

Easy Win Badges!

SCOUTS

The Below Badges can be completed at home
Please provide evidence to your Section Leader

Air Researcher Activity Badge

How to earn your badge

1. Research one historical aspect of flight and share what you find out with the Troop. You might like to find out about:
 - the development of aviation or flight over a period of time agreed with your leader
 - balloons or airships, from their first appearance to the present day
 - a type of aero engine, such as a jet or piston engines in general, or a specific engine like the Rolls Royce Merlin
 - the development of an aircraft type, like a Spitfire, Boeing 747, Harrier, Stealth Bomber, space shuttle or the Wessex helicopter. You could find out details about its history, role and achievements.
2. While you're doing your research, visit at least one place of interest that relates to your chosen subject. It could be a museum, an air display or an aeronautics factory.
3. Present what you have found out. Your presentation should include a model that you have made based on your subject. You should also include diagrams and pictures wherever you can.



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Air Spotter Activity Badge

How to earn your badge

1. Learn to recognise 38 out of the 50 aircraft listed in The Scout Association's [Aircraft Recognition List](#).
2. Complete one of these activities:
 - By yourself or with another Scout, take photographs or collect pictures of at least 10 different aircraft types. Name the different types and their uses.
 - Visit an airfield or airport viewing area, for at least an hour. Record the aircraft you spot, including any distinctive features and the aircraft's approximate heading.
3. Complete one of these activities:
 - Recognise and name the national aircraft markings, both service and civil, of at least six countries including the United Kingdom.
 - Learn the RAF and NATO system of letter designation according to aircraft function. Give examples of three designations.
 - Name three basic training aircraft used in private flying. Give a brief report on one, naming a club and airfield where it is used. Try to make it a local airfield, if possible.
4. Describe the main features you would use to recognise six aircraft, which have been chosen by an appropriate adult.



Angler Activity Badge

How to earn your badge

If you have The Angling Trust Cast Level Two award, you can automatically qualify for the Angler badge. If not, here's what you need to do to earn this badge.

1. Learn the water safety rules and the proper precautions to take when fishing from the bank, shore line, or from a boat.
2. Learn the basic hygiene precautions to take when fishing.
3. Go fishing at least four times in two different places. Make a note of:
 - the number of fish you caught
 - species and size of your fish
 - your method, tackle and bait used
 - the weather and water conditions.
4. Choose the correct equipment and method for where you plan to fish.
5. Learn to assemble a rod, reel or pole.
6. Choose the right form of bait, lure or fly for your planned fishing activity.
7. Show you can cast correctly and accurately into a target area a suitable distance away, depending on the equipment you are using.



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8. Tie at least three different knots for your chosen method of fishing.
9. Show how to correctly handle a fish, unhook it and return it into the water.
10. Explain how different species of fish have different habitats. Talk about how this, and weather conditions, can affect your method of fishing.

! If you're 13 or older, you'll need a rod license to fish salmon, trout, freshwater fish, smelt and eels with a rod and line in England, Wales or the Border Esk region of Scotland. Find out more on the UK Government website at gov.uk/fishing-licences

Artist Activity Badge

How to earn your badge

Choose from Options 1 or 2. Then complete all tasks under your chosen option.



Option 1: artist

1. Paint, draw or illustrate each of these:
 - a scene from a story
 - a person or object
 - a landscape.
2. Show a selection of your own recent work.

Option 2: arts enthusiast

1. Choose a favourite art form or artist to take an active interest in. It doesn't have to be painting – it could be pop music, sculpture, theatre, architecture, break dancing or anything similar.
2. Describe two visits you have made that are connected to your interest. You can use photographs, films, recordings, concert programmes, ticket stubs, newspaper reviews or websites to illustrate your point.
3. Show that you know a lot about an aspect of your interest. You could talk about a particular piece of art, like a painting, performance, sculpture or building. Or you could discuss a particular person or historical period connected with your chosen art form.
4. Make a list of major events, exhibitions or venues connected with your chosen subject. Talk about why the items on your list are important.

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Craft Activity Badge

How to earn your badge

To achieve this badge you need to make or decorate one or more articles using, whenever possible, original design ideas.

