

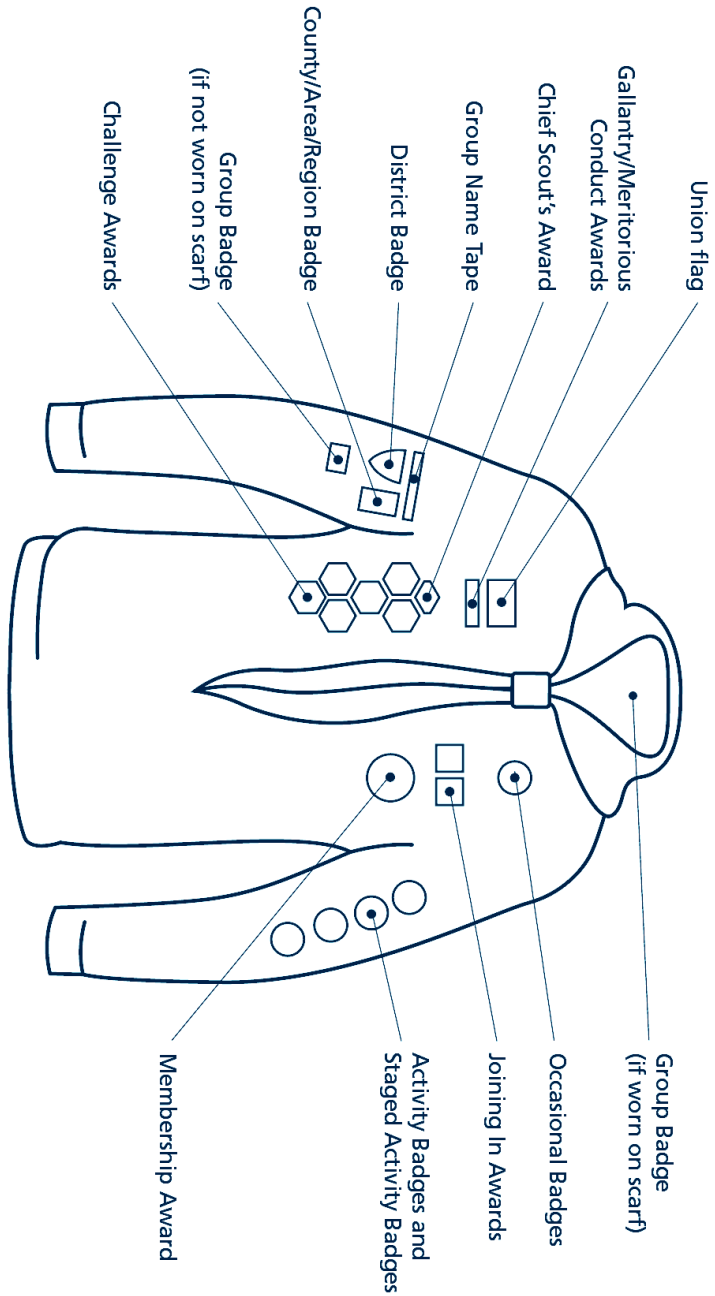
A Guide to Beaver Scout Badges

This booklet belongs to:

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Badge Positions



Beaver Scout Badges

Now that you have been invested as a Beaver Scout you can start to gain badges to wear on your uniform.

Most of the badges are achieved by attending and taking part in activities at your Beaver Scout meetings, but some you can work towards at home. It's not hard work to gain them. In fact most of the time it's great fun and doesn't seem like work at all.

By the time you leave Beaver Scouts you could have a uniform full of badges to show off to your Beaver Scout friends and some of the badges can even be worn on your Cub Scout uniform.

There are 5 different types of badges you can gain at Beaver Scouts and they are all mentioned in this booklet.

Activity Badges

There are 22 different Activity Badges for Beaver Scouts. Whilst some of these may be completed within Colony meetings and extra Beaver Scout activities, there are some you can complete at home.

It is always best to check with your Leader before starting any of these badges as you may be covering them at Beavers in the near future.

The ones not covered by this booklet are called **Camp Craft, Communicator, Disability Awareness, Explore, International and Safety.**

To find out more about these badges, ask your Leader.

Swimmer (Stage 2)



To earn this badge you must:

1. Learn where it is safe to swim locally and the general safety rules for swimming (such as not diving into shallow water or not swimming on your own).
2. Show you know how to prepare for exercise, 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 10m on your front, 10m on your back and 10m on your back using only your legs.
5. Tread water for 3 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 10 seconds.
8. Enter the pool and push off from the side on your front, gliding for 5 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 organized swimming activity.

Signed: Assessor/Leader

Date:

Swimmer (Stage 1)



To earn this badge you must:

1. Learn where it is safe to swim locally and the general safety rules for swimming (such as not diving into shallow water or not swimming on your own).
2. Show you know how to prepare for exercise, 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 organized swimming activity.

