

**Barbados Boy Scouts Association
Beaver Scout Programme**



**Beaver Scout Badge Book
August 2017**

Table of Contents

Awards and Challenge Badges	1
Membership Badge	1
Creative Challenge.....	1
Fitness Challenge	2
Friendship Challenge	2
Outdoor Challenge.....	3
Promise Challenge.....	4
Personal Challenge.....	5
Chief Scout 's Bronze Award.....	5
Moving On Award (Beaver Scouts → Cub Scouts)	6
Activity Badges	7
Animal Friend.....	7
Creative.....	8
Disability Awareness.....	9
Environmental Awareness	10
Explore	12
Faith	13
Health and Fitness.....	14
HIV/AIDS Awareness.....	15
International.....	16
Science.....	17
Sleep-Over	18
Substance Abuse Awareness	19

Awards and Challenge Badges

Gaining an Award or Challenge Badge involves accomplishing a number of more ambitious tasks within the Colony or community. There are six 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.



Membership Badge

This is the first badge the Kit can work on. To achieve the Membership Badge, he must complete **ALL** of the following requirements:

1. Attend four (4) Colony meetings in a row.
2. Can name the Leaders of the Colony.
3. Can name the members of your Lodge.
4. Have a basic knowledge of the history of Scouting.
5. Know the Beaver Scout Promise and Motto.
6. Participate in Colony meetings.



Creative Challenge

To achieve this Challenge Badge, the Beaver Scout must complete **ALL** of the following requirements:

1. Make a model using recycled items. (Have pictures and the instructions as part of your report.)
2. Make a model of a musical instrument and play it. (Have pictures and a report on the performance.)

3. Engage in a craft activity e.g. tie-dye, collage, painting, paper craft.
4. Prepare two different sandwiches and a simple snack. (Have pictures and the recipes as part of your report.)
5. Prepare a hot drink safely.
6. Report on a performance that you have done e.g. poetry recital, dance, singing, playing an instrument.



Fitness Challenge

To achieve this Challenge Badge, the Beaver Scout must complete **ALL** of the following requirements:

1. Try a new sport and report on your experience.
2. Participate in a hike or walk. Report on your experience.
3. Take part in a keep fit session and report on it.
4. Learn about and taste at least four new foods and report on your experience.
5. Pack a healthy picnic basket.
6. Draw a picture to promote healthy lifestyles.



Friendship Challenge

To achieve this Challenge Badge, the Beaver Scout must complete **ALL** of the following requirements:

1. Choose a Caribbean country
 - Describe what the flag looks like.
 - List four (4) other important facts about the country, include photos, drawings, and pamphlets.

2. Find out and report on a person of interest in the community.
3. Report on a joint activity with another Colony.
4. Explain how you would change a game to cater to a special needs Beaver Scout.
5. Visit a Nursery School or a Senior Citizens home and report on your visit.
6. State three (3) ways you can assist the less fortunate in the community.



Outdoor Challenge

To achieve this Challenge Badge, the Beaver Scout must complete **ALL** of the following requirements:

1. Sleep Over Activity:
 - Suitably pack a bag for the activity.
 - Set up the room appropriately for the activity.
 - Participate in a camp fire session.
 - Report on your experience.
2. Knots:
 - Learn to tie shoe laces.
 - Learn to tie the reef knot.
 - Choose another simple knot and learn how to tie it.

3. Personal Safety:

- Can state own telephone number and address.
- List the emergency numbers.
- Can do simple first aid for a cut or bruise.

4. Animal Knowledge:

- Identify five (5) different types of non-domestic animals or insects that can be found in this country.
- Find out about the food eaten and where the animals or insects live.

5. Scout Craft:

- Follow a simple laid out trail and report on your activity e.g. nature trail, hike.

6. Outdoor fun:

- Take part in an outdoor activity and report on it e.g. swimming, climbing.



Promise Challenge

To achieve this Challenge Badge, the Beaver Scout must complete **ALL** of the following requirements:

1. Take part in an Investiture Ceremony and report on your role.
2. State three (3) ways you can live your Promise.
3. Learn two (2) facts about your faith community.
4. Write and share a prayer for Beaver Scouts around the world.
5. Attend Founders Day and a District Church Service and report on your experience.
6. Write three (3) ideas you can suggest to make Beaver Scout meetings more exciting.



