



BADGES AND AWARDS

AND HOW TO EARN THEM

PLEASE NOTE:

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

[Beavers 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 beaver jumper.



How to earn your badge

1. Learn about the Beaver Colony by:
 - going to at least four meetings
 - getting to know other members and leaders in the Colony
 - finding out about ceremonies and traditions in the Colony
 - finding out about activities you can do in the Colony
2. Learn about joining your Colony by:
 - showing that you understand the Beaver Scout Promise
 - showing that you know the Scout Motto, sign and handshake
 - learning what to do at your Investiture
 - learning the meaning of the badges you will receive
 - learning about the family of Scouts, worldwide Scouting and the history of Scouting
3. Become a Beaver Scout by making the Promise

Joining In Awards

These badges form a row of badges above the membership award on your uniform.



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 beaver jumper.

How to earn your badge



1. **Attend both Beavers and Cubs for three weeks and take an active part in the Pack programme.**
2. **Work for the Cub Membership Award during this time.**



Group badges:

These badges are worn on the right arm of your beaver 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.



Activity badges:

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

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

Animal Friend

Our partner [Pets at Home](#) has produced an [activity pack](#) to support the Beaver Animal Friend Activity Badge.



How to earn your badge:

1. Learn how to care for an animal
2. Help to take care of that animal for six weeks.
3. Tell others in your Colony or Lodge about the animal
4. Find out what the animal needs. Learn about its food, habitat, space, exercise and sleeping area.
5. Keep a note of how you have looked after the animal for two weeks. You can draw, take photographs or write short sentences

Camp Craft

How to earn your badge

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



Collector

How to earn your badge

1. Spend at least six weeks making a collection
2. Show your Colony or Lodge a sample of things from your collection
3. Tell others in your Colony or Lodge about your collection. What is your collection? Why do you collect these things? What is your favourite thing from your collection?



Communicator

How to earn your badge

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



Cook

How to earn your badge

1. Find out what makes a balanced diet
2. Find out about why being clean in the kitchen is important
3. Learn about being safe in the kitchen
4. Choose three dishes to prepare and cook. At least one dish should be savoury and one should be sweet



Creative

Our partner [Hobbycraft](#) has produced [activities](#) to support the Beaver Creative Activity Badge.

1. Do a performance. You could try one of these:
 - poem
 - puppet show
 - short play
 - dance
2. Try a craft. You could make one of these:
 - card
 - seasonal item, like a decoration for a faith festival
 - glass painting
 - plate painting
3. Construct something. You could do one of these:
 - make something that has moving parts, using recycled materials
 - use Lego or Meccano to build something
 - make something from clay or plasticine
4. Use your imagination. You could do one of these:
 - draw a picture, or make a model or collage, of what the world might be like in 100 years
 - create a cartoon character and write a short comic strip telling a simple story
 - create a superhero and tell others what superpowers they have



Cyclist

How to earn your badge

1. Find out why it's important to wear safety equipment like a helmet, reflective clothing and lights
2. Show how to put on and wear a cycle helmet correctly
3. Show how to pump up a tyre
4. Go for a short ride in a safe place



Disability Awareness

How to earn your badge:

Do one activity from each of the lists below.

1. Disability awareness – do one of these:
 - Explain what a disability is.
 - Find out about a Paralympian and their sport. Tell a story about their achievements.
 - Visit an activity centre or playground for people with disabilities.
 - Talk about how your meeting place could be made better so that everyone can take part.
 - Make a poster that tells others about a disability. Choose something that's not mentioned later, in numbers 2, 3 or 4
2. Physical disability awareness – do one of these:
 - Show how to safely push a wheelchair.
 - Talk about an aid that can help a disabled person. It could be a type of wheelchair, computer, grabber or rising chair.
 - Play a game where you can only sit down or use one hand. Goalball is one game you could try
3. Deaf awareness – do one of these:
 - Learn how to fingerspell your name.
 - Learn the Promise in British Sign Language.
 - Explain what hearing dogs for deaf people do. Why are they helpful?
 - Play a game without using sound
4. Sight awareness – do one of these:
 - Talk about what guide dogs for blind people do
 - Guide a blindfolded Beaver through a game or assault course.
 - Play blind football or another blindfolded game



Experiment

How to earn your badge

1. Do three experiments. Talk to your leader about trying these:

- white light spinners
- magnetism fun
- making a ketchup packet sink on command
- experiment with oil
- volcano eruption
- sodium bicarbonate and vinegar
- dissolving
- growing cress

Before you try them, what do you think might happen?

2. After you do your experiments, tell other Beavers what you saw and discovered. Try to explain why it happened.



Explore

How to earn your badge

1. Decide where to explore. You could go to:

- the seashore
- a forest or park
- woodland
- a town.