Signed: Assessor/Leader

Date:

Staged Activity Badges

Staged Activity Badges are special badges that can be gained all the way through Scouting, from Beavers to Explorers. They come in a number of stages with each stage being more difficult than the one before.

Most Beaver Scouts can complete stages 1 or 2, but some Beaver Scouts can achieve higher ones. In this booklet you will find information on how to complete the first 1-2 stages of the Staged Activity Badge you can work towards at home. If you feel you might be able to achieve one of the higher stages, ask your Leader for more details.

The other Staged Activity Badges which aren't featured in this booklet can be earned whilst in Beaver Scouts, often by coming to certain meetings or Beaver Scout trips. These are called **Community Impact, Hikes Away, Nights Away and Time on the Water**.

Not every Beaver Scout will have the chance to gain all of these badges, but you can always work towards them in Cubs, Scouts or Explorers.

Joining-In Awards

Joining-In Awards are presented on your Scout Birthday (date you were invested as a Beaver Scout) to mark each year you have been in Scouting.

As a Beaver Scout you should gain at least one of these before moving up to Cubs. It can then be worn on your Cub Scout uniform.

Challenge Badges

The Challenge Badges take a bit longer to complete than any of the other badges mentioned so far. There are 6 that you can gain in Beaver Scouts. These are called:

- **My Adventure Challenge**
- **My Outdoors Challenge**
- **My Skills Challenge**
- **My World**
- **Teamwork Challenge**
- **Personal Challenge.**

Most of the work needed to achieve them will be done during your Beaver Scout meetings. However, sometimes your Leader may suggest something that you could do at home to help you complete these badges.

If you want to know how near you are to finishing these badges, talk to your Leader as they should have a record of what you have done so far and what you still need to complete.

Chief Scout Bronze Award

The Chief Scout Bronze Award is the highest award a Beaver Scout can gain. To receive this award you must complete all 6 Challenge Badges. To find out how close you are to achieving this badge, talk to your Beaver Scout Leader.

Snowsports (Stage 1)



To earn this badge you must:

1. Identify different types of snowsports.
2. Name three places you could safely take part in snowsport activities.
3. Take part in a warm up activity to prepare you for a snowsport activity such as skiing or snowboarding. This should be an appropriate warm up for your upper, middle and lower body.
4. Dress properly for your chosen activity. Show you know the importance of helmets and how to put one on correctly.
5. Take part in a taster session that covers:
 - Naming equipment used
 - How to get in and out of your skis or snowboard
 - Balancing on your skis or snowboard
 - Moving around on your skis or snowboard; including moving in a straight line, controlling your speed and stopping.

Signed: Assessor/Leader

Date:

Sailing (Stage 1)



To earn this badge you must:

1. Identify different types of sailing craft,
2. Name 3 places you could safely go sailing.
3. Take part in a warm up activity to prepare yourself for sailing. 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. Show you know the importance of buoyancy aids and how to put one on correctly.
5. Take part in a taster session which covers:
 - Naming equipment used and the parts of the boat.
 - Getting into and out of the boat safely.
 - Balancing a boat.
 - Manoeuvring your boat in different directions, including moving forwards.

Signed: Assessor/Leader

Date:

Activity Badges



Animal Friend



To earn this badge you must:

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

Notes:

The animal you care for could be a dog, cat, gerbil, guinea pig, fish, bird, rabbit, lamb or even a stick insect!

This can include the looking after of wild animals such as birds. Caring for them would include feeding them and looking after a bird bath, for example.

Maybe you could help look after a family member's pet.

Even though there are lots of computer games and things that show you what it's like to care for an animal, these won't count for this badge. You will need to learn to take care of a real, live animal.

Signed: Assessor/Leader

Date:

Paddle Sports (Stage 1)



To earn this badge you must:

1. Identify different types of paddle craft
2. Name 3 places you could safely go canoeing or kayaking.
3. Take part in a warm up activity to prepare yourself for canoeing or kayaking. You could practice a paddling action, balancing whilst kneeling or getting in/out of a boat.
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 which covers:
 - Naming equipment used and the parts of the boat.
 - Getting into and out of the boat safely.
 - Balancing a boat.
 - Manoeuvring your boat in different directions, including moving forwards.

Signed: Assessor/Leader

Date:

Nautical Skills (Stage 2)



To earn this badge you must:

1. Take part in taster session for a water activity for at least 1 hour. By the end of the session you should be comfortable in your craft. You could try:
 - Paddle sports (e.g. Kayak, Canoe)
 - Rafting
 - Sailing
 - Windsurfing
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.

