http://www.rafmuseum.org.uk/london/learning/scout\\_groups.cfm](http://www.rafmuseum.org.uk/london/learning/scout_groups.cfm)

## Animal Carer



Complete three of the following.

1. Visit a zoo or wildlife park. Find out about some of the feeding habits and natural habitats of the animals they see.
2. Take care of a pet for three months and know the correct foods to give it. Be able to recognise common illnesses and know how to treat them.
3. Help to care for a farm animal and know the correct food to give it. Know how to recognise common illnesses and what special care is needed before and after the birth of farm animals.
4. Keep a record, in pictures, sketches, photographs or tape recordings, of bird, animal and/or insect life in their garden or local area/park.
5. Know six different freshwater, seawater or tropical fish and what types of foods they eat.
6. Belong to an animal, bird or wildlife society. Either take part in one of its activities or make progress in any award scheme offered.
7. Find out about the dangers in the countryside that threaten wildlife and either make a poster, collage or drawing or tell other Cub Scouts about their findings.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Animal Carer Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Artist



Complete three of the following. One of these activities should be done in the presence of a Leader.

1. Draw with pencil, brush, pen or crayon a picture of any imaginary incident, character or scene.
2. Design and make a greetings card.
3. Make a poster advertising Cub Scouting or a Cub Scout event.
4. Make a design and print it on paper or fabric, e.g. using potato or lino cuts.
5. Design and make a decorated book cover.
6. Draw or paint a picture from still life or a landscape.
7. Make a display of photographs on a subject that interests them.
8. Make a video on a subject that interests you.
9. Design and build a model.
10. Visit an art gallery.
11. Make a model out of clay

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Artist Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Astronomer



Complete the following:

1. Make a model or draw a simple diagram of the solar system.
2. Explain the difference between a planet and a star.
3. Identify three constellations.
4. Find out about and present some information on the two of the following: Planets, Comets, the Northern Lights, The Sun, Eclipses, Meteorites, Black holes, The Moon, Light years, Space exploration or any other space related subject.
5. Observe the moon, if possible using binoculars or a telescope. Describe some of its features.
6. Know how to locate and identify the pole star or Southern Star. Know how explorers used it to navigate and plot courses.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

## Athlete



Gain 8 or more points by adding together the scores from the best four events

	<b>Events</b>	<b>3 points</b>	<b>2 points</b>	<b>1 point</b>
1	50m Sprint	9 seconds	10 seconds	11 seconds
2	Throwing a cricket ball	25 metres	22 metres	18 metres
3	High Jump	96cm	86cm	76cm
4	Long Jump	3 metres	2.5 metres	2 metres
5	Sargent Jump	35cm	30cm	25cm
6	Shuttle run 6 x 10 metres	18 seconds	19 seconds	20 seconds
7	50 metres Skipping	12 seconds	13 seconds	14 seconds
8	1,000 metre run	5 minutes	6 minutes	10 minutes

### Notes

*For event three, special attention must be given to the nature of the jump, and the landing facilities required. Unless expert tuition and supervision is available, you must not attempt the Fosbury Flop.*

*For event five, the measurements refer to the height of the target when held at full arms stretch by the participants.*

*For event six, the limits of the run are marked on the ground. Your hand or foot must touch on or past the mark at the end of the run.*

*Leaders are recommended to keep a record of the marks scored by cubs for the Athlete Badge as these scores need to be exceed for the Athlete Plus.*

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Athlete Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Athlete Plus



Gain at least 8 points but more than for the Athlete Badge. Add up the scores from the best four events.

	<b>Events</b>	<b>3 points</b>	<b>2 points</b>	<b>1 point</b>
1	50m Sprint	9 seconds	10 seconds	11 seconds
2	Throwing a cricket ball	25 metres	22 metres	18 metres
3	High Jump	96cm	86cm	76cm
4	Long Jump	3 metres	2.5 metres	2 metres
5	Sargent Jump	35cm	30cm	25cm
6	Shuttle run 6 x 10 metres	18 seconds	19 seconds	20 seconds
7	50 metres Skipping	12 seconds	13 seconds	14 seconds
8	1,000 metre run	5 minutes	6 minutes	10 minutes

### Notes

*For event three, special attention must be given to the nature of the jump, and the landing facilities required. Unless expert tuition and supervision is available, you must not attempt the Fosbury Flop.*

*For event five, the measurements refer to the height of the target when held at full arms stretch by the participants.*

