

Moving-on Award: Colony to 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

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



The 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
 - a Get to know the other Members and Leaders in your Six and Pack.
 - b Find out about the ceremonies and traditions in your Pack.
 - c Find out about the activities that your Pack does.
- 2 Area Two - Know about joining your Pack
 - a Know and understand the Cub Scout Promise and Law and the rules in your Pack.
 - b Know and understand the Cub Scout Motto, Sign, Salute and Handshake.
 - c Know what to do at your Investiture.
 - d Know the meaning of the badges you will receive.
 - e 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. Cub Scouts wear only one Joining In Badge at a time, whichever is the highest number.

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.



The Challenge Badges

There are five optional 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 five Challenges? The following Challenges are available in the Cub Scout Section.

- The Outdoor Challenge
- The Creative Challenge
- The Fitness Challenge
- The Global Challenge
- The Caring Challenge

Attempting the Challenge Badges To gain the Chief Scout's Silver Award, a Cub Scout needs to complete three Challenges, including the Outdoor 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.



The Outdoor Challenge

To complete this Challenge, Cub Scouts should:

- 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 'two in a row'.
- Learn a new skill and use it, for example, backwoods cooking, use of a compass.
- Take part in three new outdoor activities that they have not done before, for example, shelter building, tracking, pioneering, archery, skiing, abseiling.



The Creative Challenge

To complete this Challenge, Cub Scouts should complete three of the five challenges below.

- Plan and give a musical performance/play. Perform to an audience other than the members of the Pack.
- Create two new games for the Pack.
- Design and make something, for example, a bird house, model, kite.
- Create something using information technology, for example, a birthday card, party invitation, or a poster.
- 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 a typical meeting.



The Fitness Challenge

To complete this Challenge, Cub Scouts should:

- Show how they have improved in a sport or activity over a six-week period. This can be something new or a sport/activity they currently take part in.
- Carry out a full 'body overhaul' on themselves. This might include
 - over a two-week period - examining what they eat, how much exercise they take, how much sleep they get and how they can improve.
 - Over a six week period, show they have improved at skipping, press-ups, running, sit-ups or step-ups.
 - Show how they have improved in a sport or activity over a six week period. This can be something new or a sport/activity they currently take part in. Challenge.
 - Try two new sports at least once, for example, tennis, dance, basketball.



The Global Challenge

To complete this Challenge, Cub Scouts should complete three of the five challenges below:

- Find out about things that can be recycled. Over a period of four weeks show how they have recycled some things in their home.
- 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.
- Find out about the traditions, culture, food, sport and other interesting things of a country different from their own.
- Run a campaign over a month to encourage people to conserve energy or water.
- 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.



The Caring Challenge

To complete this Challenge, Cub Scouts should complete three of the five challenges below:

- Plan a Pack night for other Cub Scouts about healthy living.
- Organise in a fund-raising evening/event for a charity of their choice.
- Over a period of two months take good care of a pet. Make a record of how they have cared for their pet, for example, food, exercise, cleaning/grooming.
- Find out about a place of worship in their local community. This could be different to their own. Find out what happens there and tell other Cub Scouts about it.
- Find out about the people who help the local community, for example, Police, Fire service, Lifeboats. Explain to others what they have learned and how we can help them to do their job. They could arrange a visit, put on a display, make posters or put on a play to share the message.
- Find out what hazards there could be in the home or meeting hall or on a campsite. Help other Cub Scouts to be aware of any dangers.

The Chief Scout's Silver Award



This is the highest Award in the Cub Scout Section. It builds on the Chief Scout's Bronze Award in the Beaver Scout Section and leads on to the Chief Scout's Gold Award in the Scout Section.

Where should the badge be worn?

The badge for this Award is worn on the right breast of the uniform above the Challenge Badges.

To complete the Chief Scout's Silver Award, a Cub Scout must:

- 1 Hold the Outdoor Challenge.
- 2 Hold any other two Challenges.
- 3 Complete a personal challenge.

The personal challenge

To complete this challenge, Cub Scouts should:

- with the help of their Leader, plan and run an activity for other Cub Scouts.
- take part in a hobby or interest that they already do, or, something new to them, or, something that has been difficult before.

This must be agreed with a Leader and show improvement over a period of eight weeks (or eight sessions).

When should this challenge be attempted?

A Cub Scout would not normally start the personal challenge until six months before moving on to the Scout Troop. If a Cub Scout is part-way through this Award when they move on to Scouts, they can finish the Award in the Scout Troop. This would normally be completed by their 11th birthday.

Moving-on Award: Pack to 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.



Adventure

The Cub Scout must complete these four activities.

- 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.



Air Activities

The Cub Scout must complete these three activities.