Signed: Assessor/Leader

Date:

Book Reader



To earn this badge you must:

1. Design a cover for your favourite book and tell your Colony, Lodge, Explorer Scout Young Leader or Beaver Leader why this book is your favourite.
2. Read at least six books. Books you have read on an e-reader (e.g. Kindle) count too.
3. Show that you know how to look after a book.
4. Make a bookmark and explain what bookmarks are for.

Signed: Assessor/Leader

Date:

Builder



To earn this badge you must:

1. Design a model of something you would like to build. The design can be on paper or a computer.
2. Make a list of all the things you are going to need to build your idea.
3. Build your idea using the things you need. Your model could be made using building blocks, gears or recycled items such as toilet roll tubes or cardboard boxes.
4. Explain to your Lodge Leader, Explorer Scout Young Leader or Beaver Leader how long your build took to finish, if anything went wrong and what you would change if you built it again.

Signed: Assessor/Leader

Date:

Nautical Skills (Stage 1)



To earn this badge you must:

1. Take part in taster session for a water activity. This could be:
 - Paddle sports (e.g. Kayak, Canoe)
 - Rafting
 - Sailing
 - Windsurfing
2. Correctly identify the different equipment used for the activity you chose.
3. Gain an understanding of the safety equipment used.

Signed: Assessor/Leader

Date:

Musician (Stage 2)



To earn this badge you must complete all 4 areas:

1. Skill

- a. Achieve Grade 1 for the Associated Board or the Royal School of Music (or similar).

2. Performance

- a. Sing or play two different types of song or tune on your chosen instrument. You must perform in front of other people, either at a Scouting or at a public performance.

3. Knowledge

- a. Demonstrate some of the musical exercises that you can use to practice your skills.
- b. Talk about your instrument and why you enjoy playing it, or the songs you sing and why you like singing them.
- c. Name a piece of music associated with your instrument.
- d. Name several musicians who you have heard.

4. Interest

- a. Talk about your own interest in music, including what you listen to most and how it's similar or different to the music you play or sing.

Signed: Assessor/Leader

Date:

Collector



To earn this badge you must:

1. Spend at least 6 weeks making a collection.
2. Show the Colony, your Lodge or Leaders a sample of things from your collection.
3. Tell the Colony, your Lodge or Leaders about your collection. This could include:
 - What is your collection?
 - When did you start collecting it?
 - Why do you collect these items?
 - What is the favourite item from your collection?
 - What item would you really like to add to your collection?

Signed: Assessor/Leader

Date:

Cook



To earn this badge you must:

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 3 dishes to prepare and cook. At least one dish should be savoury and one should be sweet.

If you are cooking the dishes at home, try and take some photos to show the Colony or Leaders.

Example Dishes:

Sweet

Fruit salad, strawberry smoothie, chocolate crispy cakes, corn flake cakes, homemade muesli or flapjacks.

Savoury

Omelette, mini pitta bread pizzas, meat kebabs or ham & cheese toastie.

Musician (Stage 1)



To earn this badge you must complete all 4 areas:

1. Skill

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

2. Performance

- a. Sing or play two different types of song or tune on your chosen instrument (or your voice). You must perform in front of other people, either at Scouting or at a public performance.

3. Knowledge

- a. Demonstrate some of the musical exercises that you can use to practice your skills.
- b. Talk about your instrument and why you enjoy playing it, or the songs you sing and why you like singing them.

4. Interest

- a. Tell your Leader or Assessor about the music that you most like to listen to.

Signed: Assessor/Leader

Date:

Signed: Assessor/Leader

Date:

Emergency Aid (Stage 2)



To earn this badge you must:

1. Explain to your Leader or another adult about all of the following:
 - The importance of getting help in an emergency.
 - 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.

Signed: Assessor/Leader

Date:

Creative



To earn this badge you must complete one activity from each of the 4 areas:

1. Take part in a performance. This could be:
 - A poem
 - A puppet show
 - A short play
 - A dance
2. Try a craft. You could make one of these:
 - A card
 - A seasonal item
 - Glass painting
 - Plate painting
3. Construct something. You could use one of these:
 - Recycled materials
 - Lego or Meccano
 - Clay or plastercine
4. Use your imagination. You could do one of these:
 - Make a model, drawing 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.

Signed: Assessor/Leader

Date:

Cyclist



To earn this badge you must:

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.

Emergency Aid (Stage 1)



To earn this badge you must:

1. Explain to your Leader or another adult about all of the following:
 - The importance of getting help in an emergency.
 - 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.

Signed: Assessor/Leader

Date:

Signed: Assessor/Leader

Date:

Digital Maker (Stage 1)



To earn this badge you must:

1. Connect items, such as a screen and keyboard, to the computer and explain what job they do.
2. Design a game which could be played on a digital device:
 - Use roleplay to act out how your game would work. Play the game with a group of friends and change the rules.
 - Using paper, create a prototype of the game and explain to someone how it works. You could video your explanation.
 - Evaluate and share your ideas.
3. Redesign part of 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 out 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.

