

## Awards and Badges

There is a range of awards and badges available to young people in the Beaver Scout Section.

### Award and Challenge Badges

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

### Activity Badges

Many of the badges available are activity badges, which allow Beaver Scouts to show their progress in existing pursuits, but also to try all kinds of new things and form new interests.



## Awards and Challenge Badges

### Membership Award

This is the first badge and the boy is rewarded with a membership badge (pictured on the right), and a certificate of membership in the group.



#### Requirements

- ☛ Attend four colony meetings in a row
- ☛ Can name the Leaders of the colony
- ☛ Can name the members of your lodge
- ☛ Knows the Beaver Scout Promise and Motto
- ☛ Participates in Colony Meetings
- ☛ Makes the Beaver Scout Promise.

### The Friendship Challenge

The Beaver Scout must complete six requirements, at least one from each area.



#### Caring For Others

- ☛ Know what to do in an emergency, including the emergency numbers
- ☛ Understand how to change simple activities to cater for special needs
- ☛ Take part in an activity to help the elderly
- ☛ Take part in an activity to help the community
- ☛ Raise funds for a good cause.

#### People Far Away

- ☛ Find out about four different aspects of life in another country. For example: national costume, food, currency or climate etc
- ☛ As a colony, create a link with another colony or similar in a different country.

#### Meeting Other People

- ☛ Find out about the job or interest of someone in their community, such as a religious Leader, dentist, a musician etc

- ☛ Arrange a visit to or from someone who serves the community. For example - a police officer, lifeboat crew, coastguard, fire fighter etc
- ☛ Join in activities with another Colony.



## The Fitness Challenge

The Beaver Scout must complete six activities, at least one from each area.



### Agility And Fitness

- ☛ Take part in a team game
- ☛ Take part in agility activities eg balancing a book on their head etc
- ☛ Take part in cooperative games, eg parachute games.

### Adventure

- ☛ Go for an accompanied walk
- ☛ Take part in a keep fit session
- ☛ Try one new sport, eg rugby, tennis etc.

### Health

- ☛ Learn about and taste a variety of healthy foods
- ☛ Monitor heartbeat after different activity and understand the reasons for change
- ☛ Design a poster which promotes healthy eating.

## The Outdoor Challenge

The Beaver Scout must complete six activities, at least one from each area.



### Preparing For A Visit

- ☛ Pack a healthy picnic meal
- ☛ Know what to put in your rucksack for a day visit. This could be a cagoule, drinks, lunch and waterproofs etc
- ☛ Help put up a tent.

### Visit

- ☛ Go on a visit to a place of interest. This could be a park, campsite, activity centre, historic building, beach or similar
- ☛ Visit a Cub Scout Pack Holiday or Scout Camp.

### Adventure

- ☛ Take part in an outdoor activity. For example, swimming, climbing, grass sledging, treasure hunt, canal boating etc
- ☛ Attend a sleepover
- ☛ Learn and use two knots
- ☛ Follow a laid-out trail.



## The Chief Scout Bronze Award



This Award is the highest award available in the Beaver Scout Section. It is gained by completing all of the above mentioned Badges and Challenges

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

### The Personal Challenge

Beaver Scouts need to complete the following, after agreeing the challenge with a Leader and discussing the level of commitment required.

They must develop or start a new skill, talent or hobby and show their improvement over six weeks during their last six months in the Colony. Evidence needs to be provided to demonstrate this. For example, the Beaver Scout could:

- ☉ Explain to the rest of the Colony what has been done put on a display of how they have improved (e.g. increased their collection)
- ☉ Produce a certificate gained through swimming, gymnastics, music, etc.

As with all the other Challenges you will be able to add to this list depending on what you agree with the Beaver Scouts.



## The Moving-On Award



This Award is presented to a Beaver Scout when he is invested into the Cub Scout Pack. The Investiture should take place on their first official meeting as a Cub Scout.

To complete the Moving-On Award, a Beaver Scout must:

- ☛ know about the Cub Scout Pack.
- ☛ know about joining the Cub Scout Pack.
- ☛ renew the Promise.

### What Is The Purpose Of This Award?

This badge helps ease the transfer of a Beaver Scout to the Cub Scout Pack. It also allows the Beaver Scout to be invested into the Pack immediately, recognizing that they are already Members of the Scout Movement.

### Know About The Cub Scout Pack

- ☛ Attend meetings of both the Beaver Scout Colony and the Cub Scout Pack for at least four weeks and take an active part in both programmes.
- ☛ Get to know the Members and Leaders of their Six and Pack.
- ☛ Find out about the ceremonies and traditions in the Pack.
- ☛ Find out about the activities available to their Six and Pack.

### Know About Joining The Cub Scout Pack

- ☛ Know and show an understanding of the Cub Scout Promise and Law.
- ☛ Know and show an understanding of the Scout Motto, Sign, Salute and Handshake.
- ☛ Know what to do at their Investiture. Know the meaning of the badges they will receive at their Investiture. This should include extending their understanding of the family of Scouting and worldwide Scouting.

### Renew The Promise

- ☛ Become a member of the Cub Scout Pack by renewing the Promise.



## Activity Badges

### The Animal Friend Badge



Know how to care for an animal, fish or insect

- ☛ Help to take care of an animal for one month
- ☛ Tell others in the Colony about the animal
- ☛ Know about the correct food to feed the animal, including type, variety and quantity
- ☛ Know about the habitat of the animal, such as where it sleeps etc
- ☛ Know how to exercise the animal
- ☛ Keep a record of the food given to the animal and
- ☛ what they do with the animal for a period of two weeks.

Examples of suitable animals for this badge include dogs, cats, gerbils, guinea pigs, fish, birds, rabbits, lambs, stick insects.

### The Creative Badge



- ☛ Putting on a show or form of entertainment
- ☛ Participating in a craft activity.
- ☛ Tell the Colony about a Creative activity participated in

Examples of creative activities include:

- ☛ Putting on a show or form of entertainment
- ☛ Making a mobile, origami shapes, a model out of clay or plasticine, a painting or drawing.

### The Experiment Badge



- ☛ Understands Germination.
- ☛ Investigate a basic scientific principle.
- ☛ Showing how various things work.

Some examples of experiments could include:

- ☛ Growing a bulb

- ☛ growing mustard and cress, a seed potato, bean or carrot top
- ☛ showing how a torch works from the bits that make it up
- ☛ showing what a magnet can do, or making a game using magnets

## The Explore Badge



The Boys Must Visit A Place Of Interest.

- ☛ State what one expects to see/find.
- ☛ Give report on things seen and found.
- ☛ State unusual items found.

Suggested places to visit and explore include:

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

## The Faith Badge



1. Write a prayer or reflection.
2. Read or share a prayer at the opening or closing ceremony or some other time.
3. Find and tell a story that relates to the Beaver Scout Promise.
4. Tell others in the Colony about the story in an interesting way, for example, as simple drama, picture, cartoon, or part of a game.
5. Visit a place of worship and show evidence of your visit with photographs, drawings, handouts, leaflets or information sheets.