*For event six, the limits of the run are marked on the ground. Your hand or foot must touch on or past the mark at the end of the run.*

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

## Book Reader



Complete the following:

1. Make a list of at least six books read or used recently. Name their authors and be able to tell the Leader or other members of the Pack something about three of the books. The three books chosen should include at least one fiction and one non-fiction book.
2. Understand and know how to care for your books.
3. Show that you can use a dictionary, encyclopaedia and an atlas.
4. Explain to a Leader how the books in a library are set out and how you would find fiction and non-fiction books.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Book Reader Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

# Camper



Complete the following:

1. With other Cub Scouts, camp under canvas for at least three nights (not necessarily on the same occasion).
2. Help pack personal kit for a Cub Scout camp.
3. Help to pitch and strike a tent and know how to take care of it.
4. At camp, help to prepare, cook, serve and clear away a simple meal, - if possible out of doors.
5. Know how to look after yourself and be safe at camp. Know how to prepare for tent and kit inspection.
6. Take part in at least three of the following while at camp:
  - a. camp fire
  - b. Scouts' Own
  - c. wide game
  - d. joint activity with other Cub Scouts on site or from a local Group
  - e. a good turn for the site
  - f. help to tidy up the campsite before they leave

## Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Camper Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

# Chef



Complete the following:

1. Know the basic rules of safety and hygiene in the kitchen and the reasons for them.
2. Discuss with your Leader the advantages and disadvantages of different methods of preparing and cooking food.
3. Discuss the importance of a balanced diet.
4. Under adult supervision plan, cook, serve and clear away a two-course meal for at least two people. Discuss their menu with the people you are cooking for. It should include preparing and cooking vegetables. The following dishes are given as suggestions.

## Main Courses

- Shepherd's pie,
- Curry and Rice,
- Ham salad,
- Vegetable lasagne.

## Deserts

- Fruit crumble,
  - Fresh fruit salad.
5. Make scones, small cakes, biscuits or tarts.

## Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Chef Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Collector



Complete the following:

1. Make a collection over a period of three months of a number of similar items (e.g. stamps, coins, postcards, matchbook covers, fossils).
2. Display your collection in an exciting and interesting way.
3. Talk about items in your collection that particularly interest you.
4. View a collection made by someone else and explain what they like or dislike about it's presentation.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Collector Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Communicator



Complete the following:

1. Show how to use a public telephone.
2. Describe how to make an emergency call, and what you would need to tell the emergency operator.
3. Receive directions or instructions to do something. Check with the information provider that you have understood and then followed the directions or instructions.
4. Arrange for someone that you know to give you a call. Take down the message, making sure that you have all the relevant details.
5. Find out about and show you can use at least three of the following: fax (facsimile) machine, answering machine, mobile phone, email, text messages, pager or voice mail.
6. Complete any three of the following activities:
  - i. Make a verbal, taped or a newsletter report of a local event either past or present.
  - ii. Make and maintain a link with another Cub Scout Pack using tapes, videos, letters, email etc. for an agreed period.
  - iii. Find out how people with a visual or hearing impairment communicate (e.g. Braille, Makaton or British Sign Language). Learn a simple phrase in an alternative form of communication
  - iv. Tell a story about an experience you have shared with your Leaders and other Cub Scouts. Make sure that you communicate clearly and that those listening are following the story.
  - v. Hold a simple conversation in another language.
  - vi. Write and decipher three simple messages using codes, ciphers, invisible ink, or semaphore.
  - vii. Memorise a short message and re-tell it 15 minutes later.
  - viii. Pass a message to someone using amateur radio

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Communicator Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

# Cyclist



Complete the following:

1. Own or have regular use of a bicycle of a suitable size and a cycle helmet.
2. Be able to mount and dismount properly.
3. Understand the need for keeping the bicycle in a roadworthy condition, and how to do this.
4. Be able to clean and oil a bicycle. Show how to pump up the tyres and how to mend a puncture.
5. Understand the need for keeping a bicycle locked when leaving it unattended.
6. Make a poster to promote road safety to pedestrians or cyclists.
7. Understand the need for lights and reflective clothing. Discuss with your Leader or other Cub Scouts the safety measures necessary for riding in poor conditions.
8. Under observation, in a safe place, go for a short ride to show that you can ride safely and confidently

## Notes

*Cycle helmets should be worn at all times during cycling activities. Please also refer to Policy, Organisation and Rules on cycling .*

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Cyclist Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## DIY



Complete the following:

1. Show the safe use of, and how to take care of, tools such as a hammer, a saw, a screwdriver, spanners, pliers, a hand-drill, a glue gun etc.
2. Show how to prepare and paint a vertical surface with paintbrushes, roller or pad and show how to clean them.
3. Help design and make two items from the following:
  - a. a nesting box or window box
  - b. a box for storing tools, pencils, tapes, etc.
  - c. a rack for keys, mugs or coats
  - d. book-ends or bookstand
  - e. a shoe rack
  - f. notice-board for camp
  - g. letter holder
  - h. towel rail

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the DIY Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Entertainer



Complete three of the following

1. Help to make up a mime or play and perform it.
2. Perform a puppet play or shadowgraph using puppets, which you have made.
3. Help to plan and make an entertainment recorded on video or audiotape.
4. Sing two songs.
5. Perform some folk or traditional dances.
6. Make a selection of simple rhythm instruments and use them as accompaniments.
7. Tell a story to an audience.
8. Make up and perform a dance to a piece of music of your choice.
9. Help plan and perform a series of magic tricks.
10. Take part in a show, concert or band performance.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Entertainer Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Equestrian



Complete the following:

1. Show how to mount and dismount a horse safely.
2. Show the correct position in the saddle.
3. Show how to hold the reins correctly.
4. Show how to ride safely in an enclosed area without a leading rein. This should include walking and trotting.
5. Show two of the following skills:
  - a. walking without stirrups
  - b. walking on a loose rein and shortening the reins
  - c. riding up and down a hill at walking pace
  - d. cantering
  - e. riding over a single pole or very small fence.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Equestrian Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Global Conservation



Cub Scouts must carry out these projects as a member of a group of Cub Scouts and not alone. This group may be a Six or other small group.

1. While you are working on this Badge with your group:
  - a. find some examples showing how people have damaged the environment and other examples showing how people have conserved the environment
  - b. find examples of where the Countryside Code is being broken and what has happened as a result.
2. Take part as a group in two projects, such as:
  - a. clearing a ditch, pond or creek
  - b. making, setting up and maintaining a bird feeder, bird table, bird nesting box or bird bath
  - c. looking after a piece of land or a garden
  - d. tidying up a piece of wasteland
  - e. taking part in an anti-litter campaign
  - f. planting a tree or shrub
  - g. looking after a compost bin.
3. Choose one from the following:
  - a. make a display to inform others about an animal, bird, plant, fish, etc. which is in danger of extinction
  - b. organise a 'save it' campaign to encourage others to conserve energy, e.g. home insulation, fuel efficient engines, etc.
  - c. take part in or start a recycling scheme, e.g. bottles, cans, waste paper
  - d. visit a forest, wood or campsite and take part in a project on tree conservation. With expert help, find out how trees can be cared for

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.  
The old requirements for the Global Conservation Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

### Resources

co2balance have produced a free on-line resource for Leaders and Young people to help achieve this badge.

# Hobbies



Complete the following:

1. Know the safety rules relating to the hobby (if applicable).
2. Show a continuing interest in your chosen hobby, interest or activity for two months.
3. Show your Leader, or other Cub Scouts, how you pursue their hobby, interest or activity.  
Show what equipment, materials and background information you have used.
4. Discuss with your Leader how your plan to develop their hobby, interest or skill in the future

## Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Hobbies Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Home Help



Complete the following:

1. Under adult supervision, cook a simple one course meal
2. Lay a table and serve a simple meal. This can be done with requirement number one.
3. Wash up afterwards and show how to clean a saucepan or similar cooking utensils, cutlery, glassware, etc. This may include loading and unloading a dishwasher.
4. Under adult supervision, wash and iron your Group Scarf.
5. Sew on a badge or button.
6. Keep your room clean and tidy and make your bed for a week.
7. Clean two of the following: windows, silver, brass-work, basin or cupboard
8. Clean and tidy a living room

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Home Help Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Home Safety



Complete the following:

1. Know what to do in the event of a burst water pipe, gas leak or electricity power failure in your home.
2. Know what precautions you need to take and what to do if fire breaks out in you home.
3. Be able to identify the common causes of accidents in the home and how they can be prevented.
4. Know what precautions to take to protect your home from crime.
5. Know how to make an emergency telephone call, including using mobile telephones, to call the emergency services. Know where the nearest public telephone box is to your house, or where you can make an emergency call should their phone be out of action.
6. Make a list of useful emergency numbers.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Home Safety Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Local Knowledge



Complete the following:

1. Either:
  - a. find out about someone who lived in or near where you live who was or is famous.  
or
  - b. visit and find out about a famous old building, monument, earthworks or other place of historical interest. Discuss what you have found out with your Leader or other Cub Scouts.
2. Find out the meaning of, and collect pictures of, either your County, Borough, District, town or village coat of arms. Tell a Leader in how many different places they have seen the coat of arms displayed.
3. Talk to someone who has lived in your local area for a long time. Find out about what they did when they were young and what changes they have seen in your local area over the past years.
4. Draw a map of your area and mark on it places of interest.
5. With other Cub Scouts, go on a short walk in your local area. Point out to the Leader(s) any features of interest.
6. Visit a local emergency service station such as police, fire, ambulance services, coastguard or mountain rescue. Find out how the station is run.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.  
The old requirements for the Local Knowledge Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Map Reader



Complete the following:

1. Understand how to use the key of an Ordnance Survey map.
2. Be able to use 6 figure grid references.
3. Explain how to find north on a map and how to set a map to North.
4. Locate your home and Pack meeting place on an Ordnance Survey or street map.
5. Understand contour lines on an Ordnance Survey map.
6. Be able to identify ten Ordnance Survey map symbols
7. Use an Ordnance Survey map during an outdoor activity.
8. Know the eight points of a compass and use them during an outdoor activity.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

## Martial Arts



Complete the following:

1. Take part in a Martial Art activity (recognised by the Sports Council) regularly and show improvement.
2. Discuss with a Leader the skills needed and the rules to be observed
3. Take part in one exhibition or competition.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Martial Arts Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## My Faith



Complete the following:

1. Find out about your place of worship including something about each of the following
  - a. The people involved, their titles and what they do
  - b. The important or sacred objects
  - c. The Festivals and customs
  - d. The stories and traditions. These could be from books, videos or other sources.
2. Choose a favorite religious song or hymn and sing it with other Cub Scouts. (The Cub should explain to the Pack why they like it and what it means to them)
3. Choose a favourite prayer or reading and share it with the Pack at an appropriate occasion. (You may write the prayer and should explain to the Pack why you like it and what it means to you)

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the My Faith Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Naturalist



Complete three of the following.

1. Make a survey of a hedgerow or wild area. Be able to identify at least six species of wild flowers, grasses or ferns.
2. Keep a record of birds you have spotted over one week. Be able to identify at least six wild birds.
3. Make a survey of a pond, river, stream or seashore. Be able to identify some of the animals, fish, insects or plant life you find.
4. Be able to identify six types of insect you find.
5. Identify six different trees or shrubs from their leaves, shape, fruit or nuts and make a bark rubbing.
6. Identify six butterflies, moths or frogs and talk to a Leader about their life cycle

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Naturalist Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

# Navigator



Complete the following:

1. With other Cub Scouts, go for a walk with a Leader(s) around the local area. Take it in turns to use one or more of the following methods of navigation:
  - a. Written instructions
  - b. Taped instructions
  - c. Road signs
  - d. Tracking signs
  - e. Maps.
2. By drawing a simple map, direct someone from your meeting place to a local railway station, bus stop, hospital, doctor, Post Office, etc.
3. Using a local street map, find certain roads and places of interest as requested by a Leader.
4. Help plan, or take part in, a treasure hunt using clues, directions and signs to reach an unknown destination.

## Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Navigator Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Personal Safety



Complete the following:

1. Explain the dangers of playing on or visiting or near two of the following: railways, busy roads, building sites, cliffs, canal banks, sand/gravel pits, farmyards, river banks, quarries and moorlands.
2. Take part in a fire drill. Know what precautions to take to protect your home, Scout meeting place, Pack camp and Pack holiday against the risk of fire. Explain the importance of a working smoke detector. Know what you would do in the event of a fire in your home.
3. Show you can use at least one of the following codes: Green Cross Code, Water Safety Code, Bathing Code, Firework Code etc. Make up a safety code of your own choice, e.g. car passenger, train passenger, and the playground.
4. Know how to use a public telephone and how to make an emergency phone call, including using a mobile telephone.
5. Explain what you must do if a stranger starts to talk to you and what you must tell your parents/carers, if you are going out without them.
6. Know how and why you might contact helplines such as Childline etc
7. Explain the best way to stay safe while online. Write some common sense rules to observe while you are on the Internet.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Personal Safety Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Physical Recreation



Complete the following:

1. Show a good sporting attitude in all games and sports in which you take part.
2. Tell a Leader about the sports you take part in. Find out as much as you can about the sports, especially the rules.
3. Show reasonable skill and take part regularly in at least one of your chosen sports.
4. Bring along the clothing and equipment for the sport selected above and show how to look after it.
5. Tell a Leader what training and preparation you take part in for your chosen sport and how and when you practise

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Physical Recreation Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Road Safety



Complete the following:

1. Draw or photograph ten different traffic signs and explain what they mean.
2. Show how to use the Green Cross Code.
3. Tell a Leader about the importance of different types of pedestrian crossing and know how to use them safely.
4. Show that you know how to behave safely as a car passenger.
5. Show how to use a public telephone or mobile telephone and know how to make an emergency telephone call.
6. Make a poster to promote road safety to pedestrians or cyclist.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Road Safety Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Scientist



Complete six activities, three from Part A and three from Part B. For each, explain/or show to a Leader what has been done and the conclusions made.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Scientist Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

### Part A - The Physical World

1. Make a simple switch. Show how it could be used to control a light bulb powered by a battery.
2. Show how electrical currents produce magnetic, chemical and heating effects, and explain what happens.
3. Show that hot air rises.
4. Make an artificial rainbow by splitting up a beam of white light.
5. Make a pin-hole camera and understand the principles of operation.
6. Keep simple weather records over a month, e.g. rainfall, temperature, cloud cover, wind direction.
7. Make a simple compass and show the effects of metallic and magnetic materials upon it.
8. Make a simple periscope.
9. Show how to recover dissolved substances from a water solution.
10. Recognise three different constellations.
11. Make a model to show how the Earth orbits the Sun

### Part B - The Living World

1. Make some yoghurt and find out how living organisms are involved in the process.
2. Grow cress (or a similar plant) and investigate what happens when light and water are excluded from it.
3. Use a net and jar to find out how many different creatures live in the water and mud at the edge of a pond.
4. Set up a wormery or ant colony and record the activity over a few weeks.
5. Grow a bean or pea. When the root and shoot are visible investigate what happens when the seed is turned upside down and left to continue growing.
6. Collect seeds from various plants and discover how these are protected and dispersed.
7. Grow crystals or make crystal shapes from paper
8. Investigate what happens to their pulse rate before during and after exercise.

## Skater



Complete the following:

1. Own, or have used, in-line, quad or ice skates, or a skateboard for at least three months.
2. Know some safety rules regarding skating on a road and in other public places. Show what clothing and protective equipment (helmet, knee pads, elbow pads etc.) is appropriate to be worn for the chosen activity.
3. Show how to start, stop and turn safely.
4. Show how to fall safely and regain balance.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Skater Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Sports Enthusiast



Complete the following:

1. Know the rules and laws for a sport and explain them to an adult.
2. Have a good background knowledge of the teams and sports personalities of your chosen sport.
3. Explain what equipment is needed for the sport.
4. Be able to list some major events for the sport of your choice.
5. Give a description of events that you have attended in pursuit of your interest. If this has not been possible, explain to a Leader how you keep up to date with your sport

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Sports Enthusiast Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## Water Activities



Complete the following:

1. Explain the safety rules that apply to all water activities.
2. Either, complete one of the following:
  - a. Qualify for the British Canoe Union's Paddle Power One Young Paddler Award.
  - b. Qualify for the Royal Yachting Association Young Sailing Scheme - Start Sailing Stage 1.
  - c. Qualify for the British Sub Aqua Club's Basic Snorkel Diver Qualification.
  - d. Qualify for the Professional Association of Diving Instructors' Discover Scuba-Blue Award.
  - e. Qualify for the British Surfing Association's Junior Scheme Level One Award.

Or, take part in two of the following:

- f. Canoeing
- g. Sailing
- h. Scuba diving
- i. Snorkelling
- j. Boating
- k. Windsurfing
- l. Water skiing
- m. Surfing
- n. Rafting
- o. Pulling
- p. Rowing

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the Water Activities Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*

## World Faiths



Complete the following:

1. Visit a place of worship other than your own and find out some information about the building, its contents and its form of worship.
2. Meet someone who belongs to a faith or denomination other than your own. Find out how they put their faith into practice.
3. Find out about the holy places associated with a faith other than your own.
4. Find out about the religious festivals and customs associated with a faith other than your own.

### Notes

*If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.*

*The old requirements for the World Faiths Badge can also be found on ScoutBase UK, and are valid until the end of December 2007.*