

# cub badge book

*The aim of proficiency badges is to encourage self-education on the part  
of the boy in a subject which interests him.*

*B-P*

*(Headquarters Gazette January 1916 (req. B-P's Outlook, 60))*

# **acknowledgements**

The Interest Badge Book

## **thanks**

I would like to express my sincere thanks to:

Somarie Kruger who designed our "new-look" interest badges.

The Scouters for taking the time to the review the interest badges.

## contents:

Introduction .....	5
Aircraft .....	6
Aquanaut .....	6, 7
Artist .....	7
Athlete .....	7, 8
Birds .....	8
Boating .....	8
Chess .....	9
Citizen .....	9
Civil Emergency .....	10
Collector .....	10
Computer .....	11
Conservation .....	12
Cooking .....	12
Craftsman .....	13
Cycling .....	13, 14
Drawing .....	14
Engineer .....	14
Entertaining .....	15
Family Camping .....	15
First Aid and Health .....	15, 16
Fishing .....	16
Food for Life .....	17
Flying Models .....	17
Gardening .....	17, 18
Geocaching .....	18
Geologist .....	18, 19
Handcraft .....	19
Hiking .....	19
Homecraft .....	19, 20
Indigenous Games .....	20
Landscaping .....	20
Linguist .....	21
Masks .....	21
miniSASS .....	21
Model Boats .....	22
Naturalist .....	22
Nature Craft .....	22, 23
Open Water Swimmer .....	23
Outdoorsman .....	23, 24

Pets .....	24
Photography .....	24, 25
Projects .....	25
Recycling .....	25
Religion and Life .....	26
Repairs .....	26
Scholar .....	26
Scientist .....	27, 28
Secret Codes .....	28
Showman .....	28, 29
Signalling .....	29
Simple Machines .....	29, 30
Singing .....	30
Skies .....	30
Sportsman .....	31
Swimmer .....	31
Traveller .....	32
Working Toys .....	32
World Friendship .....	32, 33
World Scout Environment .....	33, 35
Challenge Badges .....	35
• Messengers of Peace .....	35
• Recruiter – Silver .....	35
• Recruiter – Gold .....	35
• Water Champ .....	36
Cub Badge Chart .....	37

# introduction

Do your Cubs have hobbies? Maybe they love building model boats or, perhaps going fishing. Almost all girls and boys have some activity they like to do best.

Interest badges are great fun to earn because they can choose the ones that interest them most. By the time they gain the badge they will be quite expert at whatever they have chosen. Their mothers and fathers will be able to help them with some of the badges and when they see the great things they can do, they'll look forward to helping them with future projects.

Encourage the Cubs to read carefully what they have to do to earn each badge and to practice it until they know how to do it well. When they think they are ready to gain their badge, they are to tell a Leader, who will arrange for someone to test them. The Leader will also tell them what to do next.



# aircraft



## Requirements:

1. Identify FIVE different aircraft in flight or from models or photographs OR attend an air show and list FIVE planes seen at the air show.
  2. Make and fly a model aircraft (not necessarily engine driven).
  3. Make a sketch of your favourite model aircraft or helicopter and label the following parts of the aircraft:
    - a. Fuselage
    - b. Undercarriage
    - c. Engine and propeller (if fitted) OR engine and main rotor (for helicopters)
    - d. Wing \*\*
    - e. Ailerons \*\*
    - f. Rudder \*\*
    - g. Elevator \*\*
    - h. Cockpit
- Note:** the parts marked with an \*\* to be replaced by "Tail rotor" in the case of helicopters.
4. Make a sketch of an airfield, label the following places and explain their use to the examiner:
    - a. Hanger
    - b. Apron
    - c. Control Tower
    - d. Main airports building
    - e. Windsock

# aquacraft



## Requirements:

1. Swim 200m freestyle.
2. Explain the different ways of entering water and when it is dangerous to dive.
3. Do any **THREE** of the following:
  - a) Do a surface dive in approximately 1.5m of water in shirt and shorts. Remove clothing while in the water without touching the bottom or sides of the pool.
  - b) With safe equipment swim on the surface for 50m using a mask, flippers, and snorkel; submerge and swim underwater for approximately 20m.

- c) Commencing from the shallow end, swim 50m in shirt and shorts using one type of stroke only. Tread water for one minute.
- d) Explain and demonstrate a rescue method, the recovery position and the importance of getting adult help.

## artist



### Requirements:

Do any **FIVE** of the following:

1. Draw, paint or sketch an original picture using watercolor, crayons, coloured pencils or oil paints. Frame it to hang on a wall.
2. Know the primary and secondary colours and how to combine them to produce other colours.
3. Produce six different designs using straight lines, curved lines, or a combination of both.
4. Draw a profile of a member of your family or a friend.
5. Make an original piece of art work.
6. Make a greetings card of your own design and send it to another person, preferably the examiner. Decorate or illustrate the outside and letter suitable wording inside. (Size not less than 125 mm x 200 mm when folded.)
7. Use clay or other plastic material to sculpture a simple object

### NOTE:

- 1) Paper size except where otherwise indicated should not be less than 275 mm x 373 mm in order to encourage imagination and free movement of the wrist and hand.
- 2) Except where otherwise indicated, pencils, pen-and-ink, watercolors, felt pen crayon, and turn-outs are acceptable. In No 6 coloured gummed paper may be used.
- 3) It is important that the standard called for is one that encourages the best of the Cub, rather than one that adheres rigidly to academic rules.