You should discuss this project beforehand with a member of your leadership team. It should take around six hours to complete the project.



Here are some items you could make:

- A container using basket making, woodturning, pottery, embroidery on plastic canvas, glass blowing or fibreglass construction.
- A belt, bag, wall hanging, tablemat or waistcoat by weaving, macramé, beadwork or from leather.
- An item of clothing or soft furnishing, by sewing or knitting. You may follow a pattern.
- You could decorate clothing or soft furnishing (such as a cushion or tablecloth) using embroidery, tapestry, lace making, tie and dye, wax and dye or fabric paints.
- A picture, using techniques like mosaic, staining glass, quilting, calligraphy, pyrography, pressed flowers, fabric collage, printing with potato, lino, string, drypoint, aquatint or silkscreen.
- Decorate a material (such as wood, metal or glass) by engraving or etching. You could even try painting metal with cold enamel.
- Make a decorative item through candle making, arranging flowers, carving (using materials such as wood, slate, stone or soap), fly tying, jewellery making, pewterwork, copper or silversmithing, stone polishing, stone masonry or sculpture.
- Make a small item of furniture.
- Decorate a cake for a special occasion.

Alternatively, you can do any other project of a similar skill level. Just agree it beforehand with your leadership team.

! Make sure all young people take care with all tools that they use to avoid injury.

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Martial Arts Activity Badge

How to earn your badge

1. Take part in a regular martial arts activity that's recognised by your sports council for at least six months. Show how you've improved by at least one level over that period.
2. Take part in a competition or demonstration and talk about your performance with an instructor.



Model Maker Activity Badge

How to earn your badge

Choose one of these five options. Then complete all steps for your chosen option.

Option 1

1. Choose one of these activities:
 - Build a model using a plastic or white metal kit or pre-cast figures.
 - Design and construct a model from a wood, plastic or metal construction set, such as Lego or Meccano.
2. Show that you know the different types of kits or parts available in the material you chose.
3. Talk about the experience of building the model with a knowledgeable adult.



Option 2

1. Build a model aeroplane, using a kit if you want to. It must meet one of these target flight performances:
 - A hand-launched glider must fly for 25 seconds.
 - A tow-launched glider must fly for 45 seconds, with 50 metres maximum line length.
 - A rubber-powered aircraft must fly for 30 seconds.
 - An engine-powered aircraft must fly for 45 seconds, with 15 seconds maximum motor run.
 - A control line aircraft must show a smooth take off and landing, with three laps of level flight at about 2 metres, with a climb and dive.
2. Talk about the experience of building and flying the model with a knowledgeable adult.

Option 3

1. Build an electric or engine-powered model boat or yacht at least 45 cm in length. Show that it's capable of maintaining a straight course of at least 25 metres. You can use a kit if you like.
2. Talk about the experience of building the model with a knowledgeable adult.

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Option 4

1. Choose one of these two activities:
 - Build an electric slot car racer. Drive it a minimum distance of 122 metres on any track, without stopping or leaving the slot more than four times.
 - Build a free running car of any type. Show that it can run for at least 18 metres. Airscrew drive is allowed and you can use a kit if you like.
2. Talk about the experience of building the model with a knowledgeable adult.

Option 5

1. Build a model coach or wagon. Show that it can run properly behind a scale locomotive.
2. Build a scaled scenic model, such as a station or farmhouse for a railway layout. You can use a kit if you like.
3. Talk about the experience of building your models with a knowledgeable adult.

Street Sports Activity Badge

How to earn your badge

1. Take part in a street sport like skateboarding, roller or in-line skating, Parkour or another street sport agreed by your leadership team.
2. Own or use equipment for a street sport. Show you can check, adjust and repair the equipment to ensure safe use.
3. Explain how to care for the equipment used and explain what you should look out for when equipment is nearing the end of its life.
4. Show that you're skilled in your chosen street sport and show how you've improved over three months. You could take part in an exhibition, public event or competition.
5. Explain the safety rules for your chosen sport including where to undertake street sports safely and responsibly.



Writer Activity Badge

How to earn your badge

Complete four of these activities. Talk about your choice with an appropriate adult.