Personal Challenge

To achieve this Challenge Badge, the Beaver Scout must complete **ALL** of the following requirements:

1. Must develop a new skill, talent, hobby or collection. Show improvement over a period of not less than six (6) weeks and not more than three (3) months.
2. Keep a detailed journal with photographs, awards, certificates of achievement to track your progress.
3. Present your skill, talent, hobby or collection to the Colony.



Chief Scout's Bronze Award

This Award is the highest award available in the Beaver Scout Section. To achieve the Chief Scout's Bronze Award, the Beaver Scout must complete **ALL** of the following requirements:

1. Achieve four (4) of the Challenge Badges, one of which **MUST** be the Personal Challenge.
2. Have earned a minimum of five (5) Stage 3 Activity Badges or three (3) Stages 3 and two (2) Stage 2 Activity Badges. These badges must be awarded and on the Beaver Scout's shirt.
3. Submit a book/booklet detailing the work completed for the Challenge Badges completed for this award. A list of the Activity Badges completed must be included in the book/booklet. The list must include the Stage completed for each Activity Badge and must be signed by the Leader. All submissions must be neatly presented.

Note:

The Chief Scout's Bronze Award is a National Award. In order for a Beaver Scout to be awarded the Chief Scout's Bronze Award, the following procedure must be followed:

- *The book/booklet completed for Requirement 3 must be submitted by his Leader to the Assistant District Commissioner – Beaver Scouts, or their nominee, by the deadline set by his District.*
- *The book/booklet will be reviewed by his District's Awards Committee to ensure that all the requirements for the Award have been completed. If approved the book/booklet will be signed by the District Commissioner or their nominee and submitted to the National Awards Committee by the deadline set by the National Association. Books/booklets which were not approved will be returned to the Leader with the reason(s) why it was not approved.*
- *Books/booklets submitted to the National Awards Committee will be reviewed by the Committee. If approved, the Beaver Scout will be invited to attend an interview conducted by the Committee. The Beaver Scout, wearing Full Uniform, MUST attend the interview, accompanied by his Leader who must also wear Full Uniform and Group Scarf. Books/booklets which were not approved by the National Awards Committee will be returned to the District Commissioner with the reason(s) why it was not approved.*



Moving On Award (Beaver Scouts → Cub Scouts)

This Award 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 soon after entry, recognizing that he is already a member of the Scout Movement. This Award is presented to the Beaver Scout at his Going-Up Ceremony into the Cub Scout Pack.

To achieve the Moving-On Award, the Beaver Scout must complete **ALL** of the following requirements:

1. 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.
2. Complete the requirements for the Cub Scout Membership Badge during this time.

Activity Badges

Activity Badges allow Beaver Scouts to show their progress in existing pursuits, and also to try all kinds of new things and form new interests. Each badge has three (3) stages and the stages must be completed in order e.g. Stage 1 must be completed before starting Stage 2. Only one stage badge is to be worn at a time e.g. a Stage 1 badge is replaced with the equivalent Stage 2 badge. The stages are to be done gradually to allow the Beaver Scout a chance to easily complete the three stages over the time he is in the Section.



Animal Friend

Animal Friend 1

Complete the requirements below:

1. Choose a local animal/insect and find out four interesting facts about the animal/insect.
2. Produce a drawing about the animal/insect.
3. Share with your Colony what you have learnt.

Animal Friend 2

Complete the requirements below:

1. Choose an endangered animal.
2. Find out four interesting facts about the animal
3. Discuss ways in which the animals can be saved from extinction
4. Write a poem or draw a poster about your animal highlighting your animal's problems.

Animal Friend 3

Complete the requirements below:

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 log of how you have looked after the animal for two weeks. You can draw, take photographs or write short sentences.



Creative

Creative 1

Complete the requirements below:

1. Complete a piece of craft. Suggestions – postcards, decorations.
2. 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 model out of a crafting material e.g. Paper Mache, Plaster of Paris.

Creative 2

Complete the requirements below:

1. Spend six weeks making a collection e.g. stamps, buttons, bottle caps.
2. Share your collection experience with the Colony.

3. Do a performance. You could try one of these:

- Poem.
- Puppet show.
- Short play.
- Dance.
- Sing a song.

Creative 3

Complete the requirements below:

1. Show you can use a camera to take a good photograph.
2. Create a scrapbook of no less than 10 photographs on different topics.
 - Write something about each picture under it.
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.



