

Little Book of Cub Scout Badge Requirements

Ammendments/Changes December 2007

There are now seven challenges instead of six, the Adventure Activity Badge is withdrawn and the Group Awards are renamed Partnership Awards.

The Challenges

Community Challenge

NEW

Cub Scouts should complete three of the following:

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

The Promise Challenge

NEW

Cub Scouts should complete four activities from the following:

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

Creative Challenge

NEW

Cub Scouts should complete three of the following:

1. Create and then read or perform a prayer, reading or sketch for a service, about their Promise. This should include why the Promise is important to them or how they have used the Promise to help other people. This could be done individually or in a small group.
2. Plan and perform a musical performance, play or sketch.
3. Create two new games for the Pack.
4. Design and make something, for example, a birdhouse, model or kite.

5. Create something using information technology, for example, a birthday card, party invitation, or a poster.
6. Make a creative presentation about an aspect of Cub Scouting. This could be in the form of a video, photos or posters. It could show the activities they enjoy doing, a Cub camp or be used for recruiting new members.
7. Write a poem or short story on a subject of their choice.
8. Design and make something using pioneering skills, this could be a raft or a scaled down model of a bridge.
9. Take part in a problem solving activity that requires creative thinking. This could be an incident hike or a code breaking activity at camp.

Global Challenge

Ammended

Cub Scouts should complete four of the following:

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

Outdoor Challenge

Ammended

Cub Scouts should complete all of the following:

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

Outdoor Plus Challenge

NEW

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

Cub Scouts should complete all of the following:

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

Fitness Challenge

Ammended

Cub Scouts should complete all of the following:

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

Chief Scout's Silver Award

Ammended

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

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

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

The Partnership Awards

These awards are achieved by working with others (partners) outside your own Colony, Pack, Troop or Unit.

Partners

A partner may be within Scouting, including Scout Network(s) or an appropriate external organisation.

Examples of partnerships include:

- ❖ A Beaver Scout Colony, Cub Scout Pack, Scout Troop, Explorer Scout Unit and a Scout Network working together
- ❖ A Beaver Scout Colony, Cub Scout Pack and a Scout Troop working together
- ❖ Four Explorer Scout Units working together
- ❖ A Scout Troop with a local British Trust for Conservation Volunteers
- ❖ A Scout Network working with a local authority or Scout Fellowship.

Requirements

The young person must complete the following requirements:

1. Identify a partner and a project or activity that relates to the themed area - Environment, Faith or International Friendship.
2. Together with those involved, set objectives for what you wish to achieve and plan the project.
3. Take part and successfully complete the joint activity.
4. Assess the benefits to those involved.
5. Award the Partnership Award to those Members taking part.

Time Requirements

There is no set time requirement associated with the award. Project Leaders should work with partners to establish a realistic timetable bearing in mind the ages and availability of the Sections or partners involved.

Leaders should be guided by the principle that young people should make a significant time contribution, while experiencing new and challenging personal development opportunities, as is appropriate to their age and availability. For example, Beaver Scouts might undertake one hour per week for four weeks at their Colony meeting, with a two-hour project one Saturday. However, Explorer Scouts might contribute 32 hours over the course of two weekends within the same project.

International Friendship Award

Ammended

Example activities

- ❖ Beaver Scouts and Cub Scouts organise an 'unfair games' event with the local Oxfam Committee to draw attention for the need for Fair Trade
- ❖ Scout Groups spend a weekend bag packing to raise funds for a charity
- ❖ Beaver Scouts and Cub Scouts organises a penny fair to buy goats for an African family
- ❖ A local Scout Troop acts as a host to Dutch Scouts for a weekend camp at a local site
- ❖ Explorer Scouts perform a two-mile walk for charity.

Environment Award

Ammended

Example activities

- ❖ Scouts link with young ornithologists to make and set up bird boxes in local woodland
- ❖ Explorer Scouts work with the Waterways Trust on canal restoration project
- ❖ Cub Scouts work with local villagers to clear and renovate a churchyard
- ❖ Explorer Scouts work with a local building contractor to paint a historical mural on the temporary wall surrounding the building site
- ❖ Scouts and Guides design and decorate a float for the local carnival on a local heritage theme.

Faith Award

Ammended

Example activities

- ❖ Scout Troop builds links with the local Sikh community culminating in a Scout's Own and campfire
- ❖ A Jewish Cub Scout Pack pairs with a Chinese community youth group for a special festival, in each culture e.g. Jewish New Year and Lunar New Year. Together they prepare their place of worship, make decorations for homes and explore the stories of each tradition
- ❖ A Catholic Scout Group works with their Parish team to organise a series of special youth liturgies during Holy Week
- ❖ A Scout Group participates fully in the local Parish's harvest festival and distributes the produce after the service to those in need
- ❖ A Muslim Scout Troop shares details about one of its festivals and an Open Scout Troop illustrates how it celebrates a variety of festivals with its members.