

# Activity Badges 2006



## Flexibility Statement

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



## ASTRONAUTICS

Complete the requirements below:

1. Explain the purpose of space exploration including:
  - Historical reasons.
  - Immediate goals in terms of specific knowledge.
  - Benefits related to Earth resources, technology, and new products.
2. Chose one topic below and with it undertake Option One **or** Two:
  - a) A commercial or scientific rocket (Ariane, Delta, Soyuz, Proton, Zenit, etc).
  - b) The NASA Space Shuttle.
  - c) The International Space Station.
  - d) A specific satellite (e.g. Envisat, Cassini, Aurora, etc).
  - e) An unmanned space probe.

### *Option One -*

Describe the topic's primary mission purpose; explain the functions of the component parts, together with a brief history and accomplishments of a specific mission and what was learned from that mission.

### *Option Two -*

Build a scale model of or about the topic, either from a commercial kit, or from plans available from the Internet or model clubs and shops.

3. Discuss and demonstrate two of the following:
  - a) The law of action-reaction in the context of rockets and zero or low-gravity environments.
  - b) How rocket engines work, and their lift-off and re-entry procedures.
  - c) How satellites stay in orbit and the different types of orbits they use.
  - d) How satellite pictures of the Earth, planets and their moons are made and transmitted.
4. Complete all of the activities in one of the following Alternatives:

### **Alternative A – ROCKETRY**

1. Explain the Safety Code for Rocketry and be able to identify the principal parts of a rocket.
2. Describe how solid and liquid propellant rocket motors work.
3. Build, launch, and recover a single or double-staged model rocket.
4. Make a second launch to accomplish a specific objective. For example, carrying a fragile payload, aerial photography, altitude measurement, temperature measurement, parachute recovery, remote control, building a launch controller or launch pad.

Note: This activity must follow the appropriate BMFA/UKRA safety codes on Rocketry.

### **Alternative B - SPACE EXPLORATION**

1. Describe how space satellites and probes have added to our knowledge of the Solar System.
2. Build an accurate scale model of a space exploration vehicle. Find out about its design, function, and basic operation. Be able to help others learn about your vehicle.

3. Design an inhabited base space colony. What conditions will you need to overcome to ensure suitable living arrangements, energy sources, special equipment, health and safety needs, and environmental protection or danger? Share and explain your design or model with others.
4. Using photographs, news clippings, electronic/internet articles etc, mount a display about a current space mission and share your findings with others.

### Alternative C - SPACE PORT

1. With a group of Scouts, plan and participate in a themed 'Space Camp' or event, undertaking appropriate activities.
2. Assist in organising a visit to a space centre, museum, planetarium or rocketry enthusiasts group and share your experiences with an adult or other Scouts.
3. Make a list of the things an astronaut must have to survive for 14 days in a closed capsule, indicating how much of each is needed.
4. Find out about careers in the space industry.



## COMMUNICATOR

Complete the requirements in any one of the following alternatives:

### Alternative A. Radio communication

1. Complete the following three tasks:
  - a) Log 25 different amateur radio stations, showing date, time, call sign, frequency, readability and location. Some broadcast stations may be included.
  - b) Demonstrate how to tune a simple communications receiver.
  - c) Give an example of a typical 'greetings' message.
2. Explain in simple terms how radio waves travel around the world. Know the more commonly used HF and VHF amateur frequency bands.
3. Complete the following two tasks:
  - a) Know the Phonetic Alphabet and define at least eight international Q code signals.
  - b) Demonstrate your ability to recognise call signs from the UK and near continent.
4. Visit an amateur radio station.
5. Understand the regulations governing the use of amateur radio equipment.

Note: A Scout who holds or gains the Radio Amateur Novice Licence (Foundation, Intermediate or Full) or the Marine Radio Operator's Certificate of Competence and Authority to Operate or the Flight Radio Telephone Operator's Licence automatically qualifies for this Badge

### Alternative B. Communication codes

1. Send and receive a short message by Morse code or Semaphore at a rate of five words per minute.
2. When sending and receiving a message, demonstrate that you know the appropriate procedure.
3. Know the International Phonetic Alphabet and define at least eight international Q code signals.
4. Construct a simple Morse code oscillator and send a short message.