Disability Awareness

Disability Awareness 1

Complete the requirements below:

1. Explain what a disability is.
2. Talk about how your meeting place could be made better so that everyone can take part.
3. Show how to safely push a wheelchair.

4. Talk about an aid that can help a disabled person. It could be a type of wheelchair, computer, grabber or rising chair.
5. Play a game where you can only sit down or use one hand. Goalball is one game you could try.

Disability Awareness 2

Complete the requirements below:

1. Learn how to fingerspell your name.
2. Learn the Promise in Sign Language.
3. Explain what hearing dogs do for deaf people. Why are they helpful?
4. Play a game without using sound.

Disability Awareness 3

Complete the requirements below:

1. Talk about what guide dogs do for blind people.
2. Guide a blindfolded Beaver through a game or assault course.
3. Play blind football or another blindfolded game.
4. Find out about a Paralympian and their sport. Tell a story about their achievements.
5. Make a poster that tells others about a disability.



Environmental Awareness

Environmental Awareness 1

Complete the requirements below:

1. State what are energy sources.
2. List three ways your family can save energy.

3. Keep an energy diary for at least two (2) weeks, showing how your family saved energy in the home.
4. Know the meaning of the term “Green Clean Power”.
5. Report to the Colony on the topic “Energy waste at home”, “Energy efficiency at home” or “Solar energy in the home”.

Environmental Awareness 2

Complete the requirements below:

1. Discuss: What is recycling and why it is important?
2. Name companies that recycle: paper, glass, tin, oil, electronics.
3. Visit a recycling plant and report on your visit.
4. Conduct a recycling project at your home or with your Colony.
5. Tell the Colony about your project.

Environmental Awareness 3

Complete the requirements below:

1. Discuss ways in which you can take care of your environment.
2. Participate in a beach clean-up and report on it.
3. Write a poem about taking care of the earth.
4. Create a poster to teach others about taking care of the environment.
5. Participate in a tree planting activity or cultivate a small garden.
6. Report to your Colony on your activities.



Explore

Explore 1

Complete the requirements below:

1. Complete a tour/exploration activity. For the tour/exploration:
 - Prepare to visit a place of interest, State what you expect to find or learn.
 - Go on the visit.
 - Tell your Colony about your visit, have photos, drawings, pamphlets, found items to enhance your visit report.
 - State if your expectations were met.

Explore 2

Complete the requirements below:

1. Complete three (3) tour/exploration activities (not including the one completed for Explore 1). For each tour/exploration:
 - Prepare to visit a place of interest, State what you expect to find or learn.
 - Go on the visit.
 - Tell your Colony about your visit, have photos, drawings, pamphlets, found items to enhance your visit report.
 - State if your expectations were met.

Explore 3

Complete the requirements below:

1. Complete three (3) tour/exploration activities (not including the ones completed for Explore 1 and Explore

2). For each tour/exploration:

- Prepare to visit a place of interest, State what you expect to find or learn.
- Go on the visit.
- Tell your Colony about your visit, have photos, drawings, pamphlets, found items to enhance your visit report.
- State if your expectations were met.



Faith

Faith 1

Complete the requirements below:

1. Share in a Colony opening and closing ceremony.
2. Share a prayer or reflection with your Group.
3. State three (3) ways you can do your best.
4. Attend a District/Group Church Service and report on it.

Faith 2

Complete the requirements below:

1. Write a prayer for Beaver Scouts around the world.
2. Find and tell a story that relates to your Promise.
3. State three (3) ways you can be kind to others.
4. Attend Founders Day Service and report on your experience.

Faith 3

Complete the requirements below:

1. Participate in a worship session and report on your

experience.

2. State three (3) ways you can be helpful.
3. Relate a Bible story that relates to your Promise.
4. Tell your Colony about your church, use photos, leaflets from the service.



Health and Fitness

Health and Fitness 1

Complete the requirements below:

1. State why we should keep fit.
2. Participate in a walk or hike. Report on your experience.
3. Learn about personal hygiene.
4. Find out what is a balanced diet.
5. Prepare two sandwiches, one snack and two drinks (one drink should be hot). Keep a food journal of your foods showing how they were prepared, include recipes. Tell the Colony about your activity.

Health and Fitness 2

Complete the requirements below:

1. Take part in a sports activity for at least a six (6) week period.
2. Keep a journal of your experience.
3. Take part in a match or competition.
4. Have a certificate of participation.
5. Tell your Colony about your experience.

