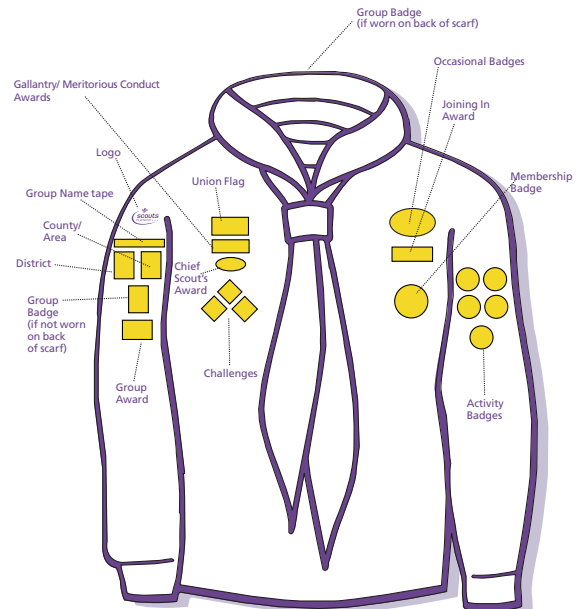


Contents

Beaver Scout Uniform	5
The Beaver Scout Membership Award	6
The Promise Challenge	7
The Friendship Challenge	8
The Fitness Challenge	9
The Creative Challenge	10
The Global Challenge	10
The Outdoor Challenge	12
The Chief Scout's Bronze Award	13
Adventure	13
Air Activities	14
Animal Friend	14
Creative	15
Emergency Aid	16
Emergency Aid 1	16
Emergency Aid 2	17
Experiment	17
Explore	18
Faith	19
Health & Fitness	19
Healthy Eating	20
Hikes Away 1	20
Hikes Away 5	20
Hobbies	21
Imagination	21
Information Technology 1	22
Information Technology 2	23
Musician 1	24
Musician 2	25
Nights Away 1	26
Nights Away 5	26
Safety	26

Beaver Scout Uniform



I promise to do my best
To be kind and helpful
And to love God

Swimmer 1	27
Swimmer 2	27
Partnership Awards	28
International Friendship Partnership Award	30
Environment Partnership Award	30
Faith Partnership Award	31

The Beaver Scout Membership Award



This Award has been designed to help Beaver Scouts understand the commitment that they are making when they make their Promise and become Members of the Movement and the Beaver Scout Section.

Requirements

It is recommended that Beaver Scouts complete the following activities in the three areas before the badge is awarded and they make their Promise.

Area One – Know about the Colony

- Attend at least four meetings.
- Get to know other Members and Leaders in the Colony.
- Find out about ceremonies and traditions in the Colony.
- Find out about activities available in the Colony.

Area Two – Know about joining the Colony

- Know and show an understanding of the Beaver Scout Promise.
- Know and show an understanding of the Scout Motto, Sign and Handshake.
- Know what to do at their Investiture.
- Know the meaning of the badges that they will receive at their Investiture.
- Show a general knowledge of the family of Scouts, world-wide Scouting and the history of Scouting.

Faith Partnership Award



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.

International Friendship Partnership Award



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 Partnership Award



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.

30

Know the safety rules and where it is safe to swim locally.

Enter Pool:

Demonstrate a controlled entry or dive from the side of the pool, into at least 1.5 metres of water.

Short Swim:

Swim ten metres on their front, ten metres on their back, and ten metres on their back using only their legs.

Tread Water:

Tread water for three minutes in a vertical position.

Water Skills:

Surface dive into at least 1.5 metres of water and touch the bottom with both hands.

Mushroom float for ten seconds.

Enter the pool and push off from the side on their front and glide for five metres.

From the side of the pool, push off on their back and glide for as far as possible.

Distance Swim:

Swim 100 metres without stopping.

Swimming Activity:

Take part in an organised swimming activity.

Partnership Awards

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.

28

Area Three – Promise

- Become a Beaver Scout by making the Promise.

The Promise Challenge



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

Beaver Scout Promise

- Explain how they have recently 'done their best' on at least two occasions and how this made a difference
- Help a new Beaver Scout in the Colony to learn the Beaver Scout Promise
- Take part in an Investiture ceremony or similar
- Attend at least two Colony Forums/Log Chews.

