



BADGES AND AWARDS

AND HOW

TO EARN THEM

PLEASE NOTE:

**ALL OF THIS INFORMATION AS WELL AS ADDITIONAL
INFORMATION CAN BE FOUND AT –**

[Scouts Badges & Awards](#)

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Core badges:

Core badges are obtained when joining or moving up within the troop.

Membership Award

This goes on the pocket of the left hand side of your scout shirt.



How to earn your badge

1. **Know about the Scout Troop:**
 - Get to know other members and Leaders in the Patrol and Troop.
 - Find out about the ceremonies and traditions in the Troop.
 - Find out about the activities that the Patrol and Troop does.
2. **Know about joining your Troop:**
 - Learn and understand the Scout Promise and Law and the rules of the Troop.
 - Learn and understand the Scout Motto, sign, salute and handshake.
 - Show you know the general history and family of Scouts and Scouting around the world.
 - Learn what to do at Investiture.
3. **Become a Scout by making the Promise.**

Joining In Awards

These badges form a row of badges above the pocket on your shirt.



How to earn your badge

These badges are numbered, and you will be awarded a new one every year depending on how long you have been a member of the scouting association (Including all sections). This does not just count for your current group, but also the years you were involved at a previous group.

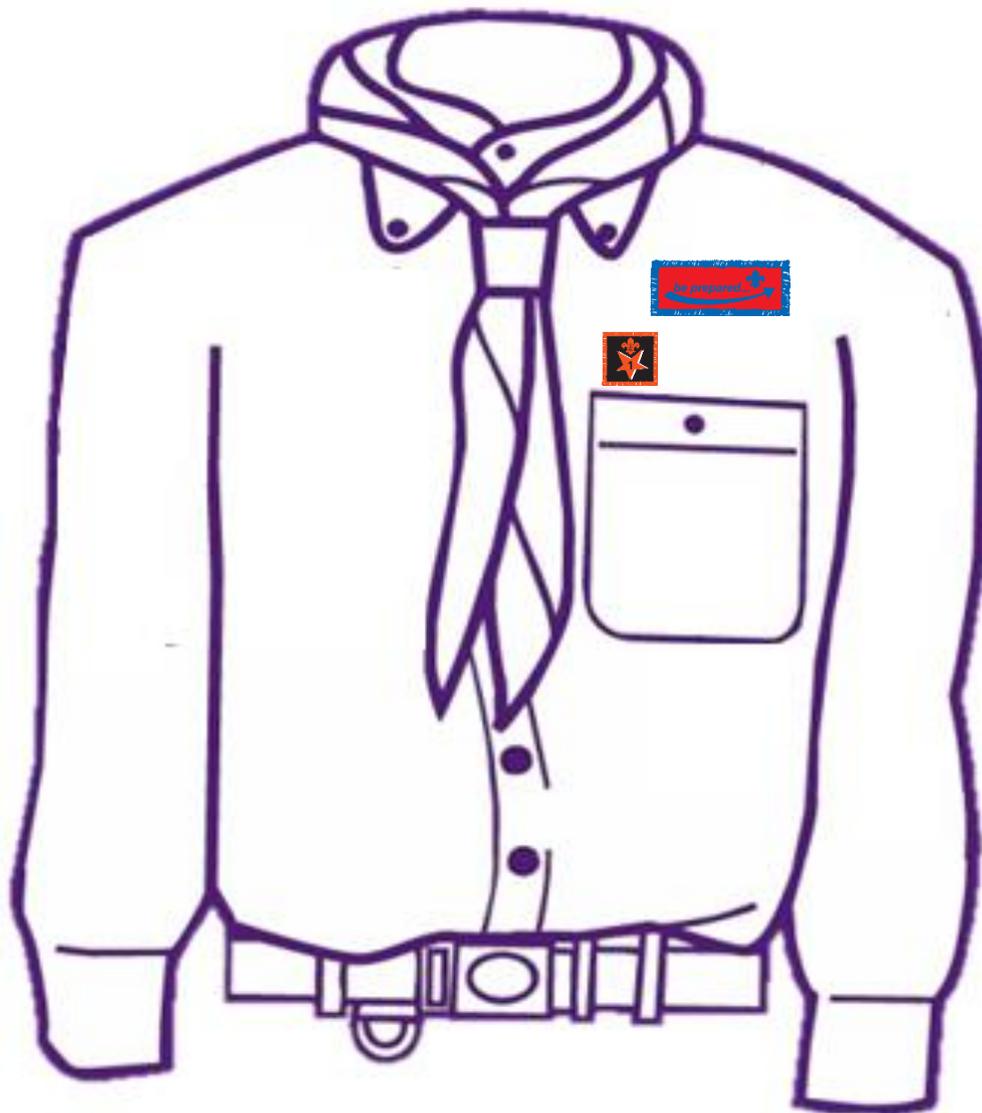
Moving On Award

This badge will be above your joining in awards on the left hand side of your scout shirt.

How to earn your badge



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.**



Group badges:

These badges are worn on the right arm of your scout uniform.

Group badges are awarded per scout troop depending on which group you are part of.

At the 82ND the group badges are:

The 82nd Ribbon



All scout troops will have these stating the name of their group.

The Bristol South & Avon District badge

All scout troops will have these stating what district their group belongs to.



The St. Bernadette badge

This is a unique badge for our group. When you are enrolled in the group you will receive two of these badges, one is for your arm, and the other is for the back of your neckerchief.



Patrol badge

When joining the group you will be assigned to a patrol. This badge identifies what patrol you are in.



Leadership badges:

These badges are worn on the right arm of your scout uniform, underneath your patrol badge.



The leadership awards are the Patrol Leader (PL – two striped badge) and Assistant Patrol Leader (APL – one striped badge) badges.

Not all scouts will receive these badges as they are only awarded to two scouts per patrol within the group.

When scouts show leadership qualities within the group they may be assigned the roles of PL or APL.

These scouts are in charge of their patrols, they need to set an example to all the other scouts, making sure that all the scout rules are followed during meetings as well as ensuring that all scouts feel included when taking part in activities.

The Assistant Patrol leader must support their Patrol Leader and will often fill in when the Patrol Leader cannot make a meeting.

Activity badges:

Most of the badges available at scouts are known as activity badges; they can be earned by the scouts at meetings and often can be worked towards at home, or school. This allows scouts to be rewarded for already existing hobbies, or interests and well as encouraging them to take part in new activities.

These badges are worn on the left arm of your scout uniform.

Activity Centre Service

How to earn your badge



1. **Help the warden or manager and work for at least five days at a permanent District, County or National Scout campsite. Alternatively, you can do this work at a similar activity centre.**
2. **Explain and show how to use three items of equipment that you've used in your work with the activity centre. Show or talk about how you maintain the equipment.**
3. **Choose four of these to explain and if possible demonstrate:**
 - the use of computers in campsite management
 - how to take care of campers' needs while respecting wildlife
 - how to prevent frozen pipes and what to do if an overground pipe bursts or leaks
 - the need for good site drainage and clear ditches
 - rubbish disposal and how to recycle materials wherever possible
 - the reasons for having clean toilets
 - how to unblock a drain
 - how to use and maintain equipment for an activity you have become familiar with
 - other important tasks that the warden or manager has pointed out.
4. **Talk about developments and improvements you would like to see at a permanent campsite. It could be the one you worked at or another one you know well.**

Air or Sea Navigation

How to earn your badge

Choose one of these options. Then complete all of the tasks under the option you've chosen.



Option 1: air

1. Using simple diagrams, illustrate latitude and longitude.
2. Using a compass, show how an aircraft can be turned on to various compass headings.
3. Using a simple diagram, show how a fix can be obtained from two position lines. Give a quick description of two ways that bearings can be obtained in an aircraft.
4. Show that you understand how compass headings work:
 - You'll be given a true heading and the variation and deviation. From this, work out the compass heading on which a pilot should be flying.
 - You'll then be given two sets each of true, magnetic and compass headings. Work out the variation and deviation for each.
5. Show that you know about the latest developments in electronic technology, like the Global Positioning System.
6. You'll be given three headings and corresponding tracks. For each one, work out the amount of drift in degrees and the type. Show your answers by drawing a simple diagram.
7. Choose one of these to do:
 - On a topographical air map, draw a track for an imaginary flight of at least 80 nautical miles. Point out the landmarks that would show up on both sides of the track, in clear visibility, at an altitude of about 600 feet.
 - Identify landmarks on a topographical air map that you would see during a flight of about half an hour in clear weather.
8. On a topographical map, draw the track between any two places at least 100 nautical miles apart. Measure the exact distance.
9. If the aircraft's air speed is 130 knots, what would be the time of flight from overhead starting point to overhead destination? Work this out for each of these conditions:
 - with no wind at all
 - with a head wind of 30 knots
 - with a tail wind of 50 knots.

Option 2: sea

1. **Gain a good working knowledge of charts, chart datum and symbols used.**
2. **Show your skills in compass work by completing all of these tasks:**
 - **Read a mariner's compass marked in points and degrees and demonstrate your knowledge of compasses generally.**
 - **Show that you know about variation and avoiding deviation.**
 - **Show you're able to correct a magnetic compass course for variation and deviation to obtain a true bearing. Next, adjust a given true bearing to obtain a compass course.**
 - **Show how compass error can be found from a transit bearing.**
3. **Complete two of these tasks:**
 - **Show how a position can be found from two intersecting position lines.**
 - **Learn what is meant by a 'cocked hat' position and how to use it safely. Plot a position from any three cross bearings.**
 - **Plot a position using the 'running fix' method.**
 - **Plot a position using a combination of compass bearings and one or more of these: satellite navigation system, vertical sextant angle, horizontal sextant angle, line of sounding or transits.**
4. **Learn how to use tide tables and tidal stream atlases.**
5. **Learn how to use the marine log to obtain distance run and speed.**
6. **Show you understand the buoyage system for United Kingdom coastal waters and other methods of marking dangers and channels.**
7. **Show that you're aware of the latest developments in electronic technology, like the Global Positioning System and electronic charts.**
8. **Go on a coastal voyage of between four and six hours and act as the navigator. You should keep a log showing courses steered, distance run, navigation marks passed and weather experienced. During the voyage:**
 - **plot the estimated position every hour by keeping up the dead reckoning**
 - **at least once per hour, and whenever appropriate, plot an observed position by bearings or other means of obtaining a fix.**

Air Researcher

Here's what you need to do to earn this badge.



1. **Research one historical aspect of flight, and share what you find out with the Troop. You might like to find out about:**
 - the development of aviation or flight over a period of time agreed with your assessor
 - balloons or airships, from their first appearance to the present day
 - a type of aero engine, such as a jet or piston engines in general, or a specific engine like the Rolls Royce Merlin
 - the development of an aircraft type, like a Spitfire, Boeing 747, Harrier, Stealth Bomber, space shuttle or the Wessex helicopter. You could find out details about its history, role and achievements.
2. **While you're doing your research, visit at least one place of interest that relates to your chosen subject. It could be a museum, an air display or an aeronautics factory.**
3. **Present what you have found out. Your presentation should include a model that you have made based on your subject. You should also include diagrams and pictures wherever you can.**

Air Spotter

How to earn your badge



1. **Learn to recognise, by sight, 38 out of the 50 aircraft listed in The Scout Association's Aircraft Recognition List.**
2. **Complete one of these activities:**
 - **By yourself or with another Scout, take photographs or collect pictures of at least 10 different aircraft types. Name the different types and their uses.**
 - **Keep a log of aircraft you've spotted over at least four weeks. Note down dates and times, the aircraft you saw and distinctive features you can recognise them by. Also note the aircraft's approximate heading.**
3. **Complete one of these activities:**
 - **Recognise and name the national aircraft markings, both service and civil, of at least six countries including the United Kingdom.**
 - **Learn the RAF and NATO system of letter designation according to aircraft function. Give examples of three designations.**
 - **Name three basic training aircraft used in private flying. Give a brief report on one, naming a club and airfield where it is used. Try to make it a local airfield, if possible.**
4. **Describe the main features you would use to recognise six aircraft, which have been chosen by an appropriate adult.**

Angler

If you have The Angling Trust Cast Level Two award, you can automatically qualify for the Angler badge. If not, here's what you need to do to earn this badge.



1. Learn the water safety rules and the proper precautions to take when fishing from the bank, shore line, or from a boat.
2. Learn the basic hygiene precautions to take when fishing.
3. Go fishing at least four times in two different places. Make a note of:
 - the number of fish you caught
 - species and size of your fish
 - your method, tackle and bait used
 - the weather and water conditions.
4. Choose the correct equipment and method for where you plan to fish.
5. Learn to assemble a rod, reel or pole.
6. Choose the right form of bait, lure or fly for your planned fishing activity.
7. Show you can cast correctly and accurately into a target area a suitable distance away, depending on the equipment you are using.
8. Tie at least three different knots for your chosen method of fishing.
9. Show how to correctly handle a fish, unhook it and return it into the water.
10. Explain how different species of fish have different habitats. Talk about how this, and weather conditions, can affect your method of fishing.

Artist

Option 1: artist

1. Paint, draw or illustrate each of these:
 - a scene from a story
 - a person or object
 - a landscape.
2. Show a selection of your own recent work.



Option 2: arts enthusiast

1. Choose a favourite art form or artist to take an active interest in. It doesn't have to be painting – it could be pop music, sculpture, theatre, architecture, break dancing or anything similar.
2. Describe two visits you have made that are connected to your interest. You can use photographs, films, recordings, concert programmes, ticket stubs, newspaper reviews or websites to illustrate your point.
3. Show that you know a lot about an aspect of your interest. You could talk about a particular piece of art, like a painting, performance, sculpture or building. Or you could discuss a particular person or historical period connected with your chosen art form.
4. Make a list of major events, exhibitions or venues connected with your chosen subject. Talk about why the items on your list are important.

Astronautics

1. **Show how craters are formed. Use marbles, rubber balls or stones as meteorites and a tray filled with sand as your planet/moon surface.**
2. **Try the same experiment again but this time, make changes to the speed, density and size of the meteorite. How does it affect the crater formed? Test the different effects fairly by keeping one element of your experiment the same, like the amount of sand in the tray.**
3. **Compare satellite images of Mars and the moon with satellite images of Earth. Point out similar landscape features such as craters, valleys and volcanoes.**
4. **Build your own satellite dish. Cover a torch in paper slits and a range of mirrors, flat and concave, to show how concave satellite dishes focus signals from satellites.**
5. **In a group, debate about life elsewhere in the universe. What might it look like? How do we search for life on other planets and moons? How would the human race react to the discovery of life elsewhere in the universe?**
6. **Explain what each of these are and how they're used: space probe, satellite, space station, space observatory or a telescope, space shuttle, rocket, rover and payload.**
7. **Build a paper model of a spacecraft. Make marks on the model to identify the instruments on board that enable it to complete its mission.**
8. **Build, launch and recover a model rocket. Make a second launch to achieve a specific objective, such as carrying a fragile payload, aerial photography, altitude measurement, temperature measurement, and parachute recovery, remote control, building a launch controller or a launch pad.**



Astronomer

1. **Show what you know about the night sky and why the pattern of stars changes, night by night, throughout the year.**
2. **Learn the meaning of the terms celestial, equator, poles, circumpolar and zodiac.**
3. **Build a model of the Solar System using everyday materials found in the home, such as different size fruit or sports balls. Use an outside area to scale the Solar System.**
4. **Explain how the moon affects the tides.**
5. **Build a telescope from two cardboard tubes or two A4 pieces of black card and lenses.**
6. **Observe three constellations on a clear night and record what you saw.**
7. **Read a star map using a compass and red light. Compare the differences between using a star map and a normal map.**



8. **Learn how to identify a satellite. How do you tell it apart from an aeroplane, star, planet or a meteor? Then complete these activities:**
 - identify a satellite to observe
 - choose a clear night and use a clock and a compass to help you observe the satellite
 - plan an evening with your group and teach others how to observe the satellite.