2. Think about what you expect to find.

3. Go on the exploration.

4. Tell other Beavers what you have discovered



Faith

How to earn your badge

1. Write a prayer or reflection.

2. Read or share a prayer or reflection. You could do this for the opening or closing ceremony, or some other time.

3. Find and tell a story about doing your best and helping other people. Think about the ways it links to the Beaver Scout Promise.

4. Visit a place of worship and tell other Beaver Scouts about your visit. You can do this with photographs, drawings, handouts, leaflets or information sheets.



Gardener

How to earn your badge

1. Find out what happens to trees in each of the four seasons.
2. Learn how to use some gardening tools safely.
3. Find out what plants need to grow.
4. Help to look after a garden or allotment for three months. Keep a record of what you have done and the changes you see. You could draw pictures, write short sentences and take photographs.



Global Issues

How to earn your badge

1. Keep a diary for a week, showing how you have recycled or saved energy at home.
2. Try different kinds of Fairtrade products. Talk about the benefits of Fairtrade in the world.
3. Create a 'zoo' of endangered animals. Find out why they are endangered. You might include pandas, South China tigers, black rhinos, Sumatran orang-utans, Amur leopards, vaquitas or Hawksbill Turtles.
4. Use a soft drinks bottle to create a water filter using sand and pebbles. Talk about the problems some people have finding clean and safe drinking water.



Hobbies

1. Choose a hobby to take part in for at least six weeks.
2. Show that you have stuck with your hobby. Show what you know about your hobby and the skills you have learned.
3. Tell and show the Colony, your Lodge or Leaders about your chosen hobby. Talk about why you enjoy it.



International

How to earn your badge

1. Learn a song, play a game or perform a dance from another country.
2. Find out about Beaver Scouts, or younger Scouts if they don't have Beaver Scouts, in another country. What do they call themselves? What's their uniform like? And what do they say for their Promise? Find out as much as you can.
3. Draw five different flags from five different countries across the world. Tell someone else a fact about each country.
4. Try different kinds of food from another country. Vote for your favourite dish and explain why.
5. Learn how to say a greeting in a language other than your own.



Photographer

How to earn your badge

1. Show how to use a camera to take a good photograph.
2. Make up a scrapbook showing different ways photographs can be used, like in the news, advertising or art.
3. Take 10 or more photos and show these to your Lodge or an adult. Why do you like these photos? What made you take them?



Safety

1. Tell others what the Green Cross Code is about.
2. Tell others what the Water Safety Code is about.
3. Say what you should do if a stranger walks over to you and tries to talk to you.
4. Point out dangers around the home or at your meeting place.
5. Tell others what you should do if there is a fire. Talk about what you would do during a fire drill at your meeting place.
6. Find out how to call the emergency services.
7. Tell others what you should do at a roadside and at a railway level crossing.



Space

How to earn your badge

1. Point out some of the things you can see in the night sky. It could be stars, the moon or planets.
2. Point out and name at least one constellation you can see.
3. Name the eight planets in our solar system.
4. Find out about a current space mission.



Sports

How to earn your badge

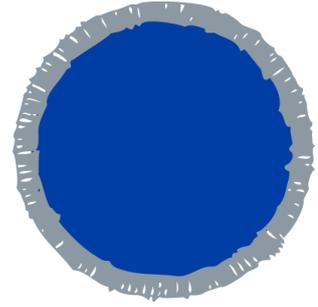
1. Take part in a sport or physical activity regularly for at least six weeks.
2. Take part in a match, competition or demonstration of that sport.
3. Show your Lodge, Colony or an adult the skills you have learned.
4. Tell your Lodge, Colony or an adult about the rules of your sport.



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.

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 badge available depending on your experience. The badges are identified by stages with the number on each badge.

These badges are worn on the left arm of your beaver 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

How to earn your badge

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

How to earn your badge

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

How to earn your badge

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

How to earn your badge

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

How to earn your badge

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

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

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

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

How to earn your badge

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

How to earn your badge

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

How to earn your badge

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

How to earn your badge

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.

! Some Digital Maker stages involve downloading stuff from the internet, which can be risky. Make sure that young people and adults aware of the online safety rules

An activity pack and leaders notes have been developed to help achieve the Digital Makers Staged Activity Badge, Stage 1.

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.

Top tips

For number 4, there are lots of websites with great ideas for building your robot. Take a look at **instructables.com**

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.

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.

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.

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.

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.

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.

Emergency Aid – stage 5

How to earn your badge

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.

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 Beavers, each hike or journey must involve at least two 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:

- exploring a country park or nature reserve on foot
- going on a family ramble
- taking part in a woodland walk. You could look out for wildlife or do a tree safari.





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

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 capsize 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 capsize 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 capsize 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

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

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

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

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

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 pack 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 beaver uniform.

My Adventure Challenge Award



How to earn your award

1. Try two adventurous activities. You could try:
 - archery
 - bouldering
 - zipwire or aerial runway
 - climbing
 - crate stacking
 - grass sledging
 - swimming
 - hiking
 - pedal go-karts.
2. Take part in six other outside activities. You could try:
 - following a trail
 - building a den
 - having a go on an obstacle course
 - roasting marshmallows on a fire or BBQ
 - climbing a tree
 - building a sandcastle or sand sculpture
3. Go on a ramble or nature walk with a purpose.
4. Learn the Green Cross Code and show that you can cross a road safely.