### Alternative C. Mobile and Internet communication

1. Know how to use your mobile safely and how to keep it safe.
2. Understand the meaning of the following terms SMS, MMS, 3G, WAP, Bluetooth.
3. Send a creative text, multi-media or video message to invite a friend to a Scouts event.
4. Manage a mobile phone address book, including the setting up groups.
5. Show you can accurately input text at a rate of 50 characters per minute.
6. Know how to keep yourself safe when chatting online.
7. Know how to use an instant messaging service such as MSN Messenger or AOL Instant Messenger.
8. Show you know the meaning of some popular chat abbreviations. R U & UR M8's WIV DA SLANG?
9. Send a creative and imaginative e-mail or instant message to a friend showing photos of an enjoyable

- Scouting activity you have been involved with.
10. Manage an e-mail address book, including setting up groups.

*Note: There are many online articles that can help in supporting this Badge, for example, Keep Safe Online ([www.chatdanger.com](http://www.chatdanger.com)); [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk) and The National Mobile Phone Crime Unit ([www.met.police.uk/mobilephone/index.htm](http://www.met.police.uk/mobilephone/index.htm)).*



## PARASCENDING

Complete the requirements below:

1. Know the Rules relating to Access to Airfields as laid down in *Policy, Organisation and Rules* and the Scout Association Factsheet on parascending.
2. Take part in a parascending course and be able to:
  - a) Demonstrate a good landing roll.
  - b) Be able to put on a harness and adjust it.
  - c) Assist on more than two occasions as tensiometer reader, observer or log keeper.
3. Know the main characteristics and different types of parachutes used by parascenders.
4. Show a basic knowledge of the theory of flight.
5. Experience at least four parascending flights. (Where a Scout is under 14 years, flights must be taken in tandem, and under the instruction of a BHPA dual qualified instructor.)

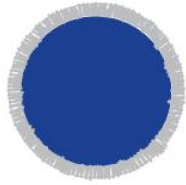
Note: Reference should be made to the Activity Rules in chapter nine of *Policy Organisation and Rules* and the Adventurous Activity Permit Scheme



## STREET SPORTS

Complete the requirements below..

1. Take a regular part in a street sport such as skateboarding, BMXing, roller or in-line skating or another street sport as agreed with the Leadership Team.
2. Complete all the activities below:
  - a) Own or use equipment for a street sport for 6 months. Be able to check, adjust and repair the equipment to ensure safe use.
  - b) Be able to demonstrate a reasonable level of skill in the chosen street sport and show evidence of improvement.
3. Explain the safety rules for your chosen sport.
4. Demonstrate ability in the chosen sport to other people or your Troop. This could be an exhibition or a public event or competition.



## ACTIVITY PLUS

Activity PLUS badges can be awarded if you develop your skills or knowledge to a higher level than the Activity Badge. It should represent a significant achievement, taking into account your abilities and the nature of the activity, as well as local facilities.

Complete the requirements below:

1. Hold the relevant Activity Badge.
2. Agree a target with the Troop Leadership Team before seeking to gain a PLUS badge, This should involve taking part in additional training or involvement in the activity, in order to develop further your knowledge and / or skills.

Examples of appropriate targets might be:

- a) For the Canoeist PLUS, achieve the BCU Two Star Award
  - b) For the Pulling PLUS take charge of a boat under oars
  - c) For the Meteorologist PLUS, keep a weather diary for an agreed number of months
  - d) For the Dragon Boating PLUS, train for a month as part of a team to compete in a National Dragon Boat Competition.
4. Achieve the target to the satisfaction of the Troop Leadership Team.

Note: POR and relevant Activity Factsheets should be referred to where appropriate.

A PLUS badge can be awarded for any Activity Badge, apart from the following:

Any Staged Activity Badge

- Basic Aviation skills
- Aviation Skills
- Advanced Aviation Skills
- Basic Nautical skills
- Nautical Skills
- Advanced Nautical Skills