Athletics



1. **Run through an appropriate warm-up and warm-down routine using all the main muscle groups. Explain why both routines are important.**
2. **Talk about the safety rules in athletics, particularly throwing and jumping events. Explain the most appropriate clothing to wear.**
3. **Take part in six athletics events. Choose at least one from each of the three sections below, improving your distance or time over a number of attempts.**
- 4.

Field events	Track events	Team events
Discus	100m	4 x100m relay
Shot put	200m	Team assault course
Throwing a cricket ball	400m	Assisted blindfold race
Javelin	800m	
High jump	1500m	
Long Jump	100m hurdles	
Standing Jump		
Sargent Jump		

4. **Find out and explain to your leader how to take part in athletics in your local area.**

Athletics Plus



Here's what you need to do to earn this badge.

1. Run through an appropriate warm up and warm down routine using all the main muscle groups. Explain why both routines are important.
2. Talk about the safety rules for athletics, particularly throwing and jumping events.
3. Compete in any three events (two track and one field, or vice versa) and gain the points set out as indicated on the score chart below.

Points	Distance					
	100m sprintsec	200m sprintsec	300m femalesec	400m malesec	800m min	1500m min
10	13.4	28.0	44.0	64.0	2.30	5.10
9	14.0	28.8	47.0	67.0	2.40	5.25
8	14.7	31.4	51.0	71.0	3.00	5.45
7	15.3	32.6	55.0	75.0	3.10	5.50
6	15.8	33.2	59.0	79.0	3.20	6.20
5	16.3	34.0	63.0	83.0	3.40	6.50
4	16.8	35.5	68.0	88.0	4.00	7.30
3	17.6	38.3	74.0	94.0	4.20	8.00
2	18.3	40.0	80.0	100.0	4.40	8.30
1	20.0	45.0	100.0	120.0	5.00	9.30

Points	High Jump Mtr	Long Jump Mtr	Shot Mtr	Discus Mtr	Cricket Ball Mtr
10	1.60	5.00	9.5	35.0	65.0
9	1.40	4.75	8.5	29.0	55.0
8	1.30	4.40	7.2	22.0	50.0
7	1.25	4.20	6.5	17.0	45.0
6	1.20	4.00	5.5	14.0	35.0
5	1.00	3.75	4.1	12.0	30.0
4	0.90	3.30	3.7	10.0	25.0
3	0.85	2.80	3.3	9.0	20.0
2	0.80	2.45	2.8	8.5	15.0
1	0.75	2.10	1.8	6.0	10.0

Minimum points total for the award of badge		
Age	Points Female	Points Male
Under 11	6	8
Under 12	9	12
Under 13	13	15
Under 14	17	20
Under 15	22	24

Camper

1. **Camp under canvas as a Scout for at least 15 nights.**
2. **Lead a group of Scouts in the pitching, striking and packing of a four to six person tent.**
3. **Find out what to look for when choosing a campsite and in deciding the best position to pitch tents.**
4. **Show that you understand and act on the reasons for hygiene and the importance of being safe and tidy in camp.**
5. **Show how you store food hygienically at camp.**
6. **Learn how to dispose of your rubbish safely and responsibly.**
7. **Construct two useful camp gadgets, such as a camp larder, altar fire, flagpole or a camp gate.**
8. **Plan a full menu for a weekend camp. Cook a full meal from it over an open fire.**
9. **With others in your Troop, plan and carry out a programme of activities for a weekend camp.**



Caver

How to earn your badge

1. **Take part in at least four trips to at least two different cave systems. You must make each visit as a member of a properly led group.**
2. **Keep a record of your trips and the routes you followed.**
3. **Develop a good knowledge of the caving and cave conservation codes. Show your assessor that you're aware of the environmental issues around caving**



Chef

1. **Plan a menu for a weekend event for between four and six people. Include the quantities you'll need and any dietary needs of the group for cultural, religious or medical reasons.**
2. **Show how and where to shop for the food and the best way to transport it.**
3. **Show how to store food properly, hygienically and in ways that prevent food poisoning. Explain what you might need to consider if you're using an indoor kitchen or a camp kitchen.**
4. **Cook and serve at least one of the meals from your menu. The meal must be at least two courses and can be prepared on an open fire on camp or in a kitchen.**
5. **Demonstrate the best way to clear up afterwards. Clearing up should include washing up utensils, pots and pans, disposing of rubbish and leftover food in a way that prevents vermin or disease.**





Circus skills

1. Select two skills from the table below. The two skills must be from different lists.

Aerial	Balance	Manipulative	Ground	Clowning	Juggling	Spinning
trapeze	trick-cycling	cigar boxes	handstands	make up	with three objects or more.	yo-yo
roman rings	stilts	club swinging	tumbling	costume		poi spinning
aerial ladder	ladder	devilsticks	acrobatics			rhythmic gymnastics
aerial rope	tightrope	diablo.				(twirling ribbon)
wire walking.	wire walking					spinning plates
	perch					
	roller bolo					

2. Carry on putting effort into your two selected skills and show some achievement. Someone with experience should guide you throughout.
3. Demonstrate your two selected skills in front of an audience.
4. Find out things about circus life and talk about these with an adult.
5. Watch at least two circus or street performance events. Talk about what you saw.

Climber



1. Show that you know the rope types used for rock climbing. Explain how to coil and maintain them.
2. Show that you know how to fit a climbing helmet and harness and how to tie in correctly.
3. Show you understand the calls used in climbing.
4. Show that you know how to abseil down a face. It should usually be at least 10 metres high. Alternatively, you can take part in a climbing-like activity, such as crate stacking or high ropes, and show you know about the safety equipment used.
5. Take part in four or more separate climbs. Your climbs should either be on artificial walls of grade 4+/5 or natural faces up to 'difficult' standard. You could do a mixture of both, using a different route for each climb. Either

way, an experienced climber must supervise your climbs and evaluate your ability.

6. Explain the safety rules for climbing on both natural and artificial rock faces.
7. Show that you're aware of environmental issues around climbing on natural rock faces.
8. Explain how to care for the equipment you used. Also, explain what you should look out for when equipment is nearing the end of its life

Communicator

Choose from one of the five options. Then complete all the tasks under your chosen option.



Option 1: radio communication

You automatically gain this activity badge if you already hold, or go for, any of these qualifications:

- Radio Amateur Licence (Foundation, Intermediate or Full)
- Marine Radio Operator's Certificate of Competence and Authority to Operate
- Flight Radio Telephone Operator's Licence.

If not, complete all of these.

1. Log 25 different amateur radio stations. Note the date, time, call sign, frequency, readability and location. You may include some broadcast stations.
2. Show how to tune a simple communications receiver.
3. Give an example of a typical greetings message.
4. Explain in simple terms how radio waves travel around the world. Learn the more commonly used HF and VHF amateur frequency bands.
5. Learn the phonetic alphabet and define at least eight international Q code signals.
6. Show that you can recognise call signs from the UK and near continent.
7. Visit an amateur radio station.
8. Learn the regulations governing the use of amateur radio equipment.

Option 2: communication codes

1. Send and receive a short message by Morse code or semaphore at a rate of five words per minute.
2. Show that you know the proper procedure for sending and receiving a message.
3. Learn the international phonetic alphabet and define at least eight international Q code signals.
4. Construct a simple Morse code oscillator and send a short message.

Option 3: mobile and internet communication

1. Show you know how to use your mobile safely and how to keep it safe.
2. Learn the meaning of these terms: SMS, MMS, 3G, 4G, WAP and Bluetooth.
3. Send a creative text, multimedia or video message to invite a friend to a Scouts event.
4. Manage a mobile phone address book and set up groups of contacts.
5. Show you can text accurately at a rate of 50 characters per minute.
6. Show you know the meaning of some popular chat abbreviations.
7. Share photos and videos of a Scouting activity you've been involved with, using available technology.
8. Manage an email address book and set up groups of contacts.

Option 4: foreign languages

Complete these tasks in any foreign language:

1. Carry on a simple conversation for about 10 minutes.
2. Write a letter of around 150 words.
3. After a few minutes of study, translate a paragraph of basic text.
4. Act as an interpreter for a visitor who does not speak your native language.
5. Communicate with a person who does not speak your native language.

Option 5: translator

Complete these tasks in a recognised sign language, such as Makaton or BSL:

1. Carry out a simple conversation for about 10 minutes.
2. Use sign language to describe a Scouting experience to another person.
3. Act as a translator for a short conversation between a sign language user and someone with no sign language experience.
4. Invite a sign language user to talk to your Troop about what it's like to have impaired hearing or speech. Help by translating for them during their visit.

Craft

To achieve this badge you need to make or decorate one or more articles using, whenever possible, original design ideas.

You should discuss this project beforehand with a member of your leadership team. It should take around six hours to complete the project





Cyclist

There are two parts to achieving this badge. Complete all tasks for part one.

1. Use a bicycle that is properly equipped. Keep it in good working order for at least six months.
2. Show that you can carry out essential maintenance and repairs, including:
 - checking and adjusting the brakes
 - checking and adjusting the gear change
 - adjusting the seat and handlebars to a correct height
 - removing a wheel and locating and repairing a puncture
 - checking and adjusting your cycle helmet
 - maintaining a set of lights.

For part two of this activity badge, choose one of these options then complete all the tasks for that option.

Option 1: road cycling

You can automatically complete option 1 if you gain Bikeability Level 2 or 3. Otherwise, here's what you need to do for this option.

1. Explain what extra precautions you should take when cycling in the dark or in wet weather. Show you understand why motor vehicles take longer to stop in the wet.
2. Learn the basics of first aid and what to do if an accident happens.
3. Develop a working knowledge of map reading. Orientate a map using a compass or conspicuous features. Estimate distances and times taken to travel.
4. Plan and carry out an all-day cycle ride of at least 40 kilometres (25 miles).
5. Complete one of these:
 - Show you can control a cycle along a slalom course.
 - Show you understand the Highway Code, including road signs and helmet use.

Option 2: off-road cycling

1. Show you understand the Mountain Bike Code of Conduct.
2. Show you can control your cycle over different types of terrain.
3. Show you're aware of the damage that may be caused to the environment through careless cycling across the countryside.
4. Learn the basics of first aid, including the treatment of hypothermia and find out what to do in the case of an accident.
5. Gain a working knowledge of map reading. Orientate a map using a compass or conspicuous features. Estimate distances and times taken to travel.
6. Plan and carry out an all-day ride of at least 30 kilometres (20 miles).

Option 3: external qualifications

You can complete option 3 if you reach one of these standards:

- The Gold Trix Award of the British Schools Cycling Association
- Level 3 Go-MTB Award from Cycling Scotland, Sustrans, CTC or Scottish Cycling MBLA.



DIY

- Show you can work safely in the home and minimise danger to yourself and others. Make sure you know about:**
 - **hazard symbols and signs (for dangers such as toxic, flammable, irritant, electrical danger or slippery surface)**
 - **safety equipment (such as goggles, gloves, masks, ear defenders)**
 - **how and where to turn off mains supplies (such as water, electricity and gas) to the house. Learn how to safely isolate individual electrical circuits at the consumer unit. This includes letting other users know that work is being carried out.**
- Show or explain how you would deal with four DIY emergencies from this list:**
 - **unblocking a sink**
 - **renewing a tap washer**
 - **curing an airlock in water or radiator pipes**
 - **thawing frozen pipes**
 - **patching a leaking pipe**
 - **adjusting the float arm of a cistern**
 - **fitting a fused electrical plug to a cable**
 - **replacing a mains fuse or resetting a mains circuit breaker**
 - **changing a lightbulb**
 - **helping to repair a broken window**
 - **repairing a tear in clothes or upholstery**
 - **removing common stains eg ink, wine, and coffee.**
- Take an active part in two major DIY projects, indoors or outside. You could:**
 - **insulate a loft or fit draught proofing to windows and doors**
 - **insulate a cold water storage tank, pipes and a hot water cylinder**
 - **plan a colour scheme for a room and prepare a sample board**
 - **prepare and paint, paper or tile the walls of a room**
 - **prepare and paint woodwork or furniture**
 - **fit a curtain track and hang curtains**
 - **make a freestanding storage unit or put up shelves**
 - **cover a floor with vinyl overlay, lino, tiles or carpet**
 - **hang a door and fit or repair locks and other door furniture**
 - **carry out a home security survey and make the house more secure by fitting window locks, marking property with a UV pen or fitting a burglar alarm**
 - **lay a patio or path**
 - **build a low wall, barbecue, gate or fence**
 - **create and maintain a garden pond**
 - **carry out routine service checks on a car, then clean and polish the car.**

Dragon Boating

How to earn your badge

1. **Learn the safety rules, capsize drill and the water buddy system.**
2. **Learn the procedures for loading, numbering off, stopping, bracing the boat, forward and backward paddling.**
3. **Learn the instructions and commands issued by The Dragon Boat Racing Association.**
4. **Carry out practice training sessions for a minimum of two hours. Practice a race over a distance of at least 250 metres.**
5. **Take part in a competitive or timed dragon boat event over a course of at least 250 metres.**



Electronics

How to earn your badge

1. **Identify a number of common electronic components that are shown to you. Explain, in simple terms, the functions they perform in electronic circuits.**
2. **Describe the systems used for marking components with their values. Demonstrate by identifying the values of resistors and capacitors by their markings. Explain the importance of the rating of a component.**
3. **Show that you know the symbols used to represent common components in circuit diagrams. Show how to identify the polarity of a diode and a specific pin number on an integrated circuit.**
4. **Show that you're aware of the safe working practices to be followed when handling electronic components, circuit boards and when soldering.**
5. **Use a multimeter to measure voltage, current and resistance in a simple circuit. Explain the relationship between these values.**
6. **Talk about the main differences in the operation of digital and analogue circuits.**
7. **Construct three simple circuits. One of these should be based mainly on digital electronics. They can be from a book or magazine, or you can design the circuits yourself. If possible, at least one of the circuits should be soldered using either stripboard or a custom-made printed circuit board.**
8. **Explain the principles behind the operation of each circuit and the typical values of voltage and current found in each.**
9. **Explain the possible uses of the three circuits you built.**
10. **Talk about the uses and benefits of electronics in everyday life. Explain how electronics can be used to improve lives.**



Entertainer

Choose one of the options. Then, as part of a group, complete all tasks to achieve this badge.



Option 1

1. Write and plan some original entertainment. It could involve a campfire or stage routine involving mime, drama, music, storytelling or conjuring. Alternatively, it could take the form of a presentation featuring sketches, film, slides, tapes, photography or sound recordings.
2. Rehearse the entertainment and make sure everyone has a job to do. You might need actors, a producer, a stage manager, front of house or a publicity manager.
3. Present the entertainment to an audience at a school, for your Troop or at a parents' evening.