Your God

- Take part in an act of worship with others in the Colony, such as a parade at a place of worship, and/or a Scouts' Own
- Learn two facts about their faith community and tell the rest of the Colony about them
- Write and read a prayer for their Colony's opening or closing ceremony
- Attain the Faith Activity Badge.

Rights and wrongs

- Help review an event or activity with the rest of the Colony
- Visit a place of worship other than their own

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

The Fitness Challenge



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

Agility and fitness

- Take part in a team game
- Take part in agility activities e.g. balancing a book on their head etc
- Take part in co-operative games e.g. parachute games.

Adventure

- Go for an accompanied walk
- Take part in a Keep Fit session
- Try one new sport e.g. 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.

9

- Learn about Fair Trade, the right to clean water etc
- Listen to a story from a faith tradition which gives examples of good and bad and talk about it afterwards
- Write down some ideas that could help to make the Beaver meetings more fun for everyone.

The Friendship Challenge



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

Caring for others

- Know what to do in an emergency, including calling 999
- 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

8

5. Award the Partnership Award to those Members taking part.

Time requirement

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.

Partners

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

Examples would 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.

29

The Creative Challenge



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

Creativity

- Act or mime a simple scene
- Learn a new song and sing it
- Make a model. This could be out of anything, such as junk, kit or Lego
- Make an instrument and play it.

Cooking

- Try some simple cooking e.g. making cakes or decorate biscuits etc
- Make a hot drink safely.

How things work

- Learn how a simple mechanism works e.g. a lock, bike pump, Meccano, etc
- Learn what a magnet does
- Use some food colouring to, for example, tie-dye some material or watch celery change colour
- Light a bulb using a simple circuit.

The Global Challenge



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

10

Swimmer 1



Complete the following:

Safety:

Know the safety rules and where it is safe to swim locally.

Enter Pool:

Without using the steps, demonstrate a controlled entry into at least 1.5 metres of water.

Short Swim:

Swim ten metres on their front.

Tread Water:

Tread water for 30 seconds in a vertical position.

Water Skills:

Using a buoyancy aid, float still in the water for 30 seconds.

Demonstrate their ability to retrieve an object from chest deep water.

Perform a push and glide on both their front and back.

Distance Swim:

Swim 25 metres without stopping.

Swimming Activity:

Take part in an organised swimming activity.

Swimmer 2



Complete the following:

Safety:

27

Nights Away 1



Complete 1 night away as part of a recognised Scout activity, sleeping either in tents, bivouacs, hostels, on boats or other centres.

Nights Away 5



Complete 5 nights away on recognised Scout activities, sleeping in either tents, bivouacs, hostels, on boats or other centres.

Notes

Young people of any Section may, with the agreement of their Leader, also include nights away spent on educational trips, Duke of Edinburgh Award Expeditions and other similar excursions.

Safety



Complete the following:

1. Explain the Green Cross code
2. Explain the Water Safety code
3. Say what to do when approached by a stranger
4. Identify possible dangers around the house and say what to do about them

26

- Produce a simple pictogram or graph of something of interest to them or their Section.

Resources

The BCS provide an online resource for the staged IT badges at www.itbadge.org.uk.

Musician 1



Complete the following:

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.

Performance

Sing or play two different types of song or tune on their chosen instrument.

This performance must be either in front of other Scouts, or at a public performance, such as at a Group Shows, school concert or church service.

Knowledge

Demonstrate some of the musical exercises that they use to practice their skills.

Talk about their instrument, and why they enjoy playing it (or the songs they sing and why they enjoy singing them).

Name several well-known pieces of music that can be played on their instrument.

Name several musicians who they have heard.

24

Cultures

- Learn about Fair Trade products
- Taste and/or prepare food from around the world
- Learn about international faiths and beliefs
- Take part in a tradition from around the UK. This could be about preparing local food, folk dancing or singing songs etc. Examples include cheese rolling, well dressing, may pole dancing
- Play or make an instrument from another country. For example a didgeridoo, drums, castanets or rain sticks, etc.

World Scouting

- Learn a Promise from another country
- Learn a greeting in another language
- Take part in a Scouting activity from another country
- Meet a Scout from another country.