Health and Fitness 3

Complete the requirements below:

1. Learn to ride a bicycle (the bicycle may have training wheels).
2. Know the importance of safety equipment like a helmet, reflective clothing and lights.
3. Show how to correctly put on and wear a cycle helmet.
4. Show how to pump up a tyre.
5. Go for a short ride in a safe place.



HIV/AIDS Awareness

HIV/AIDS Awareness 1

Complete the requirements below:

1. Explain what is HIV/AIDS.
2. Discuss:
 - Safe ways to interact with HIV/AIDS affected persons.
 - What to do when a person is injured/bleeding.
 - What to do when you come into contact with blood and bodily fluids.

HIV/AIDS Awareness 2

Complete the requirements below:

1. Collect/donate items for a hostel or food bank.
2. Participate in a HIV/AIDS Awareness workshop.
3. Tell the Colony what you learnt at the workshop.

HIV/AIDS Awareness 3

Complete the requirements below:

1. Create a poster displaying information on HIV/AIDS and share this with your Colony.
2. Participate in World Aids Day activities at your Group, school or church.
3. Share your experience with your Colony.



International

International 1

Complete the requirements below:

1. Find out about Beaver Scouts (or younger Scouts if they don't have Beaver Scouts) in another country. What do they call themselves?
2. What is their uniform like?
3. What do they say for their Promise? Find out as much as you can.

International 2

Complete the requirements below:

1. Draw five different flags from five different countries across the world.
2. Record a fact about each country.
3. Learn how to say a greeting in a language other than your own.

International 3

Complete the requirements below:

1. Learn a song in another language.

2. Play a game from another country.
3. Perform a dance from another country.
4. Try three different kinds of food from another country.
Vote for your favourite dish and explain why.



Science

Science 1

Complete the requirements below:

1. Demonstrate you can do the following:
 - Make a phone call, write a letter to a friend, and send an e-mail.
 - Repeat your address and telephone number.
 - Crack a code or cryptograph.
 - Conduct a simple experiment.
2. Show an understanding of road, water, home and personal safety by demonstrating you:
 - Know at least two rules for each of the above.
 - Can safely cross the road.

Science 2

Complete the requirements below:

1. Explain how a simple item works e.g. fan, battery, magnet.
2. Conduct another simple experiment.
3. Grow a plant e.g. bean, flower. Follow its growth for at least two weeks in a plant journal.
4. Show that you know at least three (3) gardening tools and how to use them safely.

Science 3

Complete the requirements below:

1. Point out and name at least one constellation.
2. Name four planets in our solar system.
3. Identify things seen in the sky during the day and during the night.
4. Conduct a simple experiment to explain a basic scientific principle e.g. floating and sinking.



Sleep-Over

Sleep-Over 1

Complete the requirements below:

1. Complete a Sleep-Over as part of a recognised Scout activity.
2. Pack a suitable bag for the activity.
3. Assist in the setting up of the room for the activity.
4. Report on the activity, have photos, drawings.

Sleep-Over 2

Complete the requirements below:

1. Complete three (3) Sleep-Overs as part of a recognised Scout activity (not including the one completed for Sleep-Over 1).
2. Pack a suitable bag for each activity.
3. Assist in the setting up of the room for each activity
4. Report on each activity, have photos, drawings.

Sleep-Over 3

Complete the requirements below:

1. Complete three (3) Sleep-Overs as part of a recognised Scout activity (not including the ones completed for Sleep-Over 1 and Sleep-Over 2).
2. Pack a suitable bag for each activity.
3. Assist in the setting up of the room for each activity.
4. Report on each activity, have photos, drawings.



Substance Abuse Awareness

Substance Abuse Awareness 1

Complete the requirements below:

1. Explain what is a drug (legal, prescription and illegal).
2. Discuss how drugs affect the body both good and bad.
3. Make a list of five kinds of drugs, state which ones are legal/illegal.
4. Report your findings to your Colony.

Substance Abuse Awareness 2

Complete the requirements below:

1. Explain the dangers of abusing alcohol.
2. Explain the dangers of cigarettes.
3. Write a short poem on why alcohol/cigarettes is bad for you.
4. Share your poem with your Colony.

Substance Abuse Awareness 3

Complete the requirements below:

1. Participate in a NCSA Workshop with your Colony or school.
2. Report on your experience.
3. Create a poster on the dangers of drug abuse.
4. Share your work with your Colony.



Barbados Boy Scouts Association

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