Option 2

Take an active part in a Scout show or another production. You'll need to commit to regular rehearsals.

Environmental Conservation



How to earn your badge

1. Find out about an environmental issue that is important to your local community. It might be linked to:
 - recycling and conservation
 - energy efficiency in the home or your meeting place
 - the building of new homes and local land use
 - water, light, thermal, air or beach pollution
 - coastal erosion
 - the impact of tourism on the local environment.
2. Take part in an activity or project that improves local conservation. It could take place during a weekend conservation camp or you could spread it over at least five weekly sessions. You could look at:
 - recycling
 - reducing energy usage or renewable energy
 - protecting important habitats or wildlife
 - pollution
 - erosion
 - flooding.
3. Get involved in a campaign to make others aware of an environmental issue. You could write to your MP and other local agencies or speak to a community group.



Equestrian

1. **Riding**
 - Show you can catch a pony from a field or stable and tack up for riding.
 - Walk, trot and canter a pony.
 - Jump over small fences.
2. **Grooming and care**
 - Groom your pony correctly and explain why it is necessary.
 - Show you know how to take care of saddlery and other equipment.
3. **Horse health**
 - Find out about some of the basic health issues affecting horses and ponies, including worms and laminitis.
 - Show you have a basic knowledge of grass management. Show you recognise poisonous plants and the results of overgrazing.
4. **Safety**
 - Talk about road safety for riding.
 - Explain why you need a hat, body protector, stirrup and other safety equipment.

Fire Safety



1. Explain what action should be taken and why, if you discover a fire has broken out in the home or at camp.
2. Explain the process of combustion. Find out about the effects of smoke and heat and how to act in smoke.
3. Be aware of dangers in the home and the fire precautions necessary for:
 - oil heaters and open solid fuel fires
 - portable electric fires
 - drying clothes
 - electric wiring and fuses
 - smoking paraphernalia, particularly matches
 - uses of household gas, including gas fires
 - party decorations and candles
 - closing doors and windows
 - using BBQs.
4. Explain the benefits of installing smoke detectors. Describe the best places to install them.
5. Learn what the dangers of campfires are and what precautions should be taken.
6. Find out about the causes of heath and grass fires.
7. Learn how to make an emergency call for the fire service.
8. Identify different fire extinguisher types such as water, dry powder, foam and carbon dioxide. Explain what kinds of fire they should be used on.
9. Find out what to do if a person's clothes are on fire.
10. Talk to your family about what to do in the event of a fire at home.

Forester

How to earn your badge

1. **Identify at least eight common types of tree that grow in your area, including both deciduous and coniferous.**
2. **Find out how to identify trees using identification keys.**
3. **Prepare the soil and successfully transplant a young tree.**
4. **Find out how both natural woodland and commercial forests are managed. Be aware of the damage these areas may be exposed to from wind, frost, fire and animals.**
5. **Show how to select, use and care for forestry equipment, and know the safety issues involved.**
6. **Show how to fell and trim out a tree or lay a hedge.**



You must be trained by a skilled person and understand the correct use of axes and saws. You must also be supervised by an adult at all times

Fundraising

How to earn your badge

1. **Identify and organise a fundraising initiative for either:**
 - **The Scout Association, to promote and grow Scouting nationally, or your local group to pay for something like new equipment or a new roof. You could even fundraise for both.**
 - **another UK registered charity.**
2. **Think of a short reason that tells potential donors about your chosen cause. It must be inspiring and clear 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. Detail the cost versus the amount raised and give three top tips that could help other fundraisers**



Geocaching

Here's what you need to do earn this badge.



1. **Show that you know about the Global Positioning System (GPS) by explaining:**
 - how it works
 - ownership and control of the system
 - its benefits to society
 - what factors affect its accuracy.
2. **Programme a handheld GPS receiver to:**
 - find your location (grid reference, plus latitude and longitude) and record it
 - enter the grid reference of a local landmark and navigate to the waypoint
 - enter the latitude and longitude coordinates of a nearby point and navigate to the waypoint. Be sure to check the accuracy.
 - walk on a bearing using the GPS and a map.
3. **Show that you know the difference between Ordnance Survey, and latitude and longitude coordinates.**
4. **Using an Ordnance Survey map (1:25000 or 1:50000 scale) to plan a route of at least 4km that contains a minimum of 10 waypoints. Talk about the features and challenges along the route. Programme the route into a handheld GPS and take the journey.**
5. **Sign up to a geocaching website. Find out about geocaching and show that you understand what's involved in both locating and placing a geocache.**
6. **Show that you understand the safety and environmental aspects of geocaching, such as the Highway Code, Countryside Code and the Geocaching Association of Great Britain (GAGB) guidelines.**
7. **Find five geocaches using a GPS. At least three geocaches must be 'multi-caches', with at least two waypoints. Talk about the GPS receiver's accuracy of information provided.**
8. **With the help of an adult:**
 - plan, assemble and hide two caches, one of which should be a multi-cache. Make sure the location is suitable and that other navigators have proper access to the land and terrain.
 - either submit your caches to a geocaching website or give the details to other Scouts so they can find the caches.

Global Issues

How to earn your badge

1. **Identify where your clothing has been made. With other Scouts, talk about why companies might choose to have the items made there. What are the advantages and**



disadvantages of overseas clothing production?

2. Investigate a recent natural disaster. Explain what the people needed to survive. Rank the items in order of priority and explain your order.
3. Create your own Commonwealth Games. Explore why we have them and who is involved.
4. Use a creative method to educate people on the causes and effects of HIV and AIDS.
5. List the rights that we have in the UK (like the right to vote, to go to school and equal gender rights). Compare this list with a Scout in a sub-Saharan African country.

Hill Walker

1. With others, plan at least five one-day journeys of at least 14km in hilly country. At least three of these should be in areas defined as terrain one and be led by a permit holder.
2. Using Ordnance Survey maps, complete all the information you need to plan the route for each journey.
3. Learn how to summon help in an emergency. Make sure you know what In Touch system will be used.
4. Make sure you know the different types of hazards you might come across. There might be water hazards, unstable ground, changeable weather conditions or other dangers.
5. Before setting out, list the equipment that should be taken and explain how to use them correctly. This includes:
 - spare food and safety or emergency equipment
 - what you should wear
 - what you should carry.
6. Complete your planned journeys. Take turns in leading the group for part of each journey. Keep a log of your journeys.
7. During the journey, show how you use the map and compass.
8. Show you're aware of ways to preserve the natural environment, such as avoiding erosion and conserving wildlife habitats.
9. Show that you're aware of developments in technology, such as the Global Positioning System (GPS), digital mapping or waterproof maps.
10. Show that you know the publication Safety on Mountains, published by the British Mountaineering Council.



Hobbies

Choose one of two options. Then complete all tasks to achieve this badge.

Option 1

1. Take up a hobby or interest that you do not already have an activity badge for.



2. **Keep a record of your hobby for a period agreed with a member of your leadership team.**

Option 2

1. **Make a collection or study of objects over a period of time agreed with your leadership team. You could collect stamps, metal badges, teaspoons or bookmarks.**
2. **Talk to a group about the collection or study you chose. Explain why you chose your objects.**

International

How to earn your badge

1. **Find out about the World Scout Movement. Create a timeline of key moments that helped create and grow international Scouting.**
2. **Take part in a traditional craft or creative activity from another country.**
3. **In a language other than your own, introduce yourself and say a few basic, useful, everyday phrases.**
4. **Take part in one of these events and report back to other Scouts on what happened:**
 - **Jamboree On The Internet (JOTI) or Jamboree On The Air (JOTA)**
 - **an international camp held in the UK**
 - **links to Scouts in another country.**



Librarian

How to earn your badge

1. **Show that you know how to look after books and e-readers.**
2. **Show that you can use a library catalogue.**
3. **Explain how fiction and non-fiction books are arranged on the shelves. Why are they treated differently?**
4. **Learn what is meant by a reference book or material. Use some of these references to gather information for a journey with a purpose:**
 - **leisure leaflet or webpage**
 - **bus or train timetable**
 - **almanac or a who's who**



- gazetteer or Yellow Pages
5. Show how you would search for information using the internet.
 6. Talk to your assessor about:
 - books you have read and why you enjoyed them
 - information you found from books or websites
 - getting books on the internet for e-readers.

Lifesaver

How to earn your badge

1. Explain and, if you can, show how you would carry out a rescue from water using these methods:
 - shout
 - reach
 - throwing a buoyant aid
 - throwing a rope
 - wade.
2. Reach the standard of one of these:
 - Royal Lifesaving Society UK (RLSS UK) Rookie Lifeguard Gold Level 1 award
 - Royal Lifesaving Society UK (RLSS UK) Survive and Save Silver Medallion award.
3. Explain and, if you can, show what you would do if:
 - a person fell through ice
 - a pet fell through ice.



Local Knowledge

Choose one of these three options, depending on where you live. Then complete all the tasks.

Option 1: rural and suburban areas

1. Show that you know the local area surrounding your home or Scout Headquarters, up to a radius of 2 kilometres in suburban districts and 5 kilometres in rural districts. Locate as many as you can of these:
 - doctors, veterinary surgeons, dentists, hospitals and ambulance station
 - fire station, police station, garages, shopping centres, retail parks and convenience stores
 - main bus stops, railway stations and local routes of buses and trains



- local Scout Headquarters, public parks, theatres, sports and leisure complexes and cinemas
 - places of worship, museums, schools, colleges and local government buildings
 - local routes that take you to the nearest motorway or national routes.
2. Use a street map to point out six locations from step 1. From your home or Scout Headquarters, show the quickest route to one of the places.

Option 2: urban areas

1. Gain a general knowledge of what parts of the country are served from your local airport, mainline railway and coach stations.
2. Find out how to reach the local airport, mainline railway and coach stations, and major tourist attractions from your Scout Headquarters or home.
3. Show how to use a map of your district. Use it to point out any six places of interest. Show how to get to these places from your Scout Headquarters or home.
4. Give clear directions to a place of interest 8 kilometres away, to a person travelling by car or public transport.
5. Find out which major local roads link to the motorway and A-road network and the main cities these roads serve.

Option 3: heritage

1. Study an aspect of national history, local history or family heritage. Exhibit or present the results to other people.
2. Over a period agreed with your leader, get involved in a project to help preserve some aspect of national or local heritage.

Martial Arts

How to earn your badge

1. Take part in a regular martial arts activity that's recognised by your sports council for at least six months. Show how you've improved by at least one level over that period.
2. Take part in a competition or demonstration and talk about your performance with an instructor.



Master at Arms

How to earn your badge

If you have completed the NSRA Youth Proficiency Scheme in Air Rifle or Air Pistol shooting you automatically earn this badge.



Otherwise, here's what you need to do.

1. **Attend regular training sessions in a relevant activity like fencing, shooting or archery. Show how you've improved in technique. You should train for at least six sessions.**
2. **Learn the safety rules associated with your activity and show how to follow them.**
3. **Take part in your chosen activity at an officially supervised contest. Afterwards, talk to the instructor about your performance and how you can improve.**

Mechanic

Choose one of the four options. Then complete all tasks for your chosen option.



Option 1: motor car

1. **Learn the principles of operating an internal combustion engine. Make sure you understand the function of the clutch, gearbox and rear axle differential.**
2. **Show how to check and refill the windscreen wash bottle of a car.**
3. **Show how to change a bulb at the front and in the rear light cluster of a car.**
4. **Show how to check the level of water in the radiator, 'top up' the radiator and explain the importance of anti-freeze.**
5. **Show how to check tyre pressures and inflate a tyre correctly.**
6. **Remove and replace a road wheel.**
7. **Explain what to look for when checking that a tyre conforms to the legal requirement. Find out why cross and radial ply tyres should not be mixed on the same axle.**
8. **Show how to change a wiper blade.**
9. **Explain the outline requirements for an MOT road test.**

Option 2: power boat

1. **Complete one of these activities:**
 - **Discuss the principles and performance of several types of motorboat engines, other than two-stroke. Show that you know the maintenance needed for a familiar type of marine internal combustion engine, other than two-stroke.**
 - **Assist with the maintenance, dismantle, service and reassemble an outboard engine. Show how to fit it properly to the transom of a boat. Explain how to detect minor faults in starting and running whilst afloat.**
2. **Complete one of these activities:**
 - **As driver or mechanic member of a power boat's crew, help to prepare the boat for a voyage by checking the engine for possible minor faults, checking the fuel supply and pump and mustering the**

fire-fighting equipment. Show you know how to leave the engine in a proper manner and how to drain the engine in an emergency.

- Check the engine of a motorboat in preparation for a cruise or expedition, making sure there is fuel that is stored safely, an adequate tool kit and effective fire-fighting apparatus. Accompany the expedition, either as the mechanic or assistant, and be fully or jointly responsible for the operation, care and maintenance of the engine throughout.

Option 3: aircraft

1. Learn the basic principles of one these component parts and be able to point them out:
 - an aircraft piston engine
 - an aircraft gas turbine engine.
2. Learn the basic principles of flight and airframe construction of a fixed wing aircraft.
3. Learn and then demonstrate Aircraft Marshalling signals used by day and night.
4. Show you can carry out any four of these:
 - replenishing a light aircraft fuel and oil system safely
 - rigging and de-rigging a glider
 - picketing a light aircraft
 - changing plugs on a light aircraft engine
 - inspecting aircraft main and tail or nose wheel tyres for serviceability
 - repairing a small tear in the fabric surface of a light aircraft or glider
 - checking the control system of a light aircraft or glider for correct sense of movement.

Option 4: motorcycle or scooter

1. Learn the principles of operating a two-stroke or four-stroke internal combustion engine. Learn about the function of the clutch, gearbox, carburettor and transmission of a motorcycle.
2. Remove, clean and check the gap of a sparking plug.
3. Check and top up the level of the engine oil.
4. Explain how to adjust the tension of the final drive chain.
5. Show how you change a bulb at the front and in the rear light cluster.
6. Show how you would check tyre pressures and inflate a tyre correctly.
7. Remove and replace a road wheel.
8. Explain what to look for when checking that a tyre conforms to the legal requirement.
9. Explain the outline requirements for an MOT road test.

Media Relations and Marketing

Choose from three of these activities to achieve this badge.



- Produce and give a presentation about Scouting. Use audio and visual media and think about how you can make it relevant to people not involved in Scouting.
- Write a press release about a Scout event that has taken place. Send it to your local Media Development Manager so that they can get it published in the local press, radio station or community website.
- Find out about local media outlets such as radio, TV, newspapers and online. Find out what their target audience is and work out a storyline that they might be interested in featuring.
- Prepare and present an audio or video package about a Scouting event or activity. The report should be accurate, informative and reflect the adventure of Scouting.
- Prepare a creative display about your Troop or Group that can be exhibited in your local library, information centre or public place.
- Interview a local public figure or someone in the local news, such as a church leader, politician or celebrity and present the interview to your Troop. Get some advice from your Leader before contacting the person.
- Produce some media which can be used within Scouting, such as a district newsletter story or a piece of website content.