Environment

- Organise an activity to clean up the environment e.g. litter pick
- Learn about the Country Code
- Get involved in a recycling project, such as for paper, glass or ink cartridges
- Plant trees or flowers
- Learn how to save energy
- Learn about wildlife conservation.

11

The Chief Scout's Bronze Award



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

- Creative Challenge
- Fitness Challenge
- Friendship Challenge
- Global Challenge
- Outdoor Challenge
- Promise Challenge

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.

Adventure



Complete the following:

Take part in three activities with other Beaver Scouts that will provide adventure. Two should be activities that they have not tried before.

Examples include:

- Treasure hunt
- Following a laid trail
- Grass sledging
- Journey using a new form of transport
- Making and sailing a model boat
- Climbing

13

The Outdoor Challenge



The Beaver Scout must complete four 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.

Resources

co2balance have produced a [free on-line resource for Leaders and Young people](#) to help achieve this badge.

12

- Abseiling
- Swimming
- Canal boating
- An adventure walk around a park
- Visiting a pier

Notes

The Leadership team must arrange appropriate supervision before the adventure takes place.

Air Activities



Complete the following:

1. Make a paper dart out of paper and see how well it flies
2. Find out about a particular aeroplane and tell others in the colony about it. Examples might be Concord, Spitfire, Airbus, Lynx helicopter etc
3. Talk to someone who has flown in a plane, helicopter or hot air balloon and find out what it was like
4. If they have already flown in a plane – tell others in the Colony what it was like. If not, tell them what they would like to fly in, and why

Animal Friend



Complete the following:

1. Know how to care for an animal, fish or insect
2. Help to take care of an animal for one month

14

Interest

Tell their Assessor about the music that they most like to listen to.

Musician 2



Complete the following:

Skill

Achieve Grade One of the Associated Board of the Royal School of Music (or similar) on the instrument of their choice or by singing.

Performance

Sing or play two different types of song or tune on their chosen instrument. This performance must be either in front of other Scouts, or at a public performance, such as at a Group Show, school concert or church service.

Knowledge

Demonstrate some of the musical exercises that they use to practice their skills.

Talk about their instrument and why they enjoy playing it (or the songs they sing and why they enjoy singing them).

Name several well-known pieces of music associated with their instrument.

Name several musicians who are associated with their instrument or chosen songs.

Interest

Talk about their own interests in music, including what they listen to most, and how this is similar to or different from the music they play or sing.

25

5. Show they can use a piece of software that requires the use of a CD-ROM

Information Technology 2



Complete the following:

1. Produce a list of rules for using the Internet safely.
2. Show that they know what the following terms mean:
 - Modem
 - Browser
 - Search Engine
 - Digital Camera
 - Clip Art
 - Scanner
 - Menu
3. Show that they can save a file and open that file at a later date.
4. Choose four additional activities out of the following:
 - Access the Internet safely, to find out as much as they can about a topic of their choice.
 - Use a digital camera to take some digital photographs and use a piece of software to enhance or alter the original photographs.
 - Use a piece of software of their choice to produce a set of matching stationery for an event, e.g. birthday – place cards, invitations, posters etc.
 - Use a piece of simulation software and explain what they learnt from it.
 - Produce a series of newsletters for their Section over a three-month period.

23

- Build a collage, draw or paint a picture imagining what life might be like in the future

Resources

The Oddies, publishers of a series of stories about where all those missing odd socks go, is running a competition for Beavers and Cubs to create a new Oddies character to be featured in a book next year. Closing date: 1st March 2007.

They have produced some great resources to help Beavers construct their story and enable them to gain their Imagination Badge. Go to the Scouts section of www.readwithmeweek.co.uk to find out more.

Information Technology 1



Complete the following:

- Show that they can switch on and close down a computer safely.
- Show that they know what the following are:
 - Monitor
 - Mouse
 - Printer
 - CD-ROM
 - Icon
- Use a piece of software of their choice to show that they can produce a poster to show others what they do in Scouting. It should include both text and graphics.
- Use a piece of painting software of their choice to produce a simple picture.