- 1 Know the dangers involved in visiting an airfield.
- 2 Visit an aerodrome, air display or air museum.
- 3 Choose three activities from the list below:
 - 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 and their nationalities 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.



Animal Carer

The Cub Scout must choose any three of the following activities.

- 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 and prevent 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.

The Health and Safety Executive produce guidelines and an information sheet entitled 'Avoiding ill health at open farms' (ref. A1523).

While the hazard from infection resulting from a farm is real, the risks are controlled by familiar hygiene measures.



Art

The Cub Scout must choose three activities from the list below. 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 them.
- 9 Design and build a model.
- 10 Visit an art gallery.
- 11 Make a model out of clay and fire it in a kiln, if appropriate.



Athletics

To complete this badge the Cub Scout must gain eight or more points.
Add up the scores from the best four events.

Activity 3 points 2 points 1 point

1 50m Sprint 9 seconds 10 seconds 11 seconds

2 Throwing the cricket ball - using a 135g ball 25 metres(82') 22 metres(72') 18 metres(60')

3 High Jump 96cm(3'2") 86cm(2'10") 76cm(2'6")

4 Long Jump 3 metres(10') 2.5 metres(8') 2 metres(6'6")

5 Sargent Jump - measurements refer to height on target 35cm(14") 30cm(12") 25cm(10")

6 Shuttle Run - individual runs 6 x 10 metres 18 seconds 19 seconds 20 seconds

7 50 metres Skipping - with rope turning overhead 12 seconds 13 seconds 14 seconds

8 1,000 metres run 5 minutes 6 minutes 10 minutes

When requirement three is undertaken, special attention must be given to the nature of the jump, and the landing facilities required. Unless expert tuition and supervision is available, the Fosbury Flop must not be attempted.

When requirement six is undertaken, the limits of the run are marked on the ground. The runner's hand or foot must touch on or above the mark at the end of the run.



Book Reader

The Cub Scout must complete these four activities.

- 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 story and one factual book. The three books must take into account the Cub Scout's age and development.
- 2 Show that they understand how to care for their books.
- 3 Show that they can use a dictionary, encyclopaedia and an atlas.
- 4 Explain to a Leader how the books in a library are set out and how they would find fiction and non-fiction books.



Camper

The Cub Scout must complete these six activities.

- 1 With other Cub Scouts, camp under canvas for at least three nights (not necessarily on the same occasion).
- 2 Help pack their kit for a Cub Scout camp.
- 3 Help to pitch and strike a tent and show 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 themselves and be safe at camp. Know how to prepare for tent and kit inspection.
- 6 Take part in at least three of the following activities 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.



Chef

The Cub Scout must complete these four activities.

- 1 Know the basic rules of safety and hygiene in the kitchen and the reasons for them.
- 2 Discuss with their Leader the advantages and disadvantages of different methods of preparing and cooking food. Discuss the importance of a balanced diet.
- 3 Plan, cook, serve and clear away a two course meal for at least two people. Discuss their menu with the people they are cooking for. It should include preparing and cooking vegetables. The following dishes are given as suggestions. (They may produce their own menu.)

Main Courses

- A mince dish, such as shepherd's pie, spaghetti bolognaise or curry.
- A salad dish, such as cheese, egg or meat.
- A fish dish, such as fish pie, kippers.
- A vegetarian dish, such as vegetable lasagne, nut roast.

Sweets

- Baked apple with custard
 - Fruit crumble
 - Fresh fruit salad
 - Trifle
 - Banana split
- 4 Make either scones, small cakes, biscuits or tarts.



Collector

The Cub Scout must complete these four activities.

- 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 their collection in an exciting and interesting way.
- 3 Talk about items in their collection that particularly interest them.
- 4 Visit or look at a collection made by someone else and explain what they like or dislike about the presentation of the collection.

A Cub Scout can wear any number of Collector Badges.



Communicator

The Cub Scout must complete these six activities.

- 1 Choose any three of the following activities:
 - a Make a verbal, taped or newsletter report of a local event either past or present.
 - b Make and maintain a link with another Cub Scout Pack using tapes, videos, letters, email etc. for an agreed period.
 - c Find out how people with a visual or hearing difficulty communicate (e.g. Braille, Makaton), and be able to say 'Hello, how are you?' appropriately. What aids are available to help these people overcome their difficulty, e.g. Talking Books?
 - d Tell a story about an experience they have shared with their Leaders and other Cub Scouts. Make sure that they speak clearly and that those listening are following the story.
 - e Hold a simple conversation in another language.
 - f Write and decipher three simple messages using codes, ciphers or invisible ink.
 - g Memorise a short message and re-tell it 15 minutes later.
 - h Pass a message to someone using amateur radio.
- 2 Show how to use a public telephone, and if possible use a phone card.
- 3 Describe how to make an emergency call, and what they would need to tell the emergency operator.
- 4 Receive directions or instructions to do something. Check with the information giver that they have understood and then follow the directions or instructions.
- 5 Arrange for someone that they know to give them a call. Take down the message, making sure they have all the relevant details.