Meteorologist

How to earn your badge

1. Explain how each of these are measured:
 - wind force and direction
 - cloud type and extent
 - temperature
 - pressure
 - rainfall
 - humidity.
2. Record the weather conditions every day for two weeks. Use equipment like a rain gauge or an outdoor thermometer.
3. Identify different cloud types. How are they formed?
4. What do 'warm' and 'cold' air masses in summer and winter do to the typical weather in your area? Note down the effects of land and sea.
5. Explain how synoptic weather maps are produced. Show you can understand a map, with fronts and isobars, similar to those on television and in newspapers. How do the measurements in step 1 relate to the map?
6. Understand the effects of hypothermia and heat exhaustion. How do temperature, wind and water affect the human body?





Model Maker

Choose one of these five options. Then complete all steps for your chosen option.

Option 1

1. Choose one of these activities:
 - Build a model using a plastic or white metal kit or pre-cast figures.
 - Design and construct a model from a wood, plastic or metal construction set, such as Lego or Meccano.
2. Show that you know the different types of kits or parts available in the material you chose.
3. Talk about the experience of building the model with a knowledgeable adult.

Option 2

1. Build a model aeroplane, using a kit if you want to. It must meet one of these target flight performances:
 - A hand-launched glider must fly for 25 seconds.
 - A tow-launched glider must fly for 45 seconds, with 50 metres maximum line length.
 - A rubber-powered aircraft must fly for 30 seconds.
 - An engine-powered aircraft must fly for 45 seconds, with 15 seconds maximum motor run.
 - A control line aircraft must show a smooth take off and landing, with three laps of level flight at about 2 metres, with a climb and dive.
2. Talk about the experience of building and flying the model with a knowledgeable adult.

Option 3

1. Build an electric or engine-powered model boat or yacht at least 45 cm in length. Show that it's capable of maintaining a straight course of at least 25 metres. You can use a kit if you like.
2. Talk about the experience of building the model with a knowledgeable adult.

Option 4

1. Choose one of these two activities:
 - Build an electric slot car racer. Drive it a minimum distance of 122 metres on any track, without stopping or leaving the slot more than four times.
 - Build a free running car of any type. Show that it can run for at least 18 metres. Airscrew drive is allowed and you can use a kit if you like.
2. Talk about the experience of building the model with a knowledgeable adult.

Option 5

1. Build a model coach or wagon. Show that it can run properly behind a scale locomotive.
2. Build a scaled scenic model, such as a station or farmhouse for a railway layout. You can use a kit if you like.
3. Talk about the experience of building your models with a knowledgeable adult.

My Faith

How to earn your badge

If you have been confirmed, had your bat mitzvah or bar mitzvah or a similar faith life experience, you only need to take part in a Scouting activity relating to your faith to qualify for your badge.



Otherwise, here's what you need to do.

1. **Take an active part in your place of worship. You could get involved in community work, take a special part in services or celebrations or follow a training or study programme.**
2. **Find out more about the origins of your faith. Share what you find out with others in the Troop.**
3. **Explore something about the history of your faith at a local, national or international level. You could learn about influential people, or visit a shrine or other holy place.**
4. **Explain to an adult some of the teachings of your faith. Explain how these affect the way you live your life.**

Naturalist

1. **With appropriate permission, spend at least one day at one of these locations and investigate the wildlife and plants found there:**
 - woodland or parkland
 - down land
 - moor land
 - seashore or sand dune
 - hedgerow
 - roadside verge
 - stream, river or canal
 - small pond
 - wetland or marshland.
2. **Tell a knowledgeable adult what you discovered. Show them your field notes, sketches, photographs or maps.**
3. **Find out more about a plant, animal or particular wildlife from your chosen location.**
4. **Discuss what you found out, giving sources for information from places like museums, field guides or the internet.**
5. **Discuss how human activities or land management can affect wildlife.**



Orienteer

How to earn your badge

If you've qualified for the 2 Star Navigation Challenge certificate, you can automatically earn this badge.



Otherwise, here's what you need to do to earn this badge.

1. Learn about the map colours and common symbols used on an orienteering map.
2. Orientate a map using either terrain or a compass. Learn how to navigate while keeping the map set to the ground. 'Thumb' the map to log your changing position.
3. Complete three courses at orienteering events recognised by British Orienteering or another similar standard.
4. Show you know the safety procedures, basic first aid, appropriate clothing and equipment for countryside navigation.
5. Show that you know the Countryside Code.

Parascending

How to earn your badge

1. Take part in a parascending course. Show that you can:
 - demonstrate a good landing roll
 - put on a harness and adjust it
 - assist on more than two occasions as tensiometer reader, observer or log keeper.
2. Learn the main characteristics and different types of parachutes used by parascenders.
3. Show a basic knowledge of the theory of flight.
4. Experience at least four parascending flights. If you're under 14, you must take your flights in tandem and under instruction from a BHPA dual qualified instructor



Photographer

Choose one of these two options. Then complete all tasks for your chosen option.

Option 1: still photography

1. Choose one of these two activities:
 - Produce 12 photographs (negative or digital), taken by you. They should feature at least two of these techniques: portrait, still life (or similar), land or seascape, sport or action or time-lapse photography.



- Produce six black and white photographs. Explain the steps you took to create them and the impact of using black and white as an alternative to colour images. You could produce high quality prints on photographic paper or present them on-screen.
2. Show that you know the main functions of a digital camera including resolution, digital compression, shutter speed and aperture. Explain how these affect the final image and print. Explain the different types of removable memory available.
 3. Talk about different types of photographic devices and the accessories available for them.
 4. Choose one of these activities:
 - Describe the process of developing black and white films and prints, including the use of an enlarger.
 - Describe the processes and equipment needed to produce prints from a digital camera. Explain how to use editing software.
 - Describe the processes and equipment needed to scan prints or negatives from existing photographs. Explain how to use editing software
 - Describe the basic functions for editing digital images. In particular, explain the differences between cropping and zooming, resizing and stretching, and camera orientation and rotation.
 5. Diagnose faults that happen at the photographing, editing or printing stages, like over or under exposure and high or low contrast. Explain the difference between camera shake and subject movement.
 6. Show that you know how to care for a camera and accessories.

Option 2: video photography

1. Produce at least two short films from two of these categories. Create a storyboard and script for each of these. You can edit the film 'in camera' or by using simple editing tools:
 - documentary
 - music video
 - drama
 - situation comedy
 - advertisement
 - training film
2. Discuss:
 - the differences between video and still photography. Explain the reasons for choosing one format over another for a range of subjects.
 - problems that can happen when using automatic. Explain how these can be fixed.
3. Show that you understand:
 - camera techniques such as panning, zooming, close-ups, long shots and using additional lighting.
 - production techniques such as editing, how to avoid jumpy cuts and maintaining continuity.
4. Show that you know how to care for a video camera and accessories, such as storage media, batteries, microphones and lights.

Physical Recreation

How to earn your badge

1. Regularly take part in an active sport or physical pursuit, which you haven't already gained an activity badge for. It could be a team game like rugby, football or water polo. Individual sports like tennis, running or gymnastics count too, so do pursuits like walking, yoga, ice skating or dancing.
2. Show a reasonable level of skill in your sport or pursuit. Show how you've improved over time.
3. Explain the rules or guidelines that govern the sport or pursuit you chose.
4. Show how you would prepare before taking part in your sport or pursuit. You could run through any special equipment or clothes you need and any warm-up and warm-down routines.
5. Explain how to care for the equipment you use. Explain what you should look out for when the equipment is nearing the end of its life.



Pioneer

How to earn your badge

1. As a member of a group, take part in:
 - an indoor pioneering project, like constructing a guided missile launcher or chariot
 - an outdoor pioneering project, like building a monkey bridge, a raft or parallel runway.
2. Show the correct way to do these:
 - a whipping or safe rope sealing
 - a splice
 - coiling and storing a rope
 - using levers to extract objects or move heavy weights
 - being safe in pioneering projects. Explain why it's important.
3. Name and tie at least six knots and three lashings that are useful in pioneering.



Power Coxswain

How to earn your badge

If you hold The Scout Association's Personal or Leadership Activity Permit for Power Boating or Personal Watercraft (Jet Ski), a Leadership Permit for Narrow Boating or Motor Cruising or the RYA Level 2 Powerboat Award, you automatically gain this badge.

You can complete the steps using a powerboat, narrow boat, motor cruiser or on a personal watercraft.



If not, here's what you need to do.

1. Choose and identify the boat you will use.
2. Choose the waters you will visit.
3. Identify the features and hazards of this water.
4. Learn what the rules are for boating on the water you're using.
5. Wear the proper clothing and make sure you have the correct equipment for your craft.

Complete the following steps under proper supervision:

6. Locate the engine and know how to start and stop it safely.
7. Take part in a man overboard drill.
8. Launch and recover your craft (if that's possible) and come alongside. Moor and berth your craft.
9. Control the speed and direction of your craft to steer around a course or on a journey.

Pulling

If you have completed the British Rowing Explore Rowing Programme in a fixed seat craft, you can automatically gain this badge.



If not, here's what you need to do.

1. Row a dinghy unaided. Carry out these manoeuvres in sequence:
 - take the boat away from a bank side mooring
 - row in a straight line for 100 metres
 - complete a figure-of-eight course
 - scull over the stern between two points, 20 metres apart, and turn through 180 degrees
 - draw stroke over the bow.
2. Using a round turn and two half hitches, moor your dinghy to a ring, post or bollard.
3. As part of a crew of a boat:
 - take a place as an oarsman, including stroke
 - listen to boat orders and act on them
 - as bowman, be a lookout and report hazards to the coxswain using standard maritime directions, such as starboard, port quarter and dead ahead.
4. From a boat, heave an unweighted line to land within reach of target five metres. You must complete this within three attempts.
5. Explain the importance of wearing appropriate clothing for various weather conditions.
6. Learn the actions and safety requirements to take when being towed.
7. Gain a basic knowledge of the rules of the road for your local waters.
8. Point out and name the basic parts of a pulling boat.
9. Learn the safety rules in Scout boating.
10. Explain the difference between a lifejacket and a buoyancy aid. Show how to wear them correctly.

Quartermaster

Choose one of the two options. Then complete all tasks.



Option 1

1. **Assist a Group or Troop Quartermaster for at least three months. Show ability in these areas:**
 - care and storage of tents, including how to do simple repairs
 - care and storage of cordage. This includes whipping, splicing, hanking, coiling and safety inspections
 - safe storage and handling of fuels such as methylated spirits, paraffin, petrol and gas
 - care of cooking stoves and cooking utensils, including simple repairs, cleaning and general maintenance
 - convenient storage of a section's training and games equipment
 - caring for and storing equipment used for adventurous activities, such as sailing gear, canoes and paddles, lifejackets and buoyancy aids, go-karts or climbing ropes.
2. **Keep a simple record showing equipment issued and returned.**
3. **Show you understand that general tidiness is the secret of good quartermastering. Explain how you achieved this in the Troop or Group store.**

Option 2

1. **As equipment quartermaster, assist at a Nights Away experience for at least two days. During the experience show you're capable in at least three of these areas:**
 - care and maintenance of all tentage, including the ability to do simple repairs to guy lines and fabric tears
 - care and storage of all cordage. This includes whipping, splicing, hanking, coiling and safety inspections.
 - safe storage and handling of fuels used by the camp, such as methylated spirits, paraffin, petrol and gas
 - care, maintenance and general storage of all tools such as axes, spades and saws
 - care and storage of equipment used for adventurous activities, such as sailing gear, canoes and paddles, lifejackets and buoyancy aids, and climbing ropes.
2. **Keep simple records, showing the equipment issued and returned.**
3. **Keep a portable first aid kit well stocked and maintained.**
4. **Choose tools to take to camp, to complete emergency repairs on equipment.**
5. **Show you understand that general tidiness is the secret of good quartermastering. Explain you achieved this at the Nights Away experience.**

Smallholder

How to earn your badge

Choose one of these three options. Then complete all tasks in your chosen option to achieve this badge.



Option 1

1. Learn about farming practices in your area.
2. Find out about the organisation and daily and seasonal operations of a farm of your choice. Make a note of practices relating to livestock, crops, cultivation, rotation, machinery and labour force.
3. Talk about the changes in farming practices that have taken place recently in your area. Explain the reasons for these.

Option 2

1. Cultivate an area of garden or an allotment for a length of time. Agree this beforehand with your leadership team.
2. Show you're successful in growing:
 - three kinds of hardy annual flower
 - three kinds of vegetable
 - two kinds of bulbs, herbaceous plants, flowering shrubs or roses.
3. Talk to your leader about the work you've done and the results you achieved.

Option 3

Keep any kind of livestock for a length of time. Agree this beforehand with your leadership team. You could:

- look after farm animals or birds, and learn how they should be housed, fed, bred and their economic uses. Show how to handle them safely and learn about animal welfare.
- Manage a hive. Bring in some of the honey you produced.

! An experienced adult will need to oversee the activities.

Snowsports

How to earn your badge

1. Show you understand:
 - the clothing and protective equipment to wear for different weather conditions, snow and artificial surfaces
 - the safety features of your equipment, such as bindings and brakes
 - the importance of warming up before taking part in snow sports
 - the importance of drinking plenty of fluids, especially in the mountain environment
 - the safest places to stop on a run



- the importance of staying together as a group
 - what to do in the event of an accident
 - the FIS safety code (published by the Federation International de Ski)
 - the hazards of the mountain environment for snowsports.
2. Reach the standard in one of these options:
- Snowlife Snowsports Ski Awards level two
 - Snowlife Snowsports Snowboards Awards level two
 - Snowsport England Nordic Award level one
 - Complete at least 16 hours of snow sports as part of a family or school holiday to a ski resort.

Sports Enthusiast

How to earn your badge

1. Explain the rules governing your favourite sport.
2. Describe the levels of achievement within your chosen sport locally, nationally or internationally.
3. Show that you know some of the personalities, champions or other experts in your chosen sport. Explain how they might have inspired you.
4. Talk about the equipment needed for the sport.
5. Describe a recent major event, championship or landmark in the sport.
6. Explain how you follow your sport. How do you keep up to date with developments?



Street Sports

How to earn your badge

1. Regularly take part in a street sport like skateboarding, roller or in-line skating or another street sport agreed by your leadership team.
2. Own or use equipment for a street sport for six months. Show you can check, adjust and repair the equipment to ensure safe use.
3. Explain how to care for the equipment used and explain what you should look out for when equipment is nearing the end of its life.
4. Show that you're skilled in your chosen street sport and show how you've improved.
5. Explain the safety rules for your chosen sport.
6. Show your ability in your street sport to other people or your Troop. You could take part in an exhibition, public event or competition.



Survival Skills

How to earn your badge



1. **Show that you know:**
 - **basic knife or multi-tool skills, including safety and sharpening**
 - **first aid treatment you may need to use while on a survival event, considering you may have limited resources available**
 - **how to construct different kinds of shelter**
 - **how to build a fire and use basic lighting techniques. You should not use man-made materials such as paper or firelighters.**
 - **the various burning qualities of different woods**
 - **how to maintain hygiene in a survival situation**
 - **the correct use of international distress signals, using a whistle, torch, mirror or markers**
 - **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.**
2. **Put together a personal survival kit.**
3. **With a group of at least three Scouts, take part in a survival exercise. It should last about 24 hours and the group should:**
 - **construct a shelter of natural or salvaged materials and sleep in it**
 - **prepare a meal using raw ingredients that could have been found or caught**
 - **cook all meals over an open fire**
 - **cook without utensils, although you may use a knife.**

Water Activities

How to earn your badge

You need to reach one of these standards:

- **Snorkel Diver Award of the British Sub-Aqua Club.**
- **British Surfing Association's Junior Scheme level 3 Award.**
- **British Water Ski Federation Cutting Edge Bronze Award.**
- **Royal Yachting Association National (RYA) Youth Windsurfing Scheme Stage 1.**
- **British Sub-Aqua Club Scuba Experience or the Discover Scuba Diving Award of the Professional Association of Diving Instructors.**
- **BKSA (British Kite Surfing Association) Level One.**



World Faiths

How to earn your badge



1. **Complete one of these activities:**
 - Visit a place of worship for a faith other than your own. Find out the differences between this building and your own place of worship.
 - Attend a religious festival for a faith different to your own.
2. **Complete one of these activities:**
 - Learn about the life of a founder or a prominent leader of a faith. You could learn about people like Prince Siddhartha Gautama, Mohammed, Jesus Christ or a saint such as St George.
 - Find out about someone whose faith has had a significant impact upon his or her life.
3. **Read a sacred text from another faith. Show how it compares it with a similar teaching from your own faith.**
4. **Find out how following the teachings of another faith affects an individual's daily life. This could include food or dietary laws, rituals, prayers or religious observances.**

Writer

How to earn your badge



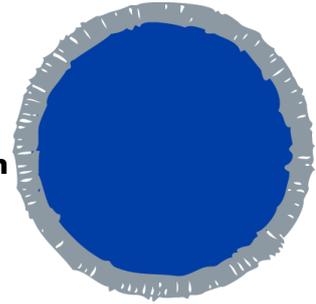
Complete four of these activities. Talk about your choice with an appropriate adult.

- **Compose a poem of at least eight lines. Discuss its meaning and construction.**
- **Create a short story of around 600 words. Talk about your story idea with an appropriate adult beforehand.**
- **Write a descriptive passage of around 600 words on a subject, agreed with an appropriate adult beforehand.**
- **Write a 600-word review of a favourite book, play or other work of literature and talk about it with an appropriate adult.**
- **Produce a published article of around 600 words in length. You could contribute to a school, faith, community or Scout magazine or write a letter to a local paper.**
- **Keep a diary on a subject, for a length of time agreed with an appropriate adult beforehand.**
- **Write a play or dramatic sketch lasting at least 10 minutes.**
- **Interview a local celebrity, or other notable person. Write or type out the interview to show the questions you asked and the interviewee's replies.**
- **Write a letter to a pen pal (real or imaginary) of at least 600 words.**

Activity Plus

Is there an activity you'd really like to do more of? If you have the highest level of any of the badges, the Activity Plus badge could be your next big challenge.

Your leader can award it if you have done really well in an activity. Your leader can also award you if you've tried hard and done more than what was expected of you.



You can also earn the Activity Plus if you've taken something on even though you don't have the best facilities available.

To earn an Activity Plus badge you need to:

- hold your chosen activity badge
- agree a target with your leader before going for the Activity Plus badge. It might mean you have to take part in some more training or practice to help you learn more.
- show your leader that you have met your target.

Here are a few examples of targets for Scouts:

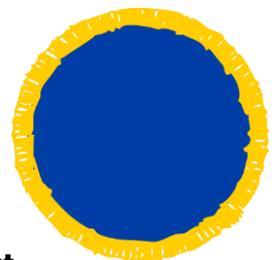
- For the Pulling PLUS, take charge of a boat under oars.
- For the Meteorologist PLUS, keep a weather diary for an agreed number of months.
- For the Dragon Boating PLUS, train for a month as part of a team to compete in a national dragon boating competition.
- For the Paddle Sports PLUS, gain the BCU Paddle Power Explore levels 8 and 9, or the BCU Paddle Power Excel.
- For relevant PLUS badges, gain a personal or leadership permit, or an NGB qualification for the activity.

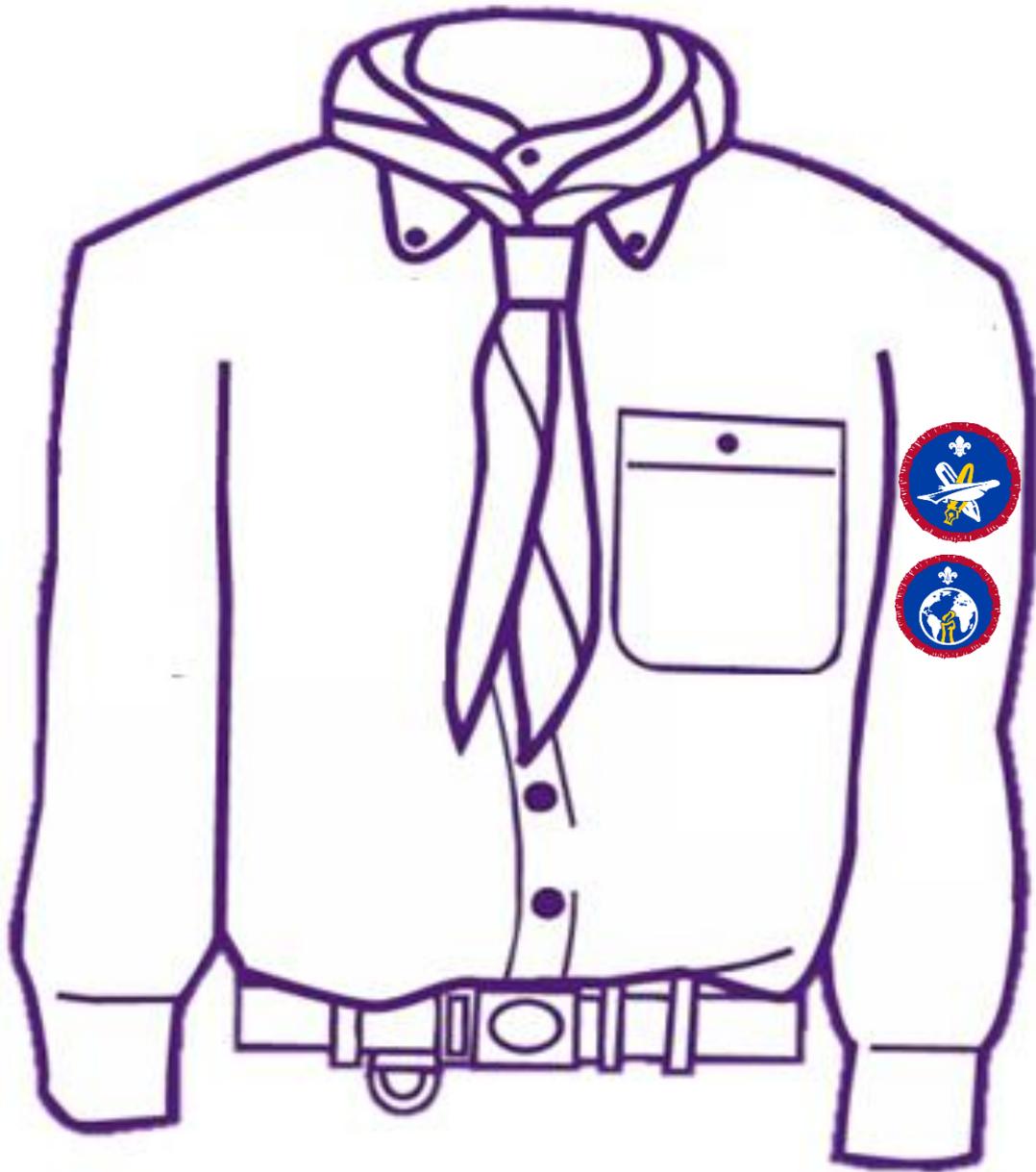
A PLUS badge can be awarded for any Scout activity badge, apart from the following: Athletics, Athletics Plus, Community Impact, Hikes Away, Nights Away, Time on the Water. When an Activity PLUS is awarded for a staged Activity Badge it can only be awarded against the highest stage of that badge

Instructor

Here's what you need to do to earn this badge.

1. Hold the activity badge in your chosen activity.
2. Know what a young person in your section has to do to achieve the activity badge, so that you can instruct them in that subject.
3. Attend a training course covering the technical skills involved in the activity badge and the use of appropriate training methods. If there's no recognised technical skill course for your badge, an individual training programme can be arranged with a qualified instructor.
4. Assist with the training of other young people in your section in the subject, over a period of at least three months.





Staged Activity Badges:

Staged activity badges give you the chance to try something new or get better at something you already know. There are different stages per each badge available depending on you experience. The badges are identified by stages with the number on each badge.

These badges are worn on the left arm of your scout uniform with the activity badges.

Air Activities

Air Activities – staged 1

How to earn your badge

1. **Make an aircraft out of paper and see how well it flies. You could use a paper dart or a helicopter and drop it from a height.**
2. **Find out about one kind of aircraft and tell others in your section about it. It could be a commercial aircraft like Concorde or Airbus or a military aircraft like a Spitfire, Lynx or Chinook.**
3. **Talk to somebody who has flown in an aircraft, helicopter or hot air balloon. What was it like? If you have already flown in an aircraft, tell others in your section about it.**
4. **Tell others in your section about an aircraft (real or imagined) that you would like to fly in and why. You can do this through drawings or models.**



Air Activities – stage 2

1. **Know the dangers involved in visiting an airfield.**
2. **Visit an airfield, air display or air museum.**
3. **Choose three of these:**
 - **Make and fly a model aeroplane, three different types of paper glider, a hot air balloon or a kite.**
 - **Identify six airlines from their markings.**
 - **Name and identify the main parts of an aeroplane.**
 - **Name and identify different types of aircraft (such as powered aeroplanes, airships or gliders).**
 - **Fly in an aircraft and tell the rest of your section about it.**
 - **Meet someone who flies regularly and talk to them about their experiences.**
 - **Explain how different weather conditions can affect air activities.**
 - **Collect and identify six pictures of different aircraft. Share them with others in your section.**

Air Activities – stage 3

1. **Learn the rules for access to an airfield. Draw a diagram or make a model of an airfield to show and name different points.**
2. **Understand the terms nose, fuselage, tail, wings, port, starboard and tailfin. Learn the names of an aeroplane's control surfaces.**
3. **Construct and fly a chuck glider for at least five seconds. You can also build and fly a miniature hot air balloon or kite instead.**
4. **Choose one of these activities:**
 - **Collect photographs or pictures of six aircraft that interest you. Name them and identify their operational uses.**
 - **Talk about an airline that you are interested in, or have travelled on, showing pictures of the airline's uniform and logos.**

5. Take part in a visit to a place of aviation interest.
6. Communicate with someone or spell your name using the phonetic alphabet. Explain why it is used in aviation.
7. Show how you would get a weather forecast for an air activity.
8. Using 1:50000 and 1:25000 OS maps, show you understand the meaning of scale and common map symbols. Explain how a pilot might use a map differently from a car driver or somebody on a hike.

Air Activities – stage 4

1. Trim a paper aeroplane or model glider to perform a straight glide, stall and turn.
2. Name the main control surfaces of an aeroplane and how they work.
3. Identify six aircraft in use today from pictures or in flight. At least two of the six must be civil commercial aircraft, one must be a military aircraft and another two must be light private aircraft.
4. Explain how wind speed and direction are measured. How does the weather affect air activities?
5. Explain the difference between a Mayday radio call and a Pan-Pan radio call. Give examples of when each might be used.
6. Show how to perform a pre-flight check on a light aircraft, microlight or glider. Explain why inspecting each part is important.
7. Choose one of these activities:
 - Take part in a flight experience (for example in a light aircraft or glider) as a passenger.
 - Help to organise a visit to an airfield or place of aviation history for a group of Scouts (Beavers, Cubs, Scouts or Explorers). Explain what the Scouts will need to know before the visit.
8. Learn the common types of charts and the conventional signs used on them
9. Show how to do a take-off and landing using a home flight simulator computer programme that uses a joystick.
10. Draw a runway and its circuit patterns.

Air Activities – stage 5

1. Explain the relationship between lift, drag, thrust and weight.
2. Talk about the duties of either:
 - an aircraft marshaller, demonstrating marshalling signals
 - a crew leader for a glider launch. Show their procedure and the signals they use.
3. Imagine you're planning a cross-country flight of at least 60 nautical miles, at an air speed of 90 knots. What would the time of flight be, from an overhead starting point to another overhead destination? Your assessor will give you a head or tail wind to factor in when you're working this out.
4. Choose one of these activities:
 - Explain the basic principles of a piston engine, including the four-stroke cycle, with consideration of valve and ignition timing.
 - Explain the similarities and differences between a piston engine and a jet engine, covering the main parts and workings.

5. Explain how wind direction and strength is important in take-off and landing. Explain how a wing gives lift and why a wing stalls.
6. Build a scale model from a plastic kit, plans or photographs.
7. Take part in an air experience flight and point out the landmarks that you fly over on an aviation chart.
8. Explain how temperature and atmospheric pressure are measured in weather forecasting.
9. Explain basic cloud types, how they are formed and why they're relevant to air activities.

Air Activities – stage 6

1. Build and fly (from plans, kits or from scratch) one of these:
 - rubber band powered model aircraft for 15 seconds
 - glider for 15 seconds
 - model airship
 - hovercraft
 - round the pole model (RTP).
2. Talk about the emergency procedures for one type of aircraft such as a powered light aircraft, microlight, glider or small helicopter. What should be done in the event of engine failure, cable break or autorotation?
3. Find out the reasons for civilian airport security, the main threats and ways of counteracting them.
4. Explain how aircraft pressure instruments, altimeters and airspeed indicators work.
5. Explain how an aircraft compass and a direction indicator works, as well as potential errors.
6. Identify the weather conditions associated with the movement of air masses over the UK, such as tropical, maritime and continental.
7. Interpret Met Office reports and forecasts for pilots including METAR and TAF.
8. Identify:
 - signals used on a signals square
 - runway and airfield markings
 - light and pyrotechnics signals.
9. Find out why Morse code is still transmitted by navigational beacons. Recognise six three-letter sequences.
10. Explain what trim is and the importance of weight and balance.
11. Explain why flaps, slots and slats can be found on aircraft and how they work. Give examples of aircraft that use these devices.
12. Take an active part in at least three flying experiences, showing how you develop your skills with each flight.

Community Impact

Community Impact – stage 1

How to earn your badge

1. **Identify need.** Investigate what issues and challenges exist in your chosen community – it could be local, national or international.
2. **Plan action.** Decide what issue your section should take action on and what you want to change. Talk to your section about what actions you would like to take.
3. **Take action over three months.** You should:
 - spend at least four hours personally taking action on your chosen issue. You can achieve more impact by spreading your time out over a month, instead of doing it all in one go.
 - involve others in the action. Work in a team with your section and preferably people in the community you are trying to help.
4. **Learn and make more change.** Discuss what you've learned with your section. Talk about how you have made people's lives better, what you could do to help more people in your chosen community and how taking action has developed you.
5. **Tell the world.** Help other people to understand why the issue you took action on is important, what you did and how they can help.



Community Impact – stage 2

How to earn your badge

1. **Identify need.** Investigate what issues and challenges exist in your chosen community – it could be local, national or international.
2. **Plan action.** Decide what issue your section would like to take action on and what you would like to change. Work with a group of people not involved in Scouting, who are passionate about your cause, to plan action that will make a positive difference.
3. **Take action over six months.** You should:
 - spend at least 12 hours personally taking action on your chosen issue. You can achieve more impact by spreading your time out, over four months, instead of doing it all in one go.
 - involve others in the action. Work in a team with your section and preferably people in the community you are trying to help.
4. **Learn and make more change.** Discuss with your section what you've learned, how you have made people's lives better and what you could do to help even more people in your chosen community.
5. **Tell the world.** Help other people to understand the issue you have made a positive impact on is important and why it's important. Show what you did and how they can also help.

Community Impact – stage 3

How to earn your badge

1. **Identify need.** Investigate what issues and challenges exist in your chosen community – local, national or international.
2. **Plan action.** Decide what issue your section would like to take action on and what you would like to change. Work with a group of people not involved in Scouting, who are passionate about your cause, to plan action that will make a positive difference.
3. **Take action over nine months.** You should:
 - spend at least 24 hours in total personally taking action on your chosen issue. You can achieve more impact by spreading your time out, over six months, instead of doing it all in one go.
 - involve others from your section and a group of non-Scouts, preferably from the community you are trying to help.
4. **Learn and make more change.** Talk about what you learned with your section, how you have made people's lives better and what you could do to help more people in your chosen community.
5. **Tell the world.** Help other people to understand why your chosen issue is important. Explain what you did and how they can also help.

Community Impact – stage 4

How to earn your badge

1. **Identify need.** Find out what issues and challenges exist in your chosen community – locally, nationally or internationally.
2. **Plan action.** Decide what issue your section would like to take action – what do you want to change? Work with a group of people who are not involved in Scouting, and are passionate about your cause, to plan action that will make a positive difference.
3. **Take action over 12 months.** You should:
 - spend at least 48 hours personally taking action on your chosen issue. You can achieve more impact by spreading your time out over the year, instead of doing it all in one go.
 - involve your section and a group of non- Scouts, preferably people from the community you are trying to help.
4. **Learn and make more change.** Talk about what you learned with your section, how you have made people's lives better and what you could do to help more people in your chosen community.
5. **Tell the world.** Help other people to understand why your chosen issue is important, how you have made a positive impact and how they can help.

Digital Citizen

Digital Citizen – stage 1

Complete every task to achieve Stage 1, showing that you have thought about the potential risks and how to stay safe for each activity.



1. Show that you can:
 - turn on and log into a computer
 - use a piece of software, for example email or a game
 - name the main parts of a computer system
 - connect a peripheral (for example a scanner or printer) to your computer and use it.
2. Create a piece of digital media. It could be artwork, a photograph, music or animation.
3. Use the internet for research:
 - decide on an area of interest
 - find three websites with content that matches your area of interest
 - collect relevant information by printing or saving as files.

Digital Citizen – stage 2

Complete every task to achieve Stage 2, showing that you have thought about the potential risks and how to stay safe for each activity.

1. Plan and then create a piece of digital media. It could be artwork or a photograph that you alter using creative tools, music, animation, CAD (Computer Aided Design) or a 3D sculpture.
2. Show that you can:
 - send or reply to someone with a short email and include an attachment
 - download photos or other media from a camera or smart card
 - open and save a document then share it using a cloud service (like Google Docs or Microsoft Sharepoint) or a USB stick
 - create a document that includes media that you've downloaded or copied from another source.
3. Use the internet for research:
 - decide on an area of interest
 - use two different search engines to find three websites you think are reliable
 - collect information by printing the pages or saving as PDF documents
 - select relevant information by copying text or an image and pasting into a document
 - display your findings as a poster or a short report.

Digital Citizen – stage 3

Complete every task to achieve Stage 3, showing that you have thought about the potential risks and how to stay safe for each activity.

1. **Plan, make, edit and share a piece of digital media. It could be artwork or a photograph that you alter using creative tools, music, animation, CAD (Computer Aided Design) or a 3D sculpture.**
2. **Explore social networking sites that are appropriate for your age, then create an example of a good social network profile. Show that you know how to:**
 - **use anti-virus software**
 - **set up or adjust settings for accessibility**
 - **recover from a frozen programme or screen.**
3. **Use the internet for research:**
 - **decide on a specific area of interest**
 - **use at least two different search engines, using operators like AND, NOT and OR in the search box**
 - **collect information by using bookmarks or favourites. Save URLs or use a social bookmarking tool like Diigo, Reddit, StumbleUpon, del.icio.us or digg.**
 - **select specific, reliable information relevant to your area of research**
 - **create a structured display of the information you have gathered. You could do this in a document, on a website or using a social tool such as Pinterest.**
 - **share your research with other people, for example by email, on the web, by MMS or social media.**

Digital Citizen – stage 4

Complete every task to achieve Stage 4, showing that you have thought about the potential risks and how to stay safe for each activity.

1. **Create a portfolio of digital media. It might include artwork or a photograph that you alter using creative tools, music, animation, CAD (Computer Aided Design) or 3D sculpture.**
2. **Create a film, video, stop-motion animation or podcast and share it using a suitable media sharing tool.**
3. **Create a social network profile for your section, a band, local interest group or something similar. Alternatively you could make a small website that can host content, like the film you made in step 2, photos, poetry or information about your local area.**
4. **Use the internet for research:**
 - **Choose a local, national, community or Scouting issue, or something from the news or current affairs.**
 - **Collect information from different sources, such as spreadsheets, databases, online news services and 'open access' data sources.**
 - **Put your information together in a structured way, for example grouping similar information. Make sure you know where each piece of information comes from.**
 - **Select the information you think is most appropriate and reliable.**
 - **Create a multi-page website with your information and make it public. Present your information in a variety of ways – you could use infographics, images or graphs.**
 - **Share your website with a wide audience.**

- Explain your sources of information and why you picked out what you did.
- Get some feedback on what you have done and make changes to improve your website based on that feedback.

Digital Maker

Digital Maker – stage 1

How to earn your badge

1. Connect computer peripherals or accessories, such as a screen and keyboard, and explain what job they do.
2. Design a game:
 - Use role play to act out how your digital game would work. Play the game with a group of friends and change the rules.
 - Using paper, prototype a game and explain to someone how it works. You could video your explanation.
 - Evaluate and share your idea.
3. Edit an existing website. You could change the design using a paper printout or software.
4. Play a game with a friend where one of you acts the part of a robot and the other sends the robot commands. Record on paper what sort of commands worked best and which were hard for the 'robot' to follow.



Digital Maker – stage 2

How to earn your badge

1. Connect two devices and exchange data between them using WiFi, Bluetooth or a cable.
2. Show that you can use two different platforms or operating systems. They could be systems that run different devices such as computers, tablets, phones or games consoles.
3. Design a game:
 - Make a cartoon, animation or video of a game using a video camera or other equipment.
 - Create some pseudo code to explain how some parts of your game will work. Pseudo code is an instruction for the computer to follow, but is not written in a specific language.
 - Design a sequence of a game, like a whole level or an in-game puzzle.
4. Design a single page website. You can use a design tool but writing HTML code would be fine too.
5. Create a set of instructions for a programmable Robot, turtle or toy to follow. Games like Minecraft can help you do this.

Digital Maker – stage 3

How to earn your badge

1. **Show how to troubleshoot problems with computing equipment, such as hardware devices and software updates.**
2. **Make a prototype of a game using a suitable tool. It must include:**
 - **event conditions (when your game reacts to something that happens)**
 - **user movement controls**
 - **iteration (when your code or instructions are repeated)**
 - **variables (for scoring, health or counting things within the game).**
3. **Build, design and publish a multipage website with working hyperlinks for navigation between the pages.**
4. **Make a robot using prebuilt components.**

Digital Maker – stage 4

1. **Set up a home network and connect it to the internet.**
2. **Install or run an alternative operating system on a computer. Alternatively, use a 'Live DVD' or USB stick.**
3. **Design a game:**
 - **Build a game that includes progression and is fun and interesting to play.**
 - **Get someone else to play and evaluate it.**
4. **Create a fully functioning website including linking to a database.**
5. **Make a robot using a kit with components that respond to sensor input (for example, a robot that backs away from an object in its path).**

Digital Maker – stage 5

1. **Install the software to run a web server and host a webpage on a computer or other device. Tools like LAMP, WAMP or Google's Webserver project for the Raspberry Pi could help you. You can find these for free online.**
2. **Make a game or app that serves a purpose. It should:**
 - **have a clear objective**
 - **be challenging for the user**
 - **have a clear sense of progression**
 - **keep a score**
 - **offer a reward to the user for playing (for example the score could unlock levels or icons).**
3. **Make a website that serves a purpose, provides a good experience for the user and meets any legal requirements.**
4. **Use off-the-shelf components to make your own robot that responds to the environment (for example a robot that reacts to light, its proximity to other objects or sound).**

Emergency Aid

Emergency Aid – stage 1

How to earn your badge

Show you understand all of the actions listed.

Explain to your leader or another adult about:

- the importance of getting help
- what to say when you call 999
- helping someone who is unconscious
- helping someone who is bleeding
- reassuring someone at the scene of an emergency.



Emergency Aid – stage 2

How to earn your badge

Show you understand all of the actions listed under each number.

1. **Explain to your leader or another adult about:**
 - the importance of getting help
 - what to say when you call 999
 - reassuring someone at the scene of an emergency.
2. **Explain how to help someone who:**
 - is unconscious
 - is bleeding
 - has a burn
 - is having an asthma attack.
 -

Emergency Aid – stage 3

How to earn your badge

You will need to take part in around two to three hours of training, which should be taught by an adult with relevant knowledge.

1. **Explain to your leader or another adult about how to call 999.**
2. **Explain how you help someone who:**
 - is unconscious
 - is unconscious and not breathing
 - is bleeding
 - has a burn
 - has heat exhaustion
 - has hypothermia
 - is choking
 - is having an asthma attack.

Emergency Aid – stage 4

How to earn your badge

You will need to take part in around three to six hours of training, which should be taught by an adult with relevant knowledge.

- 1. Explain to your leader or another adult about how to call 999.**
- 2. Explain how you help someone who:**
 - is unconscious**
 - is unconscious and not breathing**
 - is bleeding**
 - has a burn**
 - has heat exhaustion**
 - has hypothermia**
 - is choking**
 - is having an asthma attack**
 - is having a heart attack**
 - has a head injury**
 - has a suspected spinal injury**
 - has a broken bone**
 - has a sprain or strain**
 - has meningitis.**

Emergency Aid – stage 5

You will need to take part in around six to eight hours of training, which should be taught by an adult with relevant knowledge.

- 1. Explain to your leader or another adult about how to call 999.**
- 2. Explain how you help someone who:**
 - is unconscious**
 - is unconscious and not breathing**
 - is bleeding**
 - has a burn**
 - has heat exhaustion**
 - has hypothermia**
 - is choking**
 - is having an asthma attack**
 - is having a heart attack**
 - has a head injury**
 - has a suspected spinal injury**
 - has a broken bone**
 - has a sprain or strain**
 - has meningitis**
 - is having a stroke**
 - is experiencing a diabetic emergency**
 - is having a severe allergic reaction**
 - is having a seizure.**

If you hold a first aid award covering this or a similar syllabus from a recognised first aid provider (such as the British Red Cross or St John Ambulance) you can automatically get this badge.

You must take part in formal training to gain this badge – a first aid award covering this or a similar syllabus. Your training must be from a recognised first aid provider, such as the British Red Cross or St John Ambulance.

If you're taking part in the Young Leaders' Scheme, you can take this badge as an alternative to the Young Leaders' Module K First Aid Master Class. Stage 5 exceeds the requirements of First Response.

Hikes Away

How to earn your badges

There are eight different badges you can collect. Each one marks a certain number of hikes or journeys you will have completed:

1, 2, 5, 10, 15, 20, 35, 50



You must be dressed and equipped for the weather conditions and terrain. Your leader will also need to make sure you're following the rules in chapter nine of the Policy and Organisation Rules and the Activity Permit Scheme.

For Scouts, each hike or journey must involve at least four hours of activity and have a purpose, which you will agree with your leader. The sorts of activity that count as a hike away include:

- taking part in a dusk to dawn hike
- exploring a bridleway on horseback
- an overnight expedition by foot
- a trip down a river in an open canoe
- a cycle ride
- any other similar activity.

Musician

Musician – stage 1

How to earn your badge

1. Skill
 - Listen to a short tune of a couple of lines and then sing it back.
 - Listen to another tune and then beat or clap out the rhythm.



2. **Performance**
 - **Sing or play two different types of song or tune on your chosen instrument – remember your voice is an instrument too. You must perform in front of other people, either in Scouting or at a public performance such as a group show or school concert.**
3. **Knowledge**
 - **Demonstrate some of the musical exercises that you use to practice your skills.**
 - **Talk about your instrument and why you enjoy playing it. Alternatively, you could talk about the songs you sing and why you enjoy singing them.**
4. **Interest**
 - **Tell your assessor about the music that you most like to listen to.**

Musician – stage 2

How to earn your badge

1. **Skill**
 - **Reach Grade One standard for the Associated Board of the Royal School of Music (or similar). It can be on an instrument of your choice or by singing.**
2. **Performance**
 - **Sing or play two different types of song or tune on your chosen instrument. You must perform in front of other people either in Scouting or at a public performance.**
3. **Knowledge**
 - **Demonstrate some of the musical exercises that you use to practice your skills.**
 - **Talk about your instrument and why you enjoy playing it. Alternatively, you could talk about the songs you sing and why you enjoy singing them.**
 - **Name a piece of music associated with your instrument.**
 - **Name several musicians who you have heard.**
4. **Interest**
 - **Talk about your own interests in music, including what you listen to most and how it's similar or different to the music you play or sing.**

Musician – stage 3

How to earn your badge

1. **Skill**
 - **Reach Grade Two standard for the Associated Board of the Royal School of Music (or similar). It can be on an instrument of your choice or by singing.**
2. **Performance**

- **Sing or play, as a solo or with others, two different types of song or tune on your chosen instrument. You must perform in front of other people, either in Scouting or at a public performance such as a group show or school concert.**
- 3. Knowledge**
 - **Demonstrate some of the musical exercises that you use to practice your skills.**
 - **Talk about your instrument and why you enjoy playing it. Alternatively, talk about the songs you sing and why you enjoy singing them.**
 - **Talk about three well known pieces of music associated with your instrument or chosen songs.**
 - 4. Interest**
 - **Talk about your own interests in music, including what you listen to most and how this is similar to or different from the music you play or sing.**

Musician – stage 4

How to earn your badge

- 1. Skill**
 - **Reach Grade Three standard for the Associated Board of the Royal School of Music (or similar). It can be on an instrument of your choice or by singing.**
- 2. Performance**
 - **Sing or play three different types of song or tune on your chosen instrument. One should be a solo and one should be played with other musicians in an arrangement of your choice. Your performance should be public, such as at a Group show, school concert or church service.**
- 3. Knowledge**
 - **Demonstrate some of the musical exercises that you use to practice your skills.**
 - **Talk about your instrument and why you enjoy playing it. Alternatively, talk about the songs you sing and why you enjoy singing them.**
 - **Talk about some of the musicians who are associated with your instrument.**
- 4. Interest**
 - **Talk about your own interests in music, including what you listen to most and how it's similar or different to the music you play or sing.**

Musician – stage 5

How to earn your badge

- 1. Skill**

- Reach Grade Five standard for the Associated Board of the Royal School of Music (or similar) on the instrument of your choice or by singing.
2. **Performance**
 - Sing or play three different types of song or tune on your chosen instrument. One should be a solo and one should be played with other musicians in an arrangement of your choice. Your performance should be public such as at a group show or church service.
 3. **Knowledge**
 - Demonstrate some of the musical exercises that you use to practice your skills.
 - Talk about your instrument and why you enjoy playing it. Alternatively, talk about the songs you sing and why you enjoy singing them.
 - Name several well known pieces of music associated with your instrument.
 - Name several musicians associated with your instrument.
 4. **Interest**
 - Talk about your own interests in music, including what you listen to most and how it's similar or different to the music you play or sing.

