
Activity Badges 2006



Flexibility Statement

The requirements for the Activity Badges provide a wide range of choice for Cub Scouts. Most Cub Scouts will be able to access the Badges of their choice. There will be a number of children with Special Needs who will need further flexibility to gain their Activity Badges. Adaptation may be required specific to the needs of child concerned. The aim in each case should be to improve access to the Badge rather than to reduce the challenge of its requirements



Astronomer (NEW)

Complete the following

1. Make a model or draw a simple diagram of the solar system.
2. Explain the difference between a planet and a star.
3. Identify three constellations.
4. Find out about and present some information on the two of the following: Planets, Comets, the Northern Lights, The Sun, Eclipses, Meteorites, Black holes, The Moon, Light years, Space exploration or any other space related subject.
5. Observe the moon, if possible using binoculars or a telescope. Describe some of its features.
6. Know how to locate and identify the pole star or Southern Star. Know how explorers used it to navigate and plot courses.



Athlete Plus (NEW)

Gain at least 8 points but more than for the Athlete Badge. Add up the scores from the best four events

	Events	3 Points	2 points	1 Points
1.	50m Sprint	9 seconds	10 seconds	11 seconds
2.	Throw a cricket ball	25 metres	22 metres	18 metres
3.	High jump	96 cm	86 cm	76 cm
4.	Long Jump	3 metres	2.5 metres	2 metres
5.	Sargent jump	35 cm	30 cm	25cm

6.	Shuttle runs 6 x 10 metre's	18 seconds	19 seconds	20 seconds
7.	50 metres Skipping	12 seconds	13 seconds	14 seconds
8.	1000 metre run	5 minutes	6 minutes	10 minutes

For event three, special attention must be given to the nature of the jump, and the landing facilities required. Unless expert tuition and supervision is available, you must not attempt the Fosbury Flop.

For event five, the measurements refer to the height of the target when held at full arms stretch by the participants.

1. For event six, the limits of the run are marked on the ground. Your hand or foot



Map Reader (NEW)

Complete the following

1. Understand how to use the key of an Ordnance Survey map.
2. Be able to use 6 figure grid references.
3. Explain how to find north on a map and how to set a map to North.
4. Locate your home and Pack meeting place on an Ordnance Survey or street map.
5. Understand contour lines on an Ordnance Survey map.
6. Be able to identify ten Ordnance Survey map symbols
7. Use an Ordnance Survey map during an outdoor activity.
8. Know the eight points of a compass and use them during an outdoor activity.