

Beaver Colony Awards



This is the Beaver Logo. You will see it on letters, posters and many other items related to Beavers.

Under the progressive training scheme, there are lots of badges and awards. We will try and explain some of them to you now.

The scheme is broken down into several different sections. There are the Challenge badges that you will complete during Colony meetings, there are staged awards, participation awards and activity badges that you can complete at home.






These are the Challenge Badges. You will complete these by going to Beavers every week. You need to complete two of these and then complete a personal challenge before you can get your Chief Scouts Bronze Award. This is the highest award you can get as a Beaver, and you can wear it on your Cub Uniform when you move up to Cubs.



While you are a Beaver, you can also gain your Participation Awards. You

will get this award close to the anniversary of joining Beavers. You can wear the highest award on your Cub Uniform.

The following Activity Badges can be gained by doing some work at home. You can complete as many of these as you like. Talk to Hawkeye about what you are going to do, and then bring your work back to Beavers.

Badge	Requirements
 <p data-bbox="201 685 360 719">Adventure</p>	<p data-bbox="392 293 807 327">The Beaver Scout needs to:</p> <p data-bbox="392 360 1342 528">Take part in three activities with other Beaver Scouts that will provide adventure. Two should be activities that they have not tried before.</p> <p data-bbox="392 562 655 595">Examples include:</p> <p data-bbox="392 629 1390 864">Treasure hunt, Following a laid trail, Grass sledging, Journey using a new form of transport, Making and sailing a model boat, Climbing, Abseiling, Swimming, Canal boating, An adventure walk around a park, Visiting a pier, Swimming.</p>
 <p data-bbox="209 1346 360 1424">Air Activities</p>	<p data-bbox="392 943 807 976">The Beaver Scout needs to:</p> <ol data-bbox="392 1010 1390 1581" style="list-style-type: none"> 1) Make a paper dart out of paper and see how well it flies. 2) Find out about a particular aeroplane and tell others in the colony about it. Examples might be Concord, Spitfire, Airbus, Lynx helicopter etc. 3) Talk to someone who has flown in a plane, helicopter or hot air balloon and find out what it was like. 4) If they have already flown in a plane - tell others in the Colony what it was like. If not, tell them what they would like to fly in, and why.
 <p data-bbox="233 1984 336 2063">Animal Friend</p>	<p data-bbox="392 1659 1342 1738">Examples of suitable animals for this Badge include: dogs, cats, gerbils, guinea pigs, fish, birds, rabbits, lambs, stick insects.</p> <p data-bbox="392 1749 807 1783">The Beaver Scout needs to:</p> <ol data-bbox="392 1794 1382 2141" style="list-style-type: none"> 1) know how to care for an animal 2) help to take care of an animal for one month 3) tell other Beaver Scouts about the animal 4) know about the correct food to feed the animal, including type, variety and quantity 5) know about the habitat of the animal, such as where it sleeps etc. 6) know how to exercise the animal. <p data-bbox="392 2152 1390 2231">They will also need to keep a record of the food given to the animal and what they do with the animal for a period of two weeks.</p>



Creative

The Beaver Scout needs to:

- 1) explain/know about a creative activity
- 2) take part in the creative activity
- 3) tell the Colony about the activity.

Examples of creative activities include:

putting on a show or form of entertainment
making a mobile
preparing a basic meal.



Experiment

The Beaver Scout needs to:

- 1) decide what they are going to do and what is going to happen
- 2) grow something or investigate something and show how it works
- 3) share with the Colony what they have discovered.

Some examples of experiments could include:

- 1) growing a bulb in a container such as a bottle
- 2) growing mustard and cress on a potato or on blotting paper
- 3) showing how a torch works, for example, the on/off switch, batteries, bulb reflector

- 4) showing what a magnet can do, or making a game using magnets.

A Beaver Scout who has qualified for the Silver Star of the BAYS (The Youth Section of the British Association for the Advancement of Science) First Investigator Club qualifies automatically for this Badge.



Explore

Suggested places to visit and explore include:

- 1) the seashore
- 2) a forest or park
- 3) woodland
- 4) a town.

The Beaver Scout needs to:

- 1) think about what they expect to find and what they want to do
- 2) go on the visit
- 3) tell other Beaver Scouts about the expedition or journey.



Faith

The Beaver Scout will need to:

- 1) write a prayer or thought, or visit a place of worship
- 2) using a religious book, find a story that relates to the Beaver Scout Promise
- 3) tell other Beaver Scouts the story in an interesting way, for example, as drama, part of a game or collage
- 4) read or share a prayer at the opening or closing ceremony
- 5) show evidence of their visit with:
photographs, drawings, handouts, leaflets and information sheets.

Some examples of stories might include:

David and Goliath

Five blind men and the elephant.



Health & Fitness

The Beaver Scout will need to:

- 1) Learn about foods that are good for you
- 2) Learn about the value of keeping fit
- 3) Plan a healthy meal.
- 4) Tell others in the Colony about a sport or activity they take part in
- 5) Learn about personal hygiene



Healthy Eating

The Beaver Scout will need to:

- 1) Make a fruit salad
- 2) Make a healthy snack
- 3) Make two different sandwiches
- 4) List some unhealthy foods



Hobbies

The Beaver Scout will need to:

- 1) Take part in a chosen hobby for a period agreed
- 2) Tell and show the Colony the chosen hobby



Imagination

The Beaver Scout will need to:

- 1) Write, tell or act a short story, poem or play.
- 2) Build a model using a variety of objects.
- 3) Build a collage, draw or paint a picture imagining what life might be like in the future



Safety

The Beaver Scout will need to:

- 1) Explain the Green Cross code
- 2) Explain the Water Safety code
- 3) Say what to do when approached by a stranger
- 4) Identify possible dangers around the house and say what to do about them

There are also 6, section wide, Staged Activity Badges. As a Beaver Scout you can work towards any of these badges whilst at Beavers and then, as you move up to Cubs and Scouts, continue to improve your skills in these areas. The badges are:



[Emergency Aid](#)



[Hikes Away](#)



[Information Technology](#)



[Musician](#)



[Nights Away](#)



[Swimmer](#)

More information on these badges can be found on the main Scout Web Site here:-
<http://www.scoutbase.org.uk/library/hqdocs/badges/staged-index.htm>



Once you reach 8 years old, you should be ready to move up to Cubs. You will spend 5-6 weeks going to both Cubs and Beavers while you work on your Moving On Award. You can wear this on your Cub Uniform.



Once you have become a Cub, you can take all your Beaver badges and sew them onto a Camp Blanket. This is a traditional way of collecting your badges and also keeps you lovely and warm at camp.