## athlete



### Requirements:

Do any **EIGHT** of the following:

1. Run 50m in 9.5 seconds.
2. Long jump (standing or running) 1.5m.
3. Throw a cricket/tennis (or other similar hard) ball 27m or more.

4. High jump 0.85m.
5. Long jump (running) 2.5m.
6. Run 200m in 40 seconds or less.
7. Lie on your back. Hold your feet under something heavy and, with slightly bent knees, do 40 sit-ups.
8. Do 3 pull-ups on a bar and 10 push-ups from the ground or floor.
9. Show the correct way to walk, run, sit and stand.
10. Explain the importance of warming up and cooling down.

## birds



### Requirements:

Do any **THREE** of the following:

1. Identify (in nature or from photographs) FIVE different kinds of birds that live in Southern Africa.
2. Show the examiner that you know THREE birds by their call or song.
3. Feed birds that are not in captivity, and tell the examiner which birds you attract. Find out which birds eat which type of food (seeds, insects, fruit, etc.)
4. Draw and colour a bird which belongs to your locality.

## boating



### Requirements:

1. Hold the Open Water Swimming badge.
2. Know the rules of safe boating.
3. Know how to choose and wear an approved personal buoyancy device of the correct size and demonstrate the correct method of floating while wearing it.
4. Be able to float on your back for SIXTY seconds without a personal buoyancy device and for FIVE minutes with a personal buoyancy device.
5. Be able to tread water for FOUR minutes wearing Boating Gear (at least boating shoes, long jeans, a shirt and a personal buoyancy device).
6. Be able to swim 250m in Boating Gear in open water (dams/lakes).
7. Do any **TWO** of the following:
  - a) Help to repair a boat or canoe.
  - b) With adult help build a raft and take the adult rafting.
  - c) Paddle a canoe 50m, turn and paddle back.

**NOTE: A letter from the adult must be produced.**

# chess



## Requirements:

1. Show the examiner that you know how to set up a chess board correctly.
2. Know all the names of all the pieces and their moves.
3. Explain to the examiner what the terms stalemate and checkmate mean.
4. Know the two ways to castle and when you may/may not castle. Explain why you would castle.
5. Play three games of chess, one of which must be in front of the examiner.
6. Use your knowledge of the game to teach someone how to play chess.

# citizen



## Requirements:

1. Know the names of the President of South Africa, the vice-Presidents, and Premier of your Province. List them in your notebook. Put in pictures of your national capital.
2. Know the background of two historical places (monuments, buildings, battlefields, etc.) in your area.
3. Explain why we have laws and why you think it is important to obey the law.
4. Do **THREE** of the following:
  - a) Know and tell about a famous man or woman of your country. Explain why you think he/she is a good citizen.
  - b) Name three organizations in your district, other than churches, which help people. Describe what one of them does.
  - c) Alone or with your Six do a good turn for a church, school, hospital, old people's home or children's home in your neighbourhood (only one required for the test).
  - d) List five people from anywhere in the world who are good citizens. Explain why you chose them.
  - e) Find out about another ethnic group in your area – the people, the language they speak, and something about their history and customs.
  - f) Tell why we have a government. Describe three things the government or the municipality does for you and your family.

# civil emergency

(You must have passed your 10<sup>th</sup> birthday before you start this badge)



Requirements:

Do any **FIVE** of the following:

1. Show that you know the location of the main cut-off points for water, gas and electricity in your home AND the pack meeting place.
2. Explain the importance of clean water and demonstrate how to purify water using a funnel and natural materials.
3. Show that you know the telephone numbers of the nearest fire station, police station, doctor and ambulance. Write them on a card and place them in a prominent place in your home.
4. With your parents, check or prepare the family first aid kit. Know where it is kept and how to use the materials contained in it.
5. Find out three types of events that could become a civil emergency in your area.
6. Discuss a family emergency plan with your family. Be able to explain to the examiner what your plan is.
7. Show and tell your family household what you have learned about preparing for emergencies.

(Note: A letter must be produced from a parent or another adult for No's 1 and 4)

# collector



Requirements:

1. Make a collection of one group of items over a period of six months. The collection is to be classified (or grouped), labeled and neatly presented.
2. Be able to explain the classification or grouping used in your collection and point out important items.
3. Talk about the value of making collections.
4. Read and talk about a book dealing with the subject of your collection OR a book written about collecting.
5. Present your collection to the Pack and explain which items really interest you.
6. Help a friend get started on a collection of his or her own.

# computer



## Requirements:

1. Know the various parts of a computer and explain what they are used for:
  - CPU
  - Keyboard
  - Screen
  - Printer
  - Mouse
  - Speakers
  - USB port
  - Router and Ethernet cable
2. Show a basic knowledge of a computer keyboard and its functions.
3. Explain how to care for a computer and its components.
4. List FIVE uses of a computer in your daily life.
5. Show how to transfer a file from one computer to another using two of the following methods:
  - USB stick
  - E-mail
  - Web service (e.g. the Cloud, Drop box, etc.)
  - Shared folder
6. Show a person who has never used a computer before how to start a computer, open an application, save work, exit an application and turn off the computer.
7. Know the personal safety rules which you need to remember when using the internet.
8. Explain the functions of FIVE commands (e.g. cut, paste, copy, etc.) in any application.
9. Choose (a) or (b)
  - a. Write an article for your Pack Log book using a word processing application on the computer. Print a draft article then the final report explaining the changes you made.
  - b. Using a computer design one of the following:
    - A flyer/poster advertising Cubs
    - A new Cub badge
8. Under supervision, search for information on the internet and show how to send and receive e-mail.