Signed: Assessor/Leader

Date:

Experiment



To earn this badge you must:

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

- white light spinners
- magnet tricks
- making a ketchup packet sink
- sensory bottles
- volcano eruption
- making slime
- growing cress
- rainbow flowers

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.

Signed: Assessor/Leader

Date:

Faith



To earn this badge you must:

1. Write a short 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 the Colony, your Lodge or Leaders about your visit. You could do this using photos, handouts, leaflets or an information sheet.

Signed: Assessor/Leader

Date:

Digital Citizen (Stage 1)



To earn this badge you must:

1. Show that you can do all of the following:
 - Turn on and log into a computer
 - Use a piece of software, such email or a game.
 - Name the main parts of a computer system
 - Connect a scanner, printer (or similar) to a computer and use it.
2. Create a piece of digital media. This could be artwork, a photograph, music or animation.
3. Use the internet to:
 - Research an area of interest.
 - Find 3 websites on the chosen topic.
 - Collect information on the topic by printing or saving it as a file.

Signed: Assessor/Leader

Date:

Air Activities (Stage 1)



To earn this badge you must:

1. Make an aircraft out of paper and see how well it flies. This could be a paper plane or a helicopter which you drop 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, such as 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 the Colony, your Lodge or a Leader about it.
4. Tell others the Colony, your Lodge or a Leader about an aircraft (real or imaginary) that you would like to fly in and why. You could do this through a drawing or model.

Signed: Assessor/Leader

Date:

Gardener



To earn this badge you must:

1. Find out what happens to trees in each of the four seasons.
2. Learn what tools you need to garden and how to use some of the tools safely.
This could be some small tools you can use yourself (like a trowel or hand fork), or bigger tools used by adults (such as a lawnmower).
3. Find out what plants need to grow.
4. Help to look after a garden or allotment for 2 months. Alternatively grow at least 3 different plants in pots and look after them for 2 months.
5. Keep a record of what you have done and the changes you see. You could draw pictures, write short sentences or take photographs.

Signed: Assessor/Leader

Date:

Global Issues



To earn this badge you must:

1. Learn about how to save energy or recycle. Decide on three ways your Colony could save energy or recycle to help save the environment.
2. Try different kinds of Fairtrade products. Talk about the benefits of Fairtrade in the world.
3. Learn about endangered animals and transform your into an endangered animal by making a mask or costume. Explain why are they are endangered and how we could save them.

Endangered animals include Pandas, Polar Bears, Siberian Tigers, White Rhinos, Mountain Gorillas and Loggerhead Sea Turtles.

4. Talk about the problems some people have finding clean and safe drinking water. Make a water filter. You could make it out of a soft drink bottle and use things like cotton wool pebbles and kitchen roll to filter the water.

Signed: Assessor/Leader

Date:



Sports



To earn this badge you must:

1. Play a team sport with Beavers in your Colony. This could be a game of football, basketball, rounders, cricket, netball, rugby or volleyball.
2. Understand the rules of that sport.
3. Take part in a sport of physical activity regularly for at least 6 weeks.
4. Take part in a match, competition or show of that sport. Alternatively pass an exam or grade for your chosen sport.
5. Show the Colony, your Lodge, Young Leader or a Leader some of the skills you have learnt and the equipment you need for your sport. Explain to them the rules of your sport.

Notes:

You can complete the Sports Activity Badge more than once.

Example sports include: Football, Rugby, Hockey, Ice Skating etc.

For swimming, please see the Swimmer Staged Activity Badge.

Signed: Assessor/Leader

Date:

Hobbies



To earn this badge you must:

1. Choose a hobby to take part in for at least 6 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 and what your favourite thing about it is.

Notes:

You can complete the Hobbies Activity Badge more than once.

Example hobbies include: Drama, DIY, Fishing etc.

For sports, please see the Sports Activity Badge.

Signed: Assessor/Leader

Date:

Photographer



To earn this badge you must:

1. Show how to use a camera to take a good photograph.
2. Take at least 10 photos and show these to the Colony, your Lodge or Leaders. Explain why you like these photos and what made you take them.
3. Make something using the photos you have taken.
For example:
 - Card
 - Calendar
 - Poster
 - Scrapbook
 - Slideshow

Signed: Assessor/Leader

Date:

Space



To earn this badge you must:

1. Point out some of the things you can see in the night sky. This 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 and draw or make a model of one of the planets.
4. Find out about a current space mission, astronaut or planet in our solar system.

Signed: Assessor/Leader

Date: