

Badge Orders

See the front of the booklet for the badge design!

Name of Unit:	
Contact name and address:	
Contact email/ telephone:	
Section:	Beavers/ Rainbows Cubs/ Brownies Scouts/ Guides Explorers/ Senior Section

	Quantity	Total
Number of badges at £1.20 each		
Number of booklets at £2 each (Includes resource sheets)		
Please include postage costs:	-	£1.50
TOTAL COST:	-	£

All profits go towards 3rd Swanwick Rainbows.
 Please make cheques payable to **3rd Swanwick Rainbows**
 And send to: Shelley Dyer
 30 Ley Gardens, Alfreton, Derbyshire DE55 7GZ
 Questions or Queries? – Shelley.dyer@hotmail.co.uk or
 Shelley on 01773 832 138

Baden-Powell Traditions

Complete 1 activity, within your age group, from each of the 6 sections to complete the badge!

Red = Beavers and Rainbows
Yellow = Cubs and Brownies
Blue = Scouts and Guides
Turquoise = Explorers and Senior Section

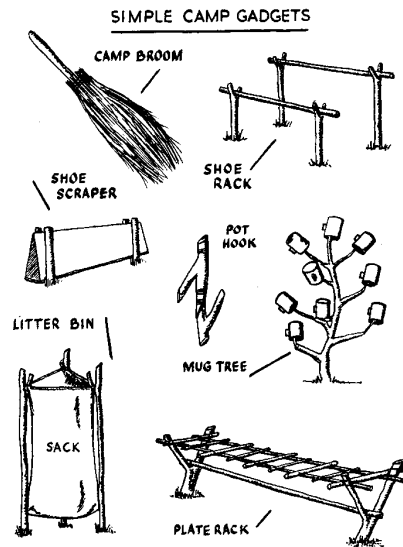


3" Embroidered badge with silver and gold threads. Please take into account this is a drawn version, colours may vary once made.



Designed and made by the leaders of 3rd Swanwick Rainbows, associated with Croham Valley Explorers and Rangers
www.crohamvalley.org.uk

- Hold a competition to make a handy camp gadget.
- Organise a weekend camping trip for your unit, book the camp site/ accommodation, plan activities and menu whilst keeping a budget.
- Cook you unit an evening meal using camping equipment on an open fire. Don't forget to wash up and clear away with camping resources!



- Learn how to navigate without a compass.
- Invite someone to teach your unit Morse code and how it was used during the war and when it is used today.
- Design and run an orienteering course for your unit or another section.

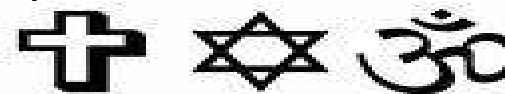
Explore

- Go for a walk around your meeting place, explore the local wildlife and keep a log of things you've seen.
- Visit a local memorial or place of interest.
- Take rubbings and use magnifying glasses to investigate materials and objects in and around your meeting place.
- Learn 3 constellations and their relative position in the night sky.
- Plot a route around your local meeting place and make an A-Z of things you find along the way.
- Research and find flowers and wildlife in a local park or common, get the park Ranger involved to see if they can help!
- Become the next Ray Mears and learn tracking signals you can use in your local wilderness.
- Research and build a collection of different wood types and make a list of how to use them and their suitability for firewood.
- Take part in a night hike, navigating your way around your local meeting place.



Community, culture and beliefs

- Learn what the word promise stands for, how else do you promise and what other times do you use the word? Play games to reinforce the idea of the promise.
- Visit a local place of worship and learn what things are used for.
- Take part or support an activity your community is running.
- Break down the promise and create your own story from each part. This could be written, acted or mimed with a poem or commentary.



- Take an active part in a service at your local place of worship.
- Mind map ideas of how to involve your community in Scouting/ Guiding and plan an event with your leader to carry this out.