- Compose a poem of at least eight lines. Discuss its meaning and construction.

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- Create a short story of around 600 words. Talk about your story idea with an appropriate adult beforehand.
- Write a descriptive passage of around 600 words on a subject, agreed with an appropriate adult beforehand.
- Write a 600-word review of a favourite book, play or other work of literature and talk about it with an appropriate adult.
- Produce a published article of around 600 words in length. You could contribute to a school, faith, community or Scout magazine or write a letter to a local paper.
- Keep a diary on a subject, for a length of time agreed with an appropriate adult beforehand.
- Write a play or dramatic sketch lasting at least 10 minutes.
- Interview a local celebrity, or other notable person. Write or type out the interview to show the questions you asked and the interviewee's replies.
- Write a letter to a pen pal (real or imaginary) of at least 600 words.

Swimmer – stage 1

How to earn your badge

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



Swimmer – stage 2

How to earn your badge

1. Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.
2. Show you know how to prepare for exercises 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 10 metres on your front, 10 metres on your back and 10 metres on your back using only your legs.
5. Tread water for three minutes in a vertical position.
6. Surface dive into at least 1.5 metres of water and touch the bottom with both hands.

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7. Mushroom float for ten seconds.
8. Enter the pool and push off from the side on your front, gliding for five 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 organised swimming activity.

Swimmer – stage 3

How to earn your badge

1. Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.
2. Show you know how to prepare for exercises. You could do this by leading 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 50 metres in shirt and shorts.
5. Tread water for three minutes, with one hand behind your back.
6. Surface dive into 1.5 metres of water and recover an object with both hands from the bottom. Return to the side of the pool, holding the object in both hands.
7. Enter the water from the side of the pool by sliding in from a sitting position. Using any floating object for support, take up and hold the heat escape lessening posture for five minutes.
8. Swim 400 metres without stopping.
9. Take part in a different organised swimming activity to the one on your previous swimming badge.

Swimmer – stage 4

How to earn your badge

1. Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.
2. Show you know how to prepare for exercises. You could do this by leading a warm up.
3. Demonstrate a racing dive into at least 1.8 metres of water and straddle jump into at least 2 metres of water.
4. Swim 100 metres in less than four minutes.
5. Tread water for five minutes.
6. Surface dive into 1.5 metres of water, both head first and feet first and swim at least 5 metres under water on both occasions.
7. Enter the water as you would if you didn't know the depth. Swim 10 metres to a floating object. Use the object to take up and hold the heat escape lessening posture for five minutes.
8. Swim 800 metres using any of the four recognised strokes without stopping. You should swim 400m on your front and 400m on your back.
9. Take part in an organised swimming activity that's different to the one on your previous swimming badge.

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Swimmer – stage 5

How to earn your badge

1. Learn the general safety rules for swimming (such as not diving into shallow water or not swimming on your own) and where it is safe to swim locally.
2. Show you know how to prepare for exercises. You could do this by leading a warm up.
3. Demonstrate a racing dive into at least 1.8 metres of water and a straddle jump into at least 2 meters of water.
4. Swim 100 metres in shirt and shorts. When you've finished, remove the shirt and shorts and climb out of the pool unaided. Your time limit is three minutes.
5. Tread water for five minutes, three of which one arm must be held clear of the water.
6. Scull on your back, head first, for ten metres, then feet first for ten metres. Move into a tuck position and turn 360 degrees, keeping your head out of the water.
7. Swim 10 metres perform a somersault without touching the side of the pool, then carry on swimming in the same direction for a further 10 metres.
8. Demonstrate the heat escape lessening posture.
9. Demonstrate a surface dive, both head and feet first, into 1.5 metres of water.
10. Swim 1,000 metres using any of the four recognised strokes, for a minimum distance of 200 metres per stroke. This swim must be completed in 35 minutes.
11. Take part in an organised swimming activity that's different to the one on your previous swimming badge.

You can visit www.scouts.org.uk and look at all the badges that you can earn. There may be other badges you can do at home depending on your interests, hobbies, or knowledge. Before starting any badges that are not on this list please check with your leader

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