My Outdoors Challenge Award

Our partner [The Gruffalo](#) has produced [activity sheets](#) to support the Beaver My Outdoor Challenge Award.

How to earn your award

1. Go on a sleepover or a camp with other Beavers, and do at least two of these:
 - help put up a tent
 - collect wood and help to build a fire
 - cook something on a fire
 - sing songs around a fire
 - wash up after dinner
 - set up your bed and sleeping bag
 - play a wide game
2. Learn how to tie three simple knots.
3. Show that you:
 - know what to do if someone has an accident
 - know why it is important to tell an adult when an accident happens
 - can do simple first aid for someone who has a cut or bruise
4. Take part in an activity using natural things like leaves, bark, twigs, sand or rocks.
5. Point out and name five different types of animal, insect, bird or fish that you might find near where you live. Find out about the food they eat and the places they might live.
6. Make something to help animals in the wild. It could be a bird box or a bug hotel.

My Skills Challenge Award



1. Show a new Beaver how to play a game you know and like.
2. Take part in three activities on how to keep your body fit and healthy:
 - looking after your teeth
 - foods that are good and bad to eat
 - exercise You could also do something else which you agree with your leader.
3. Do two creative activities. You could
 - act or mime
 - play a musical instrument
 - make a model from salt dough
 - make up a dance
 - paint a picture
 - make a card
4. Learn a new song and sing it.

5. Learn and use at least three of these skills:
- learn your own address and phone number
 - tie your shoelaces
 - decorate some cakes or biscuits
 - set an alarm clock to get up at the right time in the morning
 - fold or roll your scarf
 - make your bed
 - keep your bedroom tidy
 - light a candle

Or you could do something similar which you agree with your leader.

6. Invent a machine and show other Beavers how it works.
7. With a team, complete at least two problem- solving missions set by your leader.
8. Go somewhere new. Then find out five facts about something new. You must be supervised by an adult when learning and using some of these skills. Make sure that you follow the safety rules, especially for skills like preparing food or lighting a candle.

My World Challenge Award



1. Meet someone who serves the community. It could be a police officer, lifeboat crew, a coastguard, fire fighter, youth worker or nurse.
2. Work with people or an organisation from a community. Take the chance to find an issue that your Colony 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 Colony 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. Take part in three activities that reflect England, Northern Ireland, Scotland, Wales, or your part of the UK. They could be:
 - dance and music
 - craft
 - festivals
 - sports and activities.
4. Find out about and take part in an act of worship, reflection or celebration.
5. Do your best and show you have kept your Beaver Promise. Share or talk about what you have done with your Colony or a Leader.
6. Do at least three of these things:
 - junk modelling
 - pond dipping
 - mini-beast hunting
 - growing something from seeds
 - leaf printing
 - something similar agreed with your leader
7. Take part in activities from another country. You could learn the Promise in another language or make a dish from another country or culture.

Personal Challenge Award

How to earn your award

To earn this award, you need to complete two personal challenges that you agree with your Leader. You should choose one of the challenges and your leader will choose the other.



Teamwork Challenge Award

How to earn your award

1. Take part in at least four different team games.
2. Work with other Beaver Scouts to make something or complete a challenge or activity together.
3. Show your leader that you are a helpful team member.
4. Take part in at least two Log Chews.
5. Be a leader in an activity or captain of a team.
6. Show that you are a good friend.



Chief Scout Bronze Award

This is what you need to do to earn your award.

1. Complete all the challenge awards. They are:
 - My World Challenge Award
 - My Skills Challenge Award
 - My Outdoors Challenge Award
 - My Adventure Challenge Award
 - Teamwork Challenge Award
 - Personal Challenge Award
2. Do any four activity badges or staged activity badges.



My badge sign off sheet

Name: _____

<u>Badge</u>	<u>Signed Off</u> <u>(By an adult)</u>	<u>Date</u>	<u>Badge</u> <u>Received</u>
Animal Friend			
Camp Craft			
Collector			
Communicator			
Cook			
Creative			
Cyclist			
Disability Awareness			
Experiment			
Explore			
Faith			
Gardener			
Global Issues			
Hobbies			
International			
Photographer			
Safety			
Space			
Sports			
Activity Plus			

<u>Badge</u>	<u>Signed Off (By an adult)</u>	<u>Date</u>	<u>Badge Received</u>
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			
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			
2			
3			
4			
5			
10			
15			
20			
35			
50			
75			
100			
125			
150			
175			
200			
My Adventure Challenge			
My Outdoor Challenge			
My Skills Challenge			
My World Challenge			
Personal Challenge			
Teamwork Challenge			
Chief Scout's Bronze Award			