Traditions



- Invite a member of the Fellowship/ Trefoil Guild to talk about their experiences in Scouting or Guiding.
- Learn some games played by children 100 years ago, and play them in your unit. Adapt the games to your liking and try teaching others.
- Find out about the beginning of Scouting/ Guiding and make a poster or draw a picture to display in your meeting place.
- Research the uniforms worn throughout the years and how they have changed. Try to recreate your favourites, get hold of some old uniform and put on a performance or fashion show.
- Investigate and complete an old section badge.
- Complete the traditions word search.
- Learn how to tie 3 new knots and use them effectively.
- Research how Scouting/ Guiding has changed over the years and



Sheet Bend



Overhand Bend



Overhand

produce
a leaflet

displaying these.

- Try one of the following activities suitable for your unit that would have been learnt by the Scouts and Guides 100 years ago:
 1. Shooting – rifle shooting or archery
 2. Woodwork – visit a carpenter's workshop to discover how useful the skill would become or hold an evening trying your hand at making a useful item from wood
 3. Sewing/ knitting – Learn new stitches and techniques. For a bigger project, try getting every unit member involved and combine them together to form a quilt, camp blanket or wall hanging.
 4. Baking – Try baking some of our favourite recipes featured in the appendix.



- Learn how to wash and iron your uniform.



- Cook a main meal in your patrol using a modern day camping stove.
- Try and get your unit/group into the local media to help advertise the movement.
- Help recruit a volunteer in your district.
- Design a home page for your unit or maintain your website for the next term – how could you make it better?
- Play the budget game (See appendix for details and resources)

International

This section can be used by any age groups across Guiding and Scouting. It is designed to encourage units to mix between the sections and parallel units.

- Discover a Scouting/ Guiding unit outside the UK. Make contact through letters, emails or webcams.
- Hold an international themed night. Spin the globe and see where your finger lands! Research about Scouting/ Guiding in their country and try dressing up, foods and games from their cultures.
- Learn the components of the Union Jack.
- Learn how to make a flag pole, how to fold the flag and put it up the mast.
- Meet up with another unit or section to share games, crafts and food.
- Research the countries within the commonwealth, can you recognise their flags or draw some of them?
- Label a map of England with the counties, a map of Europe or the continents of the world. (See the appendix for resources.)



- Learn the original Baden-Powell Laws and act them out in a role play within your unit.



- Research what activities your community are involved in and go along to one of them for support.
- Discover what the three finger salute means and make your own unique unit promise.



- Organise and take an active part in a service at your local place of worship.
- Hold an evening addressing other Scouts/ Guides cultures from within the UK. Learn about their beliefs and how they worship and show respect for each other.
- Get involved in supporting your local community, taking part in an activity day, craft fair or help to paint the meeting place!



Guiding and Scouting Today!

- Design a recruitment flyer for your unit.
- Bring a friend along to a unit meeting to see if they want to join.
- Have a 'modern' night, go to the cinema, play board games or go bowling.
- Get in touch with a unit from another county and swap a badge or Necker.
- Learn how to sew a badge onto your uniform.
- Design a uniform for Scouts/ Guides 100 years from now.
- Organise an evening for another unit or section based on games and activities from 100 years ago.

- Hold a presentation to parents or other members of the community about Scouting and Guiding through the decades to increase their awareness of the movement.
- Create a board game to include questions or challenges from every decade Scouting/Guiding has been around, for other unit members to play.



Camp Challenges

- Hold a sleepover in your meeting place, including an activity held outdoors or linked to traditional camping.
- Make a kit list of things you could take camping, use the rucksack picture in the appendix to draw the items in.
- Design a menu for a sleepover that could be cooked on an open fire.
- Fill a bag with items you would and wouldn't take on a pack holiday, can the Cubs/ Brownies guess which ones wouldn't be suitable?
- Design and make a lunch menu suitable for pack holiday, perhaps these ideas could be made into a camp menu book to try on your next holiday.
- Learn how to pitch a tent, strike a tent and how to take care of it. (This can be linked to Cub Scouts Campers Activity Badge!)
- Challenge Scouts/ Guides to pitch a patrol tent without talking – can they work as a team and know what they're doing well enough to succeed?
- Plan and carry out a day's activities on camp, remember time keeping and sticking to a budget.
- Write a checklist for EVERYTHING that is needed for camp, will the leaders find something missing?