# conservation



Requirements:

Do any **THREE** of the following:

1. Name an animal in Southern Africa that is in danger of extinction and explain why.
2. Draw and explain a simple picture that shows how water that falls as rain gets to your water tap and where it goes when it leaves your house.
3. Make a poster reflecting ways you and your family can reduce your carbon footprint.
4. Do **ONE** of the following:
  - a) Carry out an experiment that shows how soil may be lost or ruined and how grass or other plants help protect soil.
  - b) Implement a water saving technique at home and show the technique or the water savings achieved, i.e. keep a record for a week before and after? Show the examiner your results.
5. Visit a fauna or flora reserve and report how these reserves conserve animals and plants.

# cooking



Requirements:

1. Know why you should wash your hands before preparing food.
2. Know the correct way to dispose of rubbish both at home and in the bush when camping.
3. Braai meat and potatoes properly over an open fire.
4. Prepare and cook the main meal and a hot drink for the family. Wash up and put away the dishes and utensils.
5. Do any **ONE** of the following. Share what you have made with others.
  - a) Prepare and cook scones, a tart, or a cake.
  - b) Make some sweets, e.g. fudge, toffee, etc.
  - c) Make mealie meal or oats or mabela porridge or putu.
  - d) Make a stew or meat and vegetables.
6. Learn the dangers of working with a hot stove, microwave oven and cooking over an open fire.

# craftsman

**This badge must be done with adult supervision.**



Requirements:

Do the following:

1. Make any **TWO** of the following items using appropriate tools:
  - a) Book rack
  - b) Message holder
  - c) Bird house or bird feeder
  - d) Lamp stand
  - e) Key rack
2. Explain how to safely handle the tools that you will be using to complete these items.
3. Plan your projects before you begin by listing the following:
  - Materials required.
  - Tools required.
  - Detailed instructions for each item.
4. Finish the items by painting, staining or varnishing them.
5. Do any **TWO** of the following:
  - Make a useful article from leather.
  - Make a useful article from metal.
  - Make a useful article from raffia or grass.
  - Make a useful article from cane.
  - Make a useful article from clay.
  - Make a useful article from rope.

These articles should be challenging and must involve various steps.

# cycling

Requirements:

Be able to:

1. Name the different parts of a bicycle and explain their use.
2. Demonstrate how to ride a bicycle.
3. Explain what safety equipment a rider and bicycle must have.



4. Show the examiner what hand signals you may have to use during a bicycle ride.
5. Explain to your examiner the most important road rules that apply to cyclists.
6. Keep a bicycle in good condition and show how to repair a puncture, oil and clean your bike.
7. Ride a cycle 100 metres and do 90 degree right and left turns, U turns and an emergency stop.
8. With your examiner or an adult go for a ride of about two kilometres and demonstrate proper signals.

## drawing



### Requirements:

Do any **THREE** of the following:

1. Draw a freehand sketch in the presence of the examiner.
2. Make a comic strip of at least six frames. This can be added to the Group or Pack newsletter.
3. Make a stencil pattern.
4. Make a poster advertising a Cub Pack activity and place this in a public area (Scout hall, school or shopping centre).

## engineer



### Requirements:

Do any **FIVE** of the following:

1. List at least THREE different engineering professions and FIVE types of projects that each works on.
2. Visit a construction project, accompanied by an adult, and observe the required safety procedures (e.g. a building, road or a bridge). Look at the plans and explain in detail what you found out about the job (e.g. house being built). Get permission before you visit.
3. Measure the size of the block of land on which your house is built and draw a sketch plan of your block to scale, showing the location of all buildings.
4. Draw sketches of THREE different types of bridges and explain the sketches.
5. Build and demonstrate how a block and tackle works.
6. Draw floor plan of your house including doors, windows, and stairs.
7. Make a drawing of how electricity gets to your house.
8. Make a model of a famous dam, bridge or tall building and find out as much as you can about it.

# entertaining



Requirements:

Do any **THREE** of the following:

1. Learn and present to the Pack three different magician's tricks.
2. Make and play a home-made musical instrument.
3. Play two tunes on any musical instrument.
4. Sing three songs.
5. Dance three items of not less than three minutes each.
6. Organise a band within the Pack using any instruments, including home-made instruments, and play at a Pack meeting.
7. Tell a story using puppets or perform a mime at the Pack meeting.

# family camping



Requirements:

Do **ALL** of the following:

1. Attend a camp under canvas or go on a caravan holiday with your family.
2. Pitch a tent with the help of one other person for a family camp.
3. List all the equipment necessary for a family camp.
4. Help pack the car for a family camp.
5. Know the precautions to take when pitching a tent for camp.
6. Explain how to care for a tent.
7. Know the veld fire regulations for the locality in which you are camping.
8. Help to prepare a meal and do the washing up for your family while on camp.

**(Note: A letter from your parents confirming what you did is necessary for No's 1, 2, 4, and 8)**

# first aid and health



**(You must have passed your 10<sup>th</sup> birthday before you start this badge)**

Requirements:

1. Show that you clearly understand:
  - a) The limitations of your knowledge as a First Aider;

- b) The importance of summoning adult help in the case of accidents.
  - c) The need to make sure that the area is safe for you, before you help someone else.
  - d) How to activate the Emergency Medical Services in your neighbourhood; including emergency phone numbers from a cell phone and a landline.
  - e) Why it is important to use rubber gloves or plastic bags when dealing with open wounds.
  - f) Be able to identify the items in a first aid kit and give an example of what you can use them for.
  - g) Show where the first aid kit can be found in the Scout hall/Pack meeting place.
  - h) Explain what CPR is and when it is used.
2. Do the following:
- a) Demonstrate how to control bleeding by direct pressure with the finger or hand using rubber gloves or plastic bags.
  - b) Demonstrate how to stop a nose bleed.
  - c) Demonstrate what to do if your clothes or another person's clothes catch fire.
  - d) Demonstrate how to use your scarf for an arm sling and how to use it to make a bandage.
  - e) Demonstrate how to put someone who is unconscious/not responding, but is breathing, in the recovery position.
  - f) Demonstrate how to help someone who has burned their hand (e.g. on a kettle of water or a hobo-stove).
  - g) Explain two dangers to health of each of the following: smoking, drinking alcohol.

## fishing



### Requirements:

1. Describe the safety rules for fishing and boating, and list the simple rules of fishing courtesy.
- Do **THREE** of the following:
2. Identify five fish caught in the rivers of southern Africa.
  3. Rig a fishing line with hook and sinker and use it for fishing.
  4. Go fishing with an adult; bait a hook, and catch a fish.
  5. Demonstrate how to cast with a rod and reel.
  6. Make a list of fishing laws concerning:
    - a) the minimum size of three fish in your area you're allowed to catch;
    - b) the fishing regulations in your area.

**(Note: A letter must be produced from a parent or adult for No. 4)**

# food for life



## Requirements:

1. Explain what the best place and size for a food garden is.
2. Obtain or make garden tools and explain how to use and look after them (rake, spade and watering can).
3. Prepare the soil, including mulching.
4. Sow seeds or plant seedlings.
5. Explain how to use water sparingly.
6. Harvest one vegetable or fruit.
7. Explain why vegetables and fruit should be eaten.

**(Note: Container gardening is also acceptable)**

**There is a booklet available from your Scout Shop which will assist you in getting this badge.**

# flying models



## Requirements:

1. Explain the safety rules for kite or model airplane flying.
2. Do any **TWO** of the following:
  - a) Make and fly a glider
  - b) Make and fly a box kite
  - c) Make and fly an "ordinary" kite (made with 2 or 3 sticks)

# gardening



## Requirements:

Do any **FIVE** of the following:

1. Find out what types of plants are best suited to grow in your area.
2. Explain what plants need to grow.
3. Explain how you can help plants to grow without water.
4. Grow flowers in a bed or in a window box.
5. Plant and grow at least two vegetables for use by your family.
6. Grow some flowers or vegetables in a solution of chemicals. **(Note: A letter must be produced from a parent or adult).**
7. Find out how to attract birds to your garden by planting the right type of plants.
8. Grow a new plant from old ones; either by cuttings or by seeds or pips.

# geocaching



## Requirements:

1. Explain what the following terms mean:
  - GPS
  - Geocache
  - Waypoints
2. Describe what a GPS is and demonstrate a basic understanding of how it works.
3. Describe what types of items are not appropriate in a Geocache.
4. Describe what to do with the contents of a Geocache when you find one (log book/trading).
5. Describe what to do with a Travel Bug or Geocoin (Trackables).
6. List at least five items from the Geocaching Etiquette.
7. Explain what the basic Geocaching safety tips are.
8. Find three traditional and one Multi Geocaches. Record their GC number and their co-ordinates and provide photographic proof of your finds.
9. Create a Geocache (not necessarily one that will be placed out).

# geologist



## Requirements:

Do any **FOUR** of the following:

1. Explain what a geological map is and why Geologists use them. Be able to point out any mining activity or major faulting on the map.
2. List the three major rock classes that can be found. Name two rock types from each class.
3. List at least five tools that a Geologist will use in the field or on a mine.
4. List at least five types of minerals that are mined in South Africa and where they are mined in the country.
5. Make a drawing to show the causes of a volcano, a geyser, and an earthquake.
6. Make a drawing that explains the following:
  - a) A normal fault
  - b) A reverse fault
  - c) A Dyke
  - d) A Sill
  - e) Folding
7. Explain one way in which mountains are formed.

8. Make a collection of ten small pieces of different semi-precious stones found in Southern Africa. Label them with their correct names and where they were collected.

## handcraft

Requirements:

1. Make an article which would be useful at home.
2. Make a gift or toy and give it to someone outside of the household.



## hiking

**(You must have passed your 10<sup>th</sup> birthday before you start this badge)**

Requirements:

1. Know the equipment needed for a day hike. Discuss the choice of clothing, food/water and first aid kit.
2. Explain to the examiner what is meant by:
  - Hiking at the slowest persons pace
  - Being hike fit
  - Being aware of surroundings

And demonstrate how these are applied on a hike.

3. Explain the importance of the buddy system and safety when on a hike and the importance of taking care of your feet.
4. With other Cubs and a competent adult, hike a distance of at least 8kms over country tracks or across country. This must be split over two or more hikes.



## homecraft

Requirements:

1. Lay a table correctly.
2. Make a bed.
3. Wash and dry dishes after a meal.
4. Learn to clean your shoes and ensure that they are clean before going out each day.



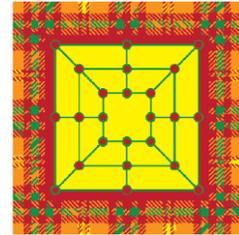
5. Sew on a badge or button.
6. Wash and iron your Group scarf.
7. Know the dangers of handling cleaning agents and hot appliances.
8. Show that you know how to be useful at home.

**(Note: A letter must be produced from a parent or adult)**

## indigenous games

Requirements:

1. Learn how to play four indigenous games.
2. Know the rules for each of these games.
3. Teach others how to play two of these games.



## landscaping

Requirements:

Do any **THREE** of the following:

1. Help take care of your lawn or help take care of the lawn of your school, public building, or church, for one season. Seed or replant bare spots. Get rid of weeds. Pick up litter. Agree ahead of time what you will do.
2. Make a sketch of a landscape plan for the area right around your home or for some other building, showing the trees, shrubs and flowers you could plant to make it look better.
3. Take part in a project with your family, Pack, or others to make your neighbourhood look more beautiful. This might be clean-up parties, painting, planting, cleaning and painting rubbish bins and removing weeds.
4. Start a compost heap in your yard using leaves, grass clippings, and similar plant materials, and explain how you will use this compost in a garden.
5. Point out and name four problem plants in your area; in addition point out three common enemies and three common friends of the garden.

**(Note: A letter must be produced from a parent or adult for No. 1)**



# linguist

(You must have passed your 10<sup>th</sup> birthday before you start this badge)



Requirements:

Carry out the following requirements in any language (including English, Afrikaans and any African language) other than your home language.

1. Hold a conversation for ten minutes.
2. Write a letter or an article for your Pack newsletter of at least 100 words.
3. Translate, in your own time and with the help of a dictionary, an easy passage from a book or magazine.

# masks

Requirements:

Do any **FOUR** of the following:

1. Make a simple papier-mâché mask.
2. Make an animal mask.
3. Make an African mask.
4. Draw, paint or crayon three designs of primitive ceremonial masks.
5. Be able to explain the origin of the African mask or ceremonial masks that you have chosen.



# miniscass

Requirements:

1. Know the steps to take to be safe when doing a stream assessment.
2. List the equipment that you need to do the assessment.
3. Make your own net to do an assessment.
4. Use your net and do an assessment on a river of your choice. Report your findings on a MiniSASS Scoring sheet or to your Pack Scouter.
5. Be able to identify the different groups of insects from pictures or give two reasons what may affect the type and number of insects and bugs you found.



# model boats



Requirements:

1. Make a model boat with a rubber band propeller.
2. Draw a picture of a rowing boat and oars and name the parts of the boat.
3. Find out five things that boats and ships are used for around the world.
4. Make two different boats or rafts out of natural materials such as wood, paper or anything that will float.

# naturalist



Requirements:

Do any **FOUR** of the following:

1. Keep a "zoo" of insects such as ants, grasshoppers, cricket, or praying mantises for four weeks.
2. Set up an aquarium or terrarium and keep it for four weeks using plants you have collected.
3. Make a migration chart showing the pathways followed by migratory birds that visit Southern Africa.
4. Observe six animals (birds, fish, reptiles, amphibians, or mammals) in their natural habitat. Describe the place where they were seen and what they were doing.
5. Visit a museum of natural history or zoo and find out the purpose of the place visited and the things collected.
6. Know the names of important game reserves and explain why they exist. Name some of the animals found in the game reserves and how they are being conserved by the reserve.
7. Draw (or trace) and colour three animals which are not found in any continent but Africa.

# nature craft



Requirements:

Do any **FOUR** of the following:

1. Make plaster casts of three kinds of leaves.
2. Make plaster casts of three bird or animal tracks.
3. Collect, press and label ten kinds of leaves.
4. Observe three insects and make notes.

5. Collect eight kinds of seeds and label them.
6. Collect eight kinds of precious stones or different types of rocks and label them.

## open water swimmer

***(Open water is defined as dams, reservoirs and lakes; not flowing water nor a swimming pool)***



Requirements:

1. Hold the Swimmer badge.
2. Swim 250m using any stroke in open water.
3. Explain the key differences between pool swimming and open water swimming with regard to:
  - a) Temperature
  - b) Visibility
  - c) Weather conditions
  - d) Support and Safety
  - e) Entering and exiting the water safely.
4. Know the importance of:
  - a) The buddy system.
  - b) Footwear when entering a dam, reservoir or lake.
  - c) The risk of swimming where boating activities take place.
  - d) The purpose of wearing a swimming cap.

## outdoorsman

**(You must have passed your 10<sup>th</sup> birthday before you start this badge)**



Requirements:

Do any **FIVE** of the following:

1. Make your own shelter outdoors using a ground sheet, tarpaulin, plastic, etc. and sleep in it for at least one night, away from home.
2. Know the parts of a hand axe and the safety rules for using and handling a hand axe.
  - a) Demonstrate to a Scouter how to use a hand axe.
3. Know the fire safety rules and the dangers of building fires outdoors.
  - a) Demonstrate the collection of fuel for your fire.

- b) Correctly lay and light the fire.
4. Cook a simple two course meal over the fire using handmade utensils.
5. Demonstrate how to collect water with either a trap, condensation or still.
6. Demonstrate how to find your way using two methods other than a compass.
7. Describe to the examiner the preparations required for a one day hike, e.g. arranging transport, cost, adequate and suitable clothing, footwear, food, first aid kit, etc.
8. With your Pack, plan and participate in an outdoor evening activity which includes a campfire.

**(Note: A letter from your parent or another responsible adult is necessary for No. 1)**

## pets



Requirements:

1. Care for an animal or pet for one month and plan with your parents or another adult, how best to feed and care for the animal or pet.
2. Find out about two diseases that could affect your animal or pet and how to prevent them.
3. Know what signs to look for when your pet is ill.
4. Know the importance of having pets sterilized to avoid unwanted animals.
5. Learn something about an animal or pet and explain what you have learnt.
6. Provide food, blankets or something similar for an animal welfare organization.

**(Note: A letter must be produced from a parent of other adult for No 1)**

## photography



Requirements:

Do **ALL** of the following using a digital camera:

1. Show that you know how to use and look after your camera. Show how to turn it on and off, use the zoom function and view finder.
2. Be able to transfer pictures from the camera to a computer or tablet.
3. Take ten or twelve photographs at a Pack meeting, event or camp and present them to advertise the Scout movement.
4. Take six photographs of one subject in varying light conditions such as direct sunlight, backlighting, shade, cloudy day, flash and indoor lighting. Mount the photographs for display. Be able to explain the difference about the results of your photographs.

5. Choose **ONE** of these activities to do:
- Take two pictures of the same thing – one in colour and one in black and white. Compare how the effects change the way the final picture looks.
  - Using a digital camera, make a short film on a subject of your choice.
  - Using a series of photographs, make a short animation sequence.
  - Take a photograph of people, animals, an urban scene or a landscape. Think about the light, the positioning and setting of your photograph. Explain why you composed your photograph in the way that you did.

## projects

Requirements:

Do any **THREE** of the following:

- Wire a buzzer or a doorbell.
- Make a simple electromagnet.
- Make a model crane with an electromagnetic lift.
- Make an electric buzzer game

**(Note: for each of these, batteries are to be used NOT main supply)**

- Make and use a crystal set.
- Make and use a steam-propelled boat or hot air balloon.

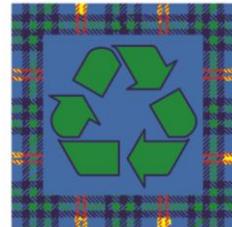


## recycling

Requirements:

Do any **FOUR** of the following:

- Choose something that you currently throw away and come up with a new idea on how to re-use or recycle it.
- Show your Pack three products that are made with recycled materials.
- With your Pack participate in a recycling project such as a glass, tin, plastic or paper drive.
- Visit or learn about a company that is involved in recycling.
- Make a list of ten items that display the recycling symbol.
- Make your own fire lighters with recyclable material of your choice.



# religion and life



(You must have passed your 10th birthday before you start this badge)

The requirements for this badge can be obtained from your Regional Headquarters.

## repairs



Requirements:

1. Discuss the different types of glue that can be used for different materials.
2. Use glue to repair a broken article.
3. Demonstrate to the examiner how to replace a washer in a leaky tap OR how to repair a fence.
4. Demonstrate to the examiner how to repair an electrical plug.
5. Refurbish or repaint something.
6. Show that you know how to use and take care of any FOUR of the following: screwdriver, hammer, vice, wood plane, brace and bit, pliers, adjustable wrench, saw or G-cramp, hand drill, battery operated drill.
7. Do a good turn for an elderly person or an organization that supports the needy by doing some basic outdoor repairs (e.g. a gate at granny's home, etc.)

## scholar



Requirements:

Do any **FOUR** of the following:

1. Produce a list of at least six books, varied in their subject matter, you have read in the previous year, and name the authors. Tell the examiner in your own words, the stories of three of them chosen by yourself. (The books must be of reasonable standard taking the Cub's age into consideration).
2. Demonstrate how to use a dictionary by being able to look up and explain three words selected by the examiner.
3. Explain the meaning of a verb, noun and adverb.
4. Read a short story to your Pack or other children.
5. Write a short story of your own and tell it to your examiner or your Pack.
6. Explain how to find out information in a library or encyclopedia.
7. Visit a library, meet the librarian and find out how books in the library are classified.

**(Note: A letter must be produced from a librarian for No 7)**

# scientist

(You must have passed your 9th birthday before starting this badge.)



Requirements:

Complete **Part A** and complete **THREE** of the **FOUR** sections of **Part B**

## PART A

Visit a museum, laboratory, observatory, zoo or other facility that employs scientists. Talk to a scientist about his/her work and report back to the Pack what you have learnt.

## PART B

### ELECTRICITY

1. Make a simple switch together with an adult and show how it could be used to control a light bulb powered by a battery. Explain the safety precautions.
2. Explain the difference between a conductor of electricity and an insulator.
3. Explain the difference between a closed circuit and an open circuit.

### WEATHER

Set up a simple weather station by using **THREE** of the following items and keep simple daily records over a period of a month. Show what you have made and explain how they work to your Pack.

1. Barometer to measure air pressure.
2. Anemometer to measure wind speed.
3. Wind sock to show wind direction.
4. Hygrometer to measure humidity.
5. Rain gauge to measure rainfall.

### CHEMISTRY

1. Present a scientific experiment in front of your Pack. Explain what you are doing and why. Explain your results.
2. Grow crystals from a salt or sugar solution.
3. Materials are grouped together into acids or bases according to their pH. Make your own pH indicator from natural materials and explain why different household items change the colour of the indicator.

### PHYSICS

1. Explain about the earth's magnetic field and make a simple compass.

2. Show that you understand the difference between a solid, liquid and gas. Do an experiment to illustrate that you know the difference. Explain what you did to your Pack or Pack Scouter.
3. Show what is meant by an optical illusion. Do some research on caring for your eyes and tell your Pack about it.

## secret codes



### Requirements:

Do any **THREE** of the following:

1. Think up and use a secret code.
2. Write a message in invisible ink.
3. Decipher a message of at least twelve words which has been written in a simple code.
4. Make a cipher wheel and use it to write a message of at least ten words.

## showman



### Requirements:

Do satisfactorily **FOUR** activities in **ONE** of **FOUR** entertainment fields offered:

1. PUPPETRY
  - a) Write a puppet play.
  - b) Make a set of hand puppets or marionettes for the play you have written.
  - c) Construct a simple stage for hand puppets, shadow puppets, or marionettes.
  - d) Alone or with others put on a puppet show for your Pack.
  - e) Make two puppets from socks and put on a one-man show.

**OR**

2. MUSIC
  - a) Demonstrate your ability to play four tunes on a musical instrument.
  - b) Sing two songs alone or with a group.
  - c) Explain what folk music is and hum, sing, or play a folk song.
  - d) Name three Southern African composers and a composition written by each one.
  - e) Draw a staff, clef, sharp, flat, natural note, rest, and explain their use.
  - f) Lead or take a prominent part in a traditional dance.

**OR**

### 3. DRAMA

- a) Recite a patriotic or humorous monologue.
- b) Attend a play and describe the story, explaining what you liked and disliked.
- c) Read a play and describe the story.
- d) Write, produce and join in a one-act play.
- e) Describe the difference between opera, musical comedy, and drama.
- f) Take part in a Scout show or similar amateur performance.
- g) Describe theatre in the round and point out its advantages and disadvantages.

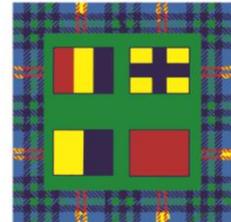
**OR**

### 4. TRADITIONAL ENTERTAINMENT

- a) Demonstrate traditional attire.
- b) Demonstrate your ability at playing a traditional instrument.
- c) Sing two traditional songs.
- d) Perform two traditional dances.
- e) Explain the story behind two traditional dances.
- f) Tell a traditional folk story.

## signalling

Requirements:



Do any **FOUR** of the following:

1. Explain when the international maritime signals would be used.
2. Make a set of paper, cardboard, or cloth flags of the international maritime alphabet in colour. By using this set, or by making a series of drawings, spell out a simple message of about six words.
3. Explain the letters of the international alphabet.
4. Choose five flags and explain the meaning of the international code.
5. Know the alphabet in semaphore, using small flags, and send correctly a message of no fewer than eight words.
6. Know the deaf alphabet and use it to communicate your name.
7. Demonstrate and teach other children, five simple phrases using sign language and know their meaning.

## simple machines

Requirements:



1. Explain how the six simple machines work and give an example of each:

- Lever
  - Pulley
  - Wheel and axle
  - Wedge
  - Inclined plane
  - Screw
2. Demonstrate how to use at least four of these simple machines. Explain how they make our lives easier.
  3. Make a game that uses one of the six simple machines and play the game either with your Pack or another Cub.
  4. Find out how you need to maintain four simple machines in everyday objects, which you come into contact with at the Pack meeting place and at home.

## singing

Requirements:

Do any **THREE** of the following:

1. Learn and sing the national anthem.
2. Learn and sing three verses of a folk or national song of your country.
3. Learn and sing three Scouting songs.
4. Learn and sing the first verse of three hymns.



## skies

Requirements:

Do any **FOUR** of the following:

1. Make a model or draw a diagram of the solar system.
2. Explain the difference between a star and a planet.
3. Identify three constellations from the southern hemisphere.
4. Make pinhole planetariums to show three different constellations from the southern hemisphere.
5. Learn how to observe the sun safely. Find out and explain how the earth moves around the sun.
6. Observe the moon using binoculars or a telescope if you can. Describe some of its features.



# sportsman



## Requirements:

1. Show reasonable proficiency and take an active part in at least one team sport and one individual sport.
2. Know the rules and how to score.
3. Know the equipment used and how to care for it.
4. Know the safety rules.
5. Show a good sporting spirit in all Cub activities.
6. Know the importance of warming down and stretching after a sporting activity and taking a shower after sport, if possible, or at least changing out of the clothes worn during the sport. Know the importance of good care of the feet.

**(Note: a letter must be produced from any one of the following: gym teacher, coach, Akela or other adult for no 1 and from Akela for no 5)**

### TEAM SPORTS

Baseball  
Basketball  
Cricket  
Hockey  
Netball  
Rugby  
Soccer  
Softball  
Volleyball

### INDIVIDUAL SPORTS

Archery  
Badminton  
Cross country  
Diving  
Fishing  
Golf  
Gymnastics  
Horse riding  
Ice skating

Jukskei  
Martial Arts  
Roller skating  
Sailing  
Skate Boarding  
Skiing  
Squash  
Surfing  
Swimming

Table Tennis  
Tennis  
Water Skiing

# swimmer



## Requirements:

1. Do a racing dive and swim 50m using a racing stroke.
2. Swim 50m using a different stroke.
3. Be able to tread water for TWO minutes in salt water or ONE minute in fresh water.
4. Be able to float on your back for SIXTY seconds in salt water or THIRTY seconds in fresh water.
5. Be able to "duck dive" (dive while standing in the water or swimming) and collect an item from a depth of at least 1.2m.
6. Explain the "buddy system" and basic rules for safe swimming.

# traveller

Requirements:

Do any **FIVE** of the following:

1. Obtain a map and timetable from the railway, bus/taxi company or airline serving your town or city and discover some places they go to.
2. Use timetables to plan a trip from your home to another city or town by train, bus, taxi, aircraft, boat, or a combination of these.
3. Find out what it costs per kilometre to travel by bus, taxi, train, airline, or boat to another city or town.
4. List four short trips you would like to take with your parents. Plan and lay out the trips on a road map. Using the map, act as navigator on one of these trips of at least 40km.
5. Pack a suitable travel bag for a three-day trip away from home.
6. Check the first aid kit in the family car and ask your parents to add anything which is missing.

**(Note: A letter must be produced from the driver for No. 4)**



# working toys

Requirements:

Do any **THREE** of the following:

1. Make a scooter or a simple soapbox cart.
2. Make a windmill.
3. Make a water mill.
4. Make an invention of your own design that goes.



# world friendship

**(You must have passed your 10th birthday before starting this badge.)**

Requirements:

Do any **FOUR** of the following:

1. Be a pen friend to a Cub from another country.
2. Recognise the flags from TEN countries around the world.



3. Collect THREE coins, stamps and postcards from three different countries around the world.
4. Write a prayer about world peace and friendship.
5. Mark a world map to show where all the World Jamborees have been held.
6. Find out about an international charity or organization that helps around the world and tell your findings to the rest of the Pack.
7. Find out about traditions, culture, food and other interesting things about a country other than your own.

# world scout environment



**(You must have passed your 10th birthday before starting this badge)**

## Requirements:

There are 5 sections to this badge. You must complete **ONE** requirement from sections 1, 2 and 3 and **ALL** requirements in sections 4 and 5.

### Section 1

- a) Find out about three water borne diseases and how to prevent them. Create a poster/storybook/song/play to teach others about the dangers of water borne diseases.

OR

- b) Conduct a miniSASS at your local waterway. Record your findings in a log book.

OR

- c) Carry out an experiment to test the air for pollution (e.g. charcoal burning or car fumes).

### Section 2

- a) Visit a wildlife rehabilitation centre, game or nature reserve, communal land (e.g. forest or rangeland) to discover the loss of biodiversity and natural habitat and convey what you learnt to the examiner.

OR

- b) Take part in a nature clean-up lasting half a day and report the results to the examiner.

OR

- c) Make and display an environmental impact poster/story indicating good and bad practices affecting biodiversity and natural resources.

### Section 3

- a) Name five harmful substances and their impacts/effects to people and the environment, and alternate natural remedies to replace them.

OR

- b) Make compost or a worm-farm. Make notes on the progress of the compost/worm-farm over a month and explain how you expect your garden/crops to benefit from it.

OR

- c) Make a natural fertilizer. Use on your crops or garden and make notes of your observation over a month.

OR

- d) Carry out an experiment to observe the time it takes for different items to decompose. Bury natural, e.g. citrus peel, scrap food, a flower/leaves and man-made materials, e.g. cardboard, tin can, plastic in the ground and leave for one month before removing and observing the difference.

### Section 4

- a) Earn the recycling badge.  
b) Make a poster of how five common wastes in your community can be reused or recycled.

### Section 5

- a) Plan what you could do in the event of:
- An oil spill
  - A fire in your community (shack/veld)
  - A flood in your community
  - Storm damage
  - Drought

# challenge badges:

## messengers of peace



### Requirements:

1. Together with your Pack carry out a community service project of 10 hours or more.
2. Ensure your Akela uploads the Messengers of Peace project on the Messengers of Peace website.
3. Inform the national office via [projects@scouts.org.za](mailto:projects@scouts.org.za)

**Note:** The badge is placed above the left front pocket, where an event/activity badge is placed.

## recruiter - silver



### Requirements:

1. Recruit one new member for the Pack.

## recruiter - gold



### Requirements:

1. Recruit five new members for the Pack.

### **Note:**

For both Recruiter badges, the new member must be invested before the badges can be awarded.

The Recruiter Badge may be worn till the end of the subsequent calendar year in which it was earned. It has to be removed unless the Cub has recruited another member during the year.

# water champ



## Requirements:

### Raising Awareness:

1. Imagine your water taps run dry for a day. Write down or tell your Pack Scouter what you would do differently during that day without water.
2. List 3 ways to ensure you use less than 50 litres of water a day.

### Making sure Every Drop Counts:

1. Ensure your house is as leak-free as you can make it.
2. Look out for leaking taps and ask someone to fix them.
3. Only flush toilets with non-drinkable or grey water.
4. Look for any wasteful water practices in your home. Report back to your family on what you found out, what was done to prevent this water wastage and how many litres of water you have managed to save.

### Taking Personal Action:

1. Speak to your Parents or Pack Scouter about how you can assist to provide water to those in need in your family and Scout circles in the event of Day Zero and dry taps at homes.

# cub badge chart