Communicator (cont.)

- 6 Find out about and show they can use at least three of the following: fax (facsimile) machine, answering machine, mobile phone, email, text messages, pager or voice mail.



Cyclist

The Cub Scout must complete these eight activities.

- 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 Show knowledge of the rules and signals for cyclists as set out in the Highway Code.
- 7 Understand the need for lights and reflective clothing. Discuss with their 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 they can ride safely and confidently.

Cycle helmets should be worn at all times during cycling activities.

Please also refer to Policy, Organisation and Rules on cycling.



DIY

The Cub Scout must complete these three activities.

- 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.



Emergency Aid

The Cub Scout must complete these eight activities.

- 1 Know the emergency procedure for helping someone who is hurt:
 - assessing dangers
 - making the area safe
 - using any necessary life saving techniques
 - getting help.
- 2 Know how to make a '999' call from a home telephone and a mobile telephone.
- 3 Show how to help a casualty who:
 - has an asthma attack
 - is choking
 - has eaten or drunk something poisonous.
- 4 Show how to put a patient in the recovery position and describe when it is necessary to use it.
- 5 Show how to treat a minor cut, how to deal with severe bleeding and how to recognise shock.
- 6 Show how to deal with fractures, including treatment using a triangular bandage.
- 7 Show how to deal with burns and scalds.
- 8 Know the DRABC (Danger, Response, Airway, Breathing, Circulation) sequence and how to carry out the stages.

A Cub Scout who has gained the St. John Ambulance Young Lifesaver Award (Key Stage 2 Junior Parts 1 & 2) automatically qualifies for this Badge.



Entertainer

The Cub Scout must carry out at least two of the following - either with a group of other Cub Scouts or alone.

- 1 Help to make up a mime or play and perform it.
- 2 Perform a puppet play or shadowgraph using puppets, which they 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 Take part in a gymnastic display.
- 8 Make up and perform a dance to a piece of music of their own choice.
- 9 Help plan and perform a series of magic tricks.
- 10 Take part in a gang show, concert or band performance.



Equestrian

The Cub Scout must complete these five activities.

- 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.

A Cub Scout who has gained The Pony Club's 'D' Standard or higher automatically qualifies for this Badge.



Global Conservation

The Cub Scout 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 they are working on this Badge with their 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 Country 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
 - c box or bird bath
 - d looking after a piece of land or a garden
 - e tidying up a piece of wasteland
 - f taking part in an anti-litter campaign
 - g planting a tree or shrub
 - h 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



Global Conservation (cont.)

tree conservation. With expert help, find out how trees can be cared for.

Where Cub Scouts are encouraged to carry out a project anywhere near water, for example, clearing a ditch or pond or carrying out a small fish survey, Leaders must have adequate arrangements for the safety of the Cub Scouts. They must also ensure that the activity is properly supervised.



Hobbies

The Cub Scout must complete these four activities.

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

Cub Scouts can do more than one Hobbies Badge.



Home Help

The Cub Scout must complete these eight activities.

- 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 using a dishwasher.
- 4 Under adult supervision, wash and iron their Group Scarf.
- 5 Sew on a badge or button.
- 6 Keep their room clean and tidy and make their bed for a week.
- 7 Clean two of the following: windows, silver, brass-work, basin or cupboard.
- 8 Clean and tidy a living room.



Home Safety

The Cub Scout must complete these six activities.

- 1 Know what to do in the event of a burst water pipe, gas leak or electricity power failure in their home.
- 2 Know what precautions they need to take and what to do if fire breaks out in their 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 their 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 their house, or where they can make an emergency call should their phone be out of action.
- 6 Make a list of useful emergency numbers and addresses and display them in their home, e.g. the doctor, dentist, vet, police station, plumber, relative, etc.



Local Knowledge

The Cub Scout must choose any three of the following.

- 1 Either:
 - a find out about someone who lived in or near where they 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 they have found out with their Leader or other Cub Scouts.
- 2 Find out the meaning of, and collect pictures of, either their 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 their area for a long time. Find out about what they did when they were young and what changes they have seen in their area over the past years.
- 4 Draw a map of their area and mark on it places of interest for visitors.
- 5 With other Cub Scouts, go on a short walk in their 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.
- 7 Mark on a map or chart the services and organisations that help the community, such as, doctor, Age Concern, fire or police station, meals on wheels, etc.



Martial Arts

The Cub Scout must complete these three activities.

- 1 Take part in a Martial Art activity (recognised by the Sports Council) for at least three months 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.