22

Healthy Eating



Complete the following:

- Make a fruit salad
- Make a healthy snack
- Make two different sandwiches
- List some unhealthy foods

Examples of healthy snacks include omelette, salad mini pizzas, strawberry smoothie, homemade meatballs etc.

Notes

There must be appropriate supervision when doing these activities

Hikes Away 1



Complete 1 hike or journey with a purpose as agreed with the Leader. Those taking part should be dressed and equipped for the prevailing conditions and terrain.

Hikes Away 5



Complete 5 hike or journeys with a purpose as agreed with the Leader. Those taking part should be dressed and equipped for the prevailing conditions and terrain.

20

- 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.

Creative



Complete the following:

The Beaver Scout needs to:

- explain/know about a creative activity
- take part in the creative activity
- tell the Colony about the activity.

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 or doing conjuring tricks

Resources

Hot Wheels and AcceleRacers have produced a [worksheet](#) for all Beaver Scouts, along with [leader notes](#). A copy of the [blueprint](#) is also available.

15

Emergency Aid 2



Complete the requirements below.

- Know what to do at the scene of an accident.
- Know how to get help from the emergency service.
- Know how to clear an airway and place in the recovery position.
- Know how to deal with minor bleeding.
- Know how to deal with major bleeding.
- Know how to deal with burns and scalds.

Notes

This requires 2 / 3 hours of training/activity and should be trained and assessed by an adult or young leader with First Response or equivalent external qualifications, familiar with the resource material.

A young person holding a first aid award covering this or a similar syllabus from a recognised First Aid provider (such as the Young Life Savers key stage 2 [8 – 11yrs] or the Save a Life from the British Red Cross) automatically qualifies for this stage of the award.

Experiment



Complete the following:

- Decide what to do and try and work out what might happen

17

Emergency Aid

Young people should be trained and assessed using the syllabus and resources provided in conjunction with the British Red Cross. These are published on <http://www.scouts.org.uk/emergencyaid/> and supporting programme material for the first three stages can be found on Programmes Online.

At each stage Leaders should not assume prior knowledge but should cover the full syllabus using instruction games and exercises to reinforce the learning.

For stages 1 – 3 ongoing assessment is acceptable.

For stages 4 and 5 a more structured assessment at the end of the course is recommended to test knowledge.

Emergency Aid 1



Complete the requirements below.

1. Understand and recognise dangers in the house and outside.
2. Know what to do at the scene of an accident.
3. Know how to open an airway.
4. Know how to treat minor cuts, scratches and grazes.

Notes

This stage requires 1 to 2 hours activity/learning and should be trained and assessed by an adult or young leader familiar with the resource material.

16

2. Investigate something of interest to find out how it works; or grow something from seed
3. Tell others in the Colony what they saw and discovered.

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.

Notes

A Beaver Scout who has qualified for the BA (British Association for the Advancement of Science) First Investigators Club Silver Star automatically qualify for this Badge

Explore



Complete the following:

1. Decide what or where to explore
2. Think about what they expect to find
3. Go on the exploration
4. Tell others in the Colony what they have discovered.

Suggested places to visit and explore include:

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

18

Notes

Reference should be made to the Activity Rules in Chapter 9 of POR and the Activity Permit Scheme.

Examples of activities qualifying for a 'Hike Away' are listed below. Other similar activities could be undertaken.

For Beaver Scouts, plan for about 2 hours of activity. Examples might be:

- Explore on foot a country park or nature reserve
- Go on a family ramble
- Take part in a woodland walk (observing the wild life / complete a tree safari)

Hobbies



Complete the following:

1. Take part in a chosen hobby for a period agreed
2. Tell and show the Colony the chosen hobby

Notes

A Beaver Scout may gain more than one Hobbies Badge.

Imagination



Complete the following:

1. Write, tell or act a short story, poem or play.
2. Build a model using a variety of objects.

21

Notes

All explorations should be undertaken under the supervision of a responsible adult.

Faith



Complete the following:

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 their visit with Photographs, drawings, handouts, leaflets or information sheets

Health & Fitness



Complete the following:

1. Learn about foods that are good for you
2. Learn about the value of keeping fit
3. Plan a healthy meal.
4. Tell others in the Colony about a sport or activity they take part in
5. Learn about personal hygiene

19