

INTEREST BADGES

Do you have a hobby? Maybe you 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 you choose the ones that interest you most. By the time you gain the badge you will be quite expert at whatever you have chosen. Your mother and father will be able to help you with some of the badges and when they see the great things you can do, they'll look forward to helping you with future projects.

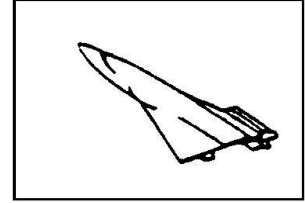
Read carefully what you have to do to earn each badge and practice it until you know how to do it well. When you think you are ready to gain your badge, tell Akela, who will arrange for someone to test you. Akela will also