Please refer to the Policy, Organisation and Rules on Martial Arts.



My Faith

The Cub Scout must find out more about four of the following aspects about their faith.

- 1 Important objects at their place of worship.
- 2 Their favourite religious songs.
- 3 Names of people, their titles and what they do at their place of worship.
- 4 Special festivals and customs.
- 5 Stories from their religion. These could be from books, videos or other sources.
- 6 Their favourite prayers.



Naturalist

The Cub Scout must complete three of these six activities.

- 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 they 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, insects or plant life they find.
- 4 Explore the insect life of a particular area. Be able to identify some of the types of insect they find.
- 5 Identify six different trees or shrubs from their leaves, shape, fruit or nuts and make a bark rubbing.
- 6 Identify six butterflies and/or moths and talk to a Leader about their life cycle.



Navigator

The Cub Scout must complete these five activities.

- 1 With other Cub Scouts, go for a walk with their 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 Find a number of routes between two given places. Choose the most practical and safe route for a visually impaired or physically handicapped person. Explain their choice and tell their Leader what could be done to make the route safer.
- 3 By drawing a simple map, direct someone from their meeting place to a local railway station, bus stop, hospital, doctor, Post Office, etc.
- 4 Using a local street map, find certain roads and places of interest as requested by a Leader.
- 5 Help plan, or take part in, a treasure hunt using clues, directions and signs to reach a secret destination.



Personal Safety

The Cub Scout must complete these six activities.

- 1 Explain the dangers of playing on or near two of the following: railways, busy roads, building sites, cliffs, canal banks, sand/gravel pits, farmyards, river banks, quarries.
- 2 Take part in a fire drill. Know what precautions to take to protect their home, Scout meeting place, Pack camp and Pack holiday against the risk of fire. Explain the importance of a smoke detector. Know what they would do in the event of a fire in their home.
- 3 Show they 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 their own choice, e.g. car passenger, train passenger, and 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 they must do if a stranger starts to talk to them and what they must tell their parents/carers, if they are going out without them.
- 6 Know some of the dangers they may find when visiting one of the following: seaside, large town, countryside, mountainous area, lakeland or moorland.



Physical Recreation

The Cub Scout must complete these five activities.

- 1 Show a good sporting attitude in all games and sports in which they take part.
- 2 Tell a Leader about the sports they take part in. Find out as much as they can about the sports, especially the rules.
- 3 Show reasonable skill and take part regularly in at least one of their 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 they take part in for their chosen sport and how and when they practise.



Road Safety

The Cub Scout must complete these six activities.

- 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 zebra, pelican, or other controlled crossings and know how to use them safely.
- 4 Show they 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.



Scientist

Part A - The Physical World;

The Cub Scout must complete six activities, three from Part A and three from Part B.

They must explain to and/or show a Leader what they have done, explaining any conclusions they have made.

Part A - The Physical World

- 1 Make a simple switch from household items. 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, e.g. size of hole.
- 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 creatures 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



Scientist (cont.)

the water and mud at the edge of a pond.

- 4 Set up a wormery or ant colony and record their 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 or make crystals or make crystal shapes from paper.
- 8 Investigate what happens to their pulse rate before during and after exercise.

Other experiments of a comparable standard are acceptable if agreed with a Leader beforehand.

A Cub Scout who has qualified for any of the Bronze Awards of the BAYS* Young Investigator Club qualifies automatically for this Badge.

* The Youth Section of the British Association for the Advancement of



Skater

The Cub Scout must complete these four activities.

- 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.



Sports Enthusiast

The Cub Scout must complete these five activities.

- 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 their chosen sport.
- 3 Explain what equipment is needed for the sport.
- 4 Be able to list some major events for the sport of their choice.
- 5 Give a description of events that they have attended in pursuit of their interest. If this has not been possible, explain to a Leader how they keep up to date with their sport.



Water Activities

The Cub Scout must complete these four activities.

- 1 Explain the safety rules that apply to all water activities.
- 2 Be able to swim 50 metres.
- 3 Be able to keep afloat for five minutes.
- 4 Complete one of the following:
 - a Qualify for the British Canoe Union's Paddlepower One Young Paddler Award.
 - b Qualify for the Royal Yachting Association Start Sailing Level One.
 - 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.
 - f Take part in three of the following:
 - Canoeing
 - Sailing
 - Scuba diving
 - Snorkelling
 - Boating
 - Windsurfing
 - Waterskiing
 - Surfing
 - Rafting
 - Pulling
 - Rowing



World Faiths

The Cub Scout must complete these four activities.

- 1 Visit a place of worship other than their 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 their own. Find out how they put their faith into practice.
- 3 Find out about the holy places associated with a faith other than their own.
- 4 Find out about the religious festivals and customs associated with a faith other than their own.