Nautical Skills

Nautical Skills – stage 1

How to earn your badge

1. Take part in a water activity taster session. You could try:
 - paddle sports
 - rafting
 - sailing
 - windsurfing
 - pulling.
2. Correctly identify the different equipment used for the activity you chose.
3. Gain an understanding of the safety equipment used.



Nautical Skills – stage 2

How to earn your badge

1. Take part in a water activity taster session for at least one hour. By the end of the session you should be comfortable in your craft. You could try:
 - paddle sports
 - rafting
 - sailing
 - windsurfing

- pulling.
2. **Show that you understand what to do in the event of a capsized or man overboard situation in your chosen activity.**
 3. **Demonstrate that you can tie either a figure of eight or a reef knot. Describe how you use them in water activities.**
 4. **Name the basic equipment you used during your chosen activity.**
 5. **List some clothing that is not suitable for your chosen activity, and explain the reasons why.**
 6. **Show that you know the safety equipment you used and why it's needed.**

Nautical Skills – stage 3

How to earn your badge

1. **Take part in at least two one-hour taster sessions in two different water based activities. By the end of the session you should be competent at controlling your craft. You could try:**
 - canoeing
 - a powered activity like yachting
 - pulling
 - sailing
 - windsurfing.
2. **Show that you know how to act safely in your chosen activity if you are involved in a capsized or man overboard situation.**
3. **Show how to check water depth using a method appropriate to your activity so that you don't ground or beach. Try a method normally used in your activity**
4. **Show how to tie a clove hitch, a bowline knot, and a round turn and two half-hitches. Explain when these would be used.**
5. **Name the parts of one type of watercraft.**
6. **Demonstrate and explain what clothing is suitable for the activities used in your chosen activity.**
7. **Explain the basic safety rules that apply to your chosen activity.**
8. **Explain the difference between a buoyancy aid and a life jacket, when each should be used and how they function. Show how they are worn.**

Nautical Skills – stage 4

How to earn your badge

1. **Develop your skills in two water based activities. Show competency and technique in:**
 - launch and recovering a watercraft
 - manoeuvring a watercraft
 - communicating with the group
 - knowledge of safety.
2. **Take part in a capsized and recovery drill for the two watercraft you have chosen.**
3. **Use a throw bag or line to reach a person six metres away in the water.**

4. **Show you know how to apply the steering rules to your chosen watercraft and recognise the main channel markers.**
5. **Use a knot (either a round turn and two half hitches or a bowline) or a cleat correctly to moor a boat with a painter or mooring line. Describe what you need to be aware of when using these to moor.**
6. **Complete one of the following:**
 - **Pipe the 'still' and 'carry on' on a Bosun's call.**
 - **Make a sail maker's whipping and one other type of whipping and safely heat-seal the end of a rope. Describe the correct use of these whippings.**
 - **Make an eye splice or a back splice and safely heat-seal the end of a rope. Describe the correct use of these splices.**
7. **Name the parts of your chosen watercraft. If you have completed Nautical Skills Stage 3 you must choose a different watercraft.**
8. **Take part in a challenging three-hour expedition or exercise afloat.**
9. **Take part in a competition or crew-based activity in your chosen watercraft.**

Nautical Skills – stage 5

How to earn your badge

1. **Develop your skills in one water based activity to a level where you can operate the watercraft safely. You could demonstrate this by gaining a personal permit or the relevant national governing body personal competency award.**
2. **Show how you would use your watercraft to recover others from the water by taking part in a simple rescue exercise.**
3. **Demonstrate knowledge of pilotage, navigation lights, sound signals, tides, currents and eddies, depending on what's relevant to your local waterways.**
4. **Demonstrate that you can tie a figure-of-eight knot, clove hitch, and a round turn and two half-hitches. Tie an additional three knots: sheet bend, rolling hitch and bowline, then describe their uses.**
5. **Explain the different types of ropes used in water activities, their advantages and disadvantages and how to care for them.**
6. **Complete one of these:**
 - **Make a rope fender or other piece of decorative rope work, such as a lanyard or a decorative knot.**
 - **Demonstrate three calls made on a Bosun's pipe, other than 'still' and 'carry on'.**
 - **Hoist the colours for a Sea Scout ceremonial or nautical themed ceremony.**
7. **Plan and take part in a one-day expedition or exercise afloat with others.**

8. **Learn how different boats communicate with each other in your location.**
9. **Take on the helm or cox role in a watercraft or help prepare a team for a competition.**
10. **Learn how to get local weather forecasts, understand their importance and be able to recognise signs of changing weather.**
11. **Learn how to safeguard against the effects of cold, and how to recognise and treat hypothermia.**

Nautical Skills – stage 6

1. **Develop your skills in one water based activity to a level where you can operate the watercraft safely. You could demonstrate this by gaining a personal permit. If you have completed Nautical Skills Stage 5, you should try a different water based activity.**
2. **Learn about flares, distress signals and marine VHF radio, and when it is appropriate to use them.**
3. **Learn about and explain the access and mooring issues in your chosen activity.**
4. **Learn about and explain the ‘nautical rules of the road’ including passing other watercraft, the International Rules for Preventing Collisions at Sea (IRPCS), light signals, sound signals and the use of channels.**
5. **Show an understanding of the maintenance your watercraft needs and show you can carry out simple repairs over the course of three months.**
6. **Plan and take part in an overnight expedition by water with others. Your time underway should be at least six hours.**

Navigator

Navigator – stage 1

How to earn your badge



1. **Locate yourself on a simple map. You could use a map of a local park, nature reserve, zoo, or even a theme park.**
2. **Identify a number of features or locations on that map. You could pinpoint locations like the toilets, car park, bird hide or picnic area.**
3. **Learn the four cardinal points of a compass.**
4. **Draw a simple map of where you live, your meeting place or another area local to you.**
5. **Use a map during an outdoor activity.**
6. **Show you understand how to dress appropriately and what equipment you and the adults will need on the activity.**

Navigator – stage 2

How to earn your badge

1. **Learn how to read a four-figure grid reference.**
2. **Understand how to use the key of a map.**
3. **Use a map during an outdoor activity.**
4. **Draw a simple map to direct someone from your meeting place to a local point of interest.**
5. **With other Scouts, go for a walk with a leader around the local area. Take it in turns to use one of these methods of navigation:**
 - **written instructions**
 - **recorded instructions**
 - **road signs**
 - **tracking signs**
 - **maps.**
6. **Learn the eight points of a compass and use them in an activity.**
7. **Show you know how to dress appropriately for the activities involved in this badge and what equipment you and the adults need on the activities.**

Navigator – stage 3

How to earn your badge

1. **Learn how to read a six figure grid reference.**
2. **Understand contour lines on an Ordnance Survey map.**
3. **Using 1:50000 and 1:25000 scale Ordnance Survey maps show that you understand the meaning of scale, can set the map to north and can recognise conventional map symbols.**
4. **Follow and walk a route of at least 5km, using a map to navigate for at least part of the journey. Your Leader can plan the route but you'll work with your team, or take turns, to navigate.**
5. **Show you know how to dress appropriately and what kit you and your group will need.**

Navigator – stage 4

How to earn your badge

1. **Show you know how to:**
 - **convert grid bearings to magnetic bearings and vice versa**
 - **use back bearings to check the route**
 - **estimate your current position using a compass**
 - **walk on a bearing, including 'deviating from course' (the four right angles technique to bypass an obstacle)**
 - **read a six figure grid reference.**
2. **Using 1:50000 and 1:25000 scale Ordnance Survey maps:**
 - **interpret contour lines in terms of shape and steepness of terrain. Learn what the topographical features mean, including valley, col, ridge and spur**

- show how to set a map, with and without a compass. Learn how to use and give six-figure grid references. Demonstrate the use of a roamer to improve accuracy.
 - show how to find north without the aid of a compass, by day or night.
3. Walk two compass routes of at least 5 kilometres each. They should be defined on a map, one route's start and end points defined by you and the other by an adult.
 4. Show you know how to dress appropriately for the walk and what kit you and your group need.
 5. Choose the most appropriate type of map for the journey you are taking.

Navigator – stage 5

How to earn your badge

1. Using a 1:25000 scale Ordnance Survey map and compass, navigate along a course of at least six 'legs' to the standard of the Hill and Moorland Leader award provided by Mountain Training. You're not expected to hold this award – just have a look at the course to get an idea of the level you need to achieve. Find out more at mountain-training.org
2. Using only a compass and pacing, successfully navigate a course of at least four 'legs'.
3. Using only a map, successfully navigate a course of at least four 'legs'.
4. Make two sketch maps – one of an urban and one of a rural setting – that would enable a stranger to travel successfully between two points.
5. Complete at least three different orienteering courses in a reasonable time.
6. Complete a comprehensive route plan for a 20km hill walking route, set by an appropriate adult. It should take place in terrain one or terrain two, details of which can be found in Policy Organisation and Rules.
7. Show you know what the most appropriate clothing and equipment is for your journey.

Nights Away

How to earn your badges

You can pick up badges for having taken the following numbers of nights away:

- 1
- 2
- 3
- 4
- 5
- 10



- 15
- 20
- 35
- 50
- 75
- 100
- 125
- 150
- 175
- 200

These are for recognised Scout activities, sleeping in tents, bivouacs, hostels, on boats or at other centres

Paddle Sports

Paddle Sports – stage 1

How to earn your badge

1. Identify different types of paddle craft.
2. Name three places you could safely go canoeing or kayaking.
3. Take part in a warm up activity to prepare you for canoeing or kayaking. You could practice balancing whilst kneeling, getting in and out of a boat or practicing a paddling action.
4. Dress properly for your chosen activity. Show you know the importance of buoyancy aids and how to put one on correctly.
5. Take part in a taster session that covers:
 - naming equipment used and the parts of the boat
 - getting into and out of a boat safely
 - balancing a boat
 - manoeuvring your boat in different directions, including moving forward.



If you have achieved the British Canoeing's Paddle Power Start you can automatically gain this badge.

Paddle Sports – stage 2

How to earn your badge

Before you attempt Stage 2, you need to have completed all the steps for Paddle Sports Stage 1. You then need to complete all the tasks outlined.

1. Lift, carry and launch a boat.
2. Paddle forward in a straight line.
3. Show you can steer around a course.
4. Show you can stop the boat safely.
5. Show you can exit the boat onto the shore safely.
6. Capsize, swim to the shore and empty the boat of water.

If you have achieved the British Canoeing's Paddle Power Passport you can automatically gain this badge.

Paddle Sports – stage 3

How to earn your badge

Before you attempt Stage 3, you need to have completed all the steps for Paddle Sports Stage 2. You then need to complete all the tasks outlined, using a different boat to Stage 2.

1. **With help, show more than one safe method for lifting and carrying your boat.**
2. **Demonstrate two different ways of safely launching your boat.**
3. **Show you can get in and out of your boat without help.**
4. **Paddle forwards and backwards in a straight line, keeping good posture.**
5. **Show you can steer around a figure of eight course.**
6. **Show you can stop the boat safely when it's moving back and forth.**
7. **Capsize, swim to the shore and empty the boat of water.**
8. **Assist someone else back into their boat following a capsize.**

If you have achieved the British Canoeing's Paddle Power Discover you can automatically gain this badge.

Paddle Sports – stage 4

How to earn your badge

Before you attempt Stage 4, you need to have completed all the steps for Paddle Sports Stage 3. You then need to complete all the tasks outlined.

1. **Choose two of the disciplines below and paddle your boat for at least 200m in each discipline:**
 - **crew. Choose from K2 (two man kayak), K4 (four man kayak), C2 (two man canoe) or OC2 (two man canoe with outrigger).**
 - **flat water**
 - **white water**
 - **touring**
 - **short boat**
 - **ergo.**
2. **Take part in at least two of the following activities that you have not tried before:**
 - **freestyle**
 - **marathon**
 - **polo**
 - **slalom**
 - **sprint**
 - **surf**
 - **time trial**
 - **wild water.**

If you have achieved the British Canoeing's Paddle Power Explore Level 7 you can automatically gain this badge.



Sailing

Sailing – stage 1

How to earn your badge

1. **Identify different types of sailing crafts.**
2. **Name three places you could safely go sailing.**
3. **Take part in a warm up activity to prepare you for a sailing activity. You could try tacking and gybing, hiking out or syncro-jump to cross the boat together in a tack or gybe.**
4. **Dress properly for a sailing activity, showing you know the importance of buoyancy aids and how to put one on correctly.**
5. **Take part in a taster session that covers:**
 - being able to name equipment used and parts of the boat
 - getting into and out of a boat safely
 - balancing a boat
 - manoeuvring your boat in different directions, including moving forward.

Sailing – stage 2

How to earn your badge

Before you attempt Stage 2, you need to have completed all the steps for Sailing Stage 1. You then need to complete all the tasks outlined.

1. **Launch and recover your dinghy.**
2. **Control the direction and speed of your dinghy to steer around a course.**
3. **Stop your dinghy safely.**
4. **Capsize and get to the shore safely and recover the dinghy.**
5. **Show you can moor your dinghy.**

If you have achieved the RYA Youth Sailing Scheme Stage 2 you can automatically gain this badge.

Sailing – stage 3

How to earn your badge

Before you attempt Stage 3, you need to have completed all the steps for Sailing Stage 2.

You then need to complete all the tasks outlined, ideally in a different boat to Stage 2.

If you're using a keelboat, you don't have to complete steps 1-3.

1. **Prepare, launch and recover your boat in an onshore wind.**
2. **Show the correct way to store your boat ashore.**
3. **Show you can right a capsized dinghy as helm or crew.**
4. **Show you know how to recover a man overboard.**
5. **Demonstrate an ability in:**

- sail setting
 - balance
 - trim
 - course made good
 - centreboard
 - taking upwind
 - gybing from a training run
 - coming alongside a moored boat
 - picking up a mooring.
6. Learn how a sail works and its basic aerodynamics.
 7. When sailing, show you can understand and use basic terminology, such as windward, leeward, and bear away.

If you have achieved The Scout Association Personal Activity Permit for Dinghy Sailing or hold the RYA Youth Sailing Scheme Stage 3 you can automatically gain this badge.

Sailing – stage 4

How to earn your badge

1. Launch and recover your boat in any wind direction.
2. Set up your boat according to weather conditions, using sail and rig controls.
3. Show that you're able to recover a man overboard.
4. Show that you know about:
 - International Regulations for Preventing Collision at Sea (IRPCS)
 - Beaufort Scale
 - synoptic charts
 - tidal ebb and flow
 - spring and neap tides.

If you hold the RYA Youth Sailing Scheme Stage 4 you can automatically gain this badge.

Swimmer

Swimmer – stage 1

How to earn your badge

1. Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.
2. Show you know how to prepare for exercises such as taking part in a warm up.
3. Demonstrate a controlled entry, without using the steps, into at least 1.5 metres of water.
4. Swim 10 metres on your front.
5. Tread water for 30 seconds in a vertical position.
6. Using a buoyancy aid, float still in the water for 30 seconds.



7. **Demonstrate your ability to retrieve an object from chest-deep water.**
8. **Perform a push and glide on both your front and back.**
9. **Swim 25 metres without stopping.**
10. **Take part in an organised swimming activity.**

Swimmer – stage 2

How to earn your badge

1. **Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.**
2. **Show you know how to prepare for exercises such as taking part in a warm up.**
3. **Demonstrate a controlled entry or dive from the side of the pool, into at least 1.5 metres of water.**
4. **Swim 10 metres on your front, 10 metres on your back and 10 metres on your back using only your legs.**
5. **Tread water for three minutes in a vertical position.**
6. **Surface dive into at least 1.5 metres of water and touch the bottom with both hands.**
7. **Mushroom float for ten seconds.**
8. **Enter the pool and push off from the side on your front, gliding for five metres.**
9. **From the side of the pool, push off on your back and glide for as far as possible.**
10. **Swim 100 metres without stopping.**
11. **Take part in an organised swimming activity.**

Swimmer – stage 3

How to earn your badge

1. **Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.**
2. **Show you know how to prepare for exercises. You could do this by leading a warm up.**
3. **Demonstrate a controlled entry or dive from the side of the pool into at least 1.5 metres of water.**
4. **Swim 50 metres in shirt and shorts.**
5. **Tread water for three minutes, with one hand behind your back.**
6. **Surface dive into 1.5 metres of water and recover an object with both hands from the bottom. Return to the side of the pool, holding the object in both hands.**
7. **Enter the water from the side of the pool by sliding in from a sitting position. Using any floating object for support, take up and hold the heat escape lessening posture for five minutes.**
8. **Swim 400 metres without stopping.**

9. **Take part in a different organised swimming activity to the one on your previous swimming badge.**

Swimmer – stage 4

How to earn your badge

1. **Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.**
2. **Show you know how to prepare for exercises. You could do this by leading a warm up.**
3. **Demonstrate a racing dive into at least 1.8 metres of water and straddle jump into at least 2 meters of water.**
4. **Swim 100 metres in less than four minutes.**
5. **Tread water for five minutes.**
6. **Surface dive into 1.5 metres of water, both head first and feet first and swim at least 5 metres under water on both occasions.**
7. **Enter the water as you would if you didn't know the depth. Swim 10 metres to a floating object. Use the object to take up and hold the heat escape lessening posture for five minutes.**
8. **Swim 800 metres using any of the four recognised strokes without stopping. You should swim 400m on your front and 400m on your back.**
9. **Take part in an organised swimming activity that's different to the one on your previous swimming badge.**

Swimmer – stage 5

How to earn your badge

1. **Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.**
2. **Show you know how to prepare for exercises. You could do this by leading a warm up.**
3. **Demonstrate a racing dive into at least 1.8 metres of water and a straddle jump into at least 2 meters of water.**
4. **Swim 100 metres in shirt and shorts. When you've finished, remove the shirt and shorts and climb out of the pool unaided. Your time limit is three minutes.**
5. **Tread water for five minutes, three of which one arm must be held clear of the water.**
6. **Scull on your back, head first, for ten metres, then feet first for ten metres. Move into a tuck position and turn 360 degrees, keeping your head out of the water.**
7. **Swim 10 metres, perform a somersault without touching the side of the pool, then carry on swimming in the same direction for a further 10 metres.**
8. **Demonstrate the heat escape lessening posture.**
9. **Demonstrate a surface dive, both head and feet first, into 1.5 metres of water.**

10. **Swim 1,000 metres using any of the four recognised strokes, for a minimum distance of 200 metres per stroke. This swim must be completed in 35 minutes.**
11. **Take part in an organised swimming activity that's different to the one on your previous swimming badge.**

Time on the Water

You can collect Time on Water staged badges when you take part in any of these activities:

- kayaking
- canoeing
- sailing
- windsurfing
- powerboating
- kiteboarding
- surfing
- yachting
- motorcruising
- narrowboating
- pulling or rowing
- white water rafting
- traditional rafting.



For Scouts and Explorers each session should last about 2-3 hours.

And as you complete the following number of activities, you can gain a badge:

1, 2, 5, 10, 15, 20, 35, 50



Challenge Awards:

Gaining a challenge badge involves accomplishing a number of more ambitious tasks within the Troop or community. There are several challenge badges across a number of themes, from the physical and outdoorsy to challenges dealing with the local community or issues connected with the Scouting world.

These badges are worn on the right breast of your scout shirt,, on the opposite side of your pocket.



Adventure Challenge Award

1. **Take part in four different adventurous activities. At least two of these activities should be new to you and you should try to do them on at least two separate occasions. You could try:**
 - abseiling
 - bellboating
 - canoeing
 - caving or potholing
 - climbing
 - cycling
 - dragon boating
 - gliding
 - hill walking
 - hiking
 - hovercrafting
 - orienteering
 - paragliding
 - pony trekking or horse riding
 - powered aircraft
 - pulling
 - rafting
 - sailing
 - snowboarding
 - stunt kiting
 - sub-aqua
 - surfing
 - water-skiing
 - windsurfing.
2. **Show how you have developed your skill and expertise in one of these activities. Show that you know the safety issues involved, and that you can use any equipment needed for the activity safely.**
3. **Learn about any environmental issues caused by your activity. Take steps to reduce any harm to the environment.**
4. **Research other ways you can take part, or develop your skills, in your chosen activities. Follow up your research with action!**

Creative Challenge Award

How to earn your award

- Over a period of time, take part in at least four creative activities. Some of these should be new to you. You could try:**
 - music
 - photography
 - wood or metalwork
 - needlework
 - cooking
 - website design
 - dance.
- Show that you have developed your skills in one of these activities. Show that you know how to use any equipment safely.**
- Use your creative ability to produce something that promotes a Scouting activity or an event.**
- Construct a model using materials like a plastic kit or recycled items. Alternatively, make a useful item from wood, metal or plastic.**
- Show how to use social media or the internet in a creative and safe way. Explain why it's important to use them safely.**
- Take part in a performance. You could try:**
 - magic tricks
 - gymnastics display
 - campfire sketch
 - street dance
 - plays
 - concerts.



Expedition Challenge Award

- Take part in either an expedition or an exploration over two days with at least three other Scouts. This should include a night away at a campsite or hostel.**
- Take an active part in planning the expedition. Do any training you need and be well prepared. Training should include:**
 - planning a route, including rest and meal stops. Being able to work out how long it should take you to travel that route.
 - choosing suitable equipment for an expedition. You might consider tents, stoves, rucksacks, walking equipment, emergency equipment, first aid kit, wet weather gear, appropriate food and a camera.
 - navigation and using things like maps and timetables for your expedition. You might want to brush up on using an Ordnance Survey

- or similar map, a compass, a GPS device, a street map or A-Z, and rail or bus timetables.
- knowing what to do in an emergency.
3. **During the expedition or exploration:**
 - play a full part in the team
 - use a map or other navigation device to keep track of where you are
 - cook and eat at least one hot meal
 - do a task, investigation or exploration as agreed with your leader.
 4. **Produce an individual report or presentation within the three weeks following your expedition. You could present your work as a project, performance, video recording, oral presentation, blog or website.**

Outdoor Challenge Award

1. **Take an active part in at least eight nights away as a Scout. Four of the nights should be camping. While you're away, work with other Scouts do the other tasks on this list.**
2. **With others, pitch and strike your tent.**
3. **Lead, or help to lead, a group of Scouts to set up a well-organised site. It should include sleeping tents, food and equipment stores, a fire or stove, kitchen and eating area.**
4. **Prepare and light an open fire or set up a suitable stove. Use it to prepare, cook and serve a meal safely.**
5. **Understand the three points of the Countryside Code. Show what action you can take to follow the code.**
6. **Find out why personal and campsite hygiene is important. What should you do to be hygienic?**
7. **Using knots that you have learned, build a simple pioneering project, object or camp gadget.**
8. **Explore the environment of your camp and make sure you know where everything is. Respect the environment you are in and, at the end of the camp, leave the site as you found it.**
9. **Find out what accidents and incidents can happen outdoors or during your camp. Show how you would deal with them.**
10. **Show how to use an axe, saw or knife safely. You can choose any or all of these tools.**
11. **Complete at least four of these tasks:**
 1. **Provide a service commitment to the site for about an hour.**
 2. **Take part in a wide game.**
 3. **Take part in a campfire or other entertainment.**
 4. **Working with others, successfully complete a two-hour activity or project.**
 5. **Plan a balanced menu for a short camp.**
 6. **Lead the cooking of a meal for the group.**
 7. **Show that you know the safety precautions for using lamps and stoves.**



8. **Cook a backwoods meal with the group.**
9. **Build a bivouac and sleep in it.**
10. **Show how to pack a rucksack correctly, with appropriate kit for the camp or event.**

Personal Challenge Award

Complete two personal challenges that you agree with your leader.

You should choose one of the challenges and your leader will choose the other.

The challenges must be different from the ones you did for your Beaver and Cub Personal Challenge Awards.



Skills Challenge Award

1. **Regularly take part in physical activities over a period of four to six weeks. Keep a record showing your improvement. Your goal could be to develop in an activity or successfully complete a challenge. Physical activity/challenge suggestions:**
 - **circuit training**
 - **football skill training**
 - **aerobic routine**
 - **synchronised swimming routine**
 - **Zumba aerobics**
 - **tap dancing**
 - **team sports.**
 - **charity swim**
 - **long distance cycle ride**
 - **incident hike**
 - **athletic event**
 - **pool life-saving test**
 - **dance competition.**
2. **Show you understand why eating a sensible diet and getting enough sleep is important.**
3. **Do some research so that you can explain the dangers and harmful effects of smoking, alcohol and drugs.**
4. **Learn and use at least five of these skills:**
 - **Mend or customise an item of clothing.**
 - **Cook and serve a two-course meal, for at least four people.**
 - **Fix a puncture or a dropped chain on a bike.**
 - **Wash up after a meal, making sure everything is clean and dry.**



- Use a washing machine to wash a load of clothes.
 - Iron your uniform shirt.
 - Change a lightbulb, in a ceiling light.
 - Set a heating timer and thermostat as needed for the time of year.
 - Clean a toilet, hob or oven.
 - Do another similar home skill.
5. Take part in at least three activities that require a number of problem solving skills.

Teamwork Challenge Award

This award should be done over a period of at least three months.

1. On at least three separate occasions, be part of a Scout team, where you work together to achieve a goal.
2. Give at least three examples of when you've been in different types of teams. Explain your role in those teams.
3. Take part in at least three teambuilding activities that you have not tried before.
4. Take an active part in at least four Troop or Patrol Forums. At each forum, express your views on at least one item being discussed.



Team Leader Challenge Award

To achieve this badge you need to hold the Scout Teamwork Award, and complete these requirements over a period of at least three months:

1. Successfully lead a Scout team at a camp or all day event. You need to:
 - look after the whole Patrol / team,
 - help individuals in your team if they need it,
 - make sure that your team achieves the goal you have been set.
2. Help a new Scout to be part of the Troop with an understanding of what is expected of them.
3. Help another Scout to develop a Scouting skill.
4. Represent the views of other Scouts (for example at a Patrol Leaders' Council or something similar) and report back to them afterwards.



World Challenge Award

How to earn your award

1. **Choose an aspect of local community life and find out as much as you can about it. You could learn about:**
 - local government
 - local history
 - different faiths and beliefs
 - types of farming found locally
2. **Work with people or an organisation from a community. Take the chance to find an issue that your Troop could help with. It should be something that helps people and also helps you grow as a person. Plan and carry out the project with your Troop and others in the community. Then share what you learned from the activity with other people. Talk about how it helped other people and what you will do with the skills and experiences you have gained.**
3. **Plan, take an active part in and evaluate a local community service. Doing the service should take you at least six hours (not including planning and evaluating).**
4. **Take part in an activity which reflects upon and explores your own beliefs, attitudes and values (this may or may not include religious beliefs).**
5. **Take part in an activity that explores different beliefs and attitudes. You could look at fashion, music, sport or disability.**
6. **Give several examples of how you have kept your Scout Promise and Scout Laws.**
7. **Take an active part in an environmental project.**
8. **Investigate and try to make contact with Scouts in another country.**
9. **Take part in an activity that explores an international issue.**



Chief Scout's Gold Award

How to earn your award

1. **Earn six activity or staged activity badges of your choice. They could be badges you gain outside of your normal meetings or ones you've achieved through your programme.**
2. **Complete the nine challenge awards. These are:**
 - World Challenge Award
 - Skills Challenge Award
 - Creative Challenge Award
 - Outdoors Challenge Award
 - Adventure Challenge Award
 - Expedition Challenge Award
 - Teamwork Challenge Award
 - Team Leader Challenge Award
 - Personal Challenge Award



My badge sign off sheet

Name:

<u>Badge</u>	<u>Signed Off (By A Leader)</u>	<u>Date</u>	<u>Badge Received</u>
Activity Centre Service			
Air or Sea Navigation			
Air Researcher			
Air Spotter			
Angler			
Artist			
Astronautics			
Astronomer			
Athletics			
Athletics Plus			
Camper			
Caver			
Chef			
Circus Skills			
Climber			
Communicator			
Craft			
Cyclist			
DIY			
Dragon Boating			
Electronics			
Entertainer			

<u>Badge</u>	<u>Signed Off (By A Leader)</u>	<u>Date</u>	<u>Badge Received</u>
Environmental Conservation			
Equestrian			
Fire Safety			
Forester			
Fundraising			
Geocaching			
Global Issues			
Hill Walker			
Hobbies			
International			
Librarian			
Lifesaver			
Local Knowledge			
Martial Arts			
Master at Arms			
Mechanic			
Media Relations and Marketing			
Meteorologist			
Model Maker			
My Faith			
Naturalist			
Orienteer			
Parascending			
Photographer			

<u>Badge</u>	<u>Signed Off (By A Leader)</u>	<u>Date</u>	<u>Badge Received</u>
Physical Recreation			
Pioneer			
Power Coxswain			
Pulling			
Quartermaster			
Smallholder			
Snowsports			
Sports Enthusiast			
Street Sports			
Survival Skills			
Water Activities			
World Faiths			
Writer			
Activity Plus			
Instructor			
Air Activities:			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			
Stage 6			
Community Impact			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Digital Citizen			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			

Digital Maker			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			
Emergency Aid			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			
Stage 6			
Hikes Away			
1			
2			
5			
10			
15			
20			
35			
50			
Musician			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			
Nautical Skills			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			
Stage 6			
Navigator			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Stage 5			
Paddle Sports			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Sailing			
Stage 1			
Stage 2			
Stage 3			
Stage 4			
Swimmer			
Stage 1			
Stage 2			

Stage 3			
Stage 4			
Stage 5			
Time On The Water			
1			
2			
5			
10			
15			
20			
35			
50			
Nights Away			
1			
2			
3			
4			
5			
10			
15			
20			
35			
50			
75			
100			
125			
150			
175			
200			
Adventure Challenge			
Creative Challenge			
Expedition Challenge			
Outdoor Challenge			
Personal Challenge			
Skills Challenge			
Team Leader Challenge			
Teamwork Challenge			
World Challenge			
Chief Scout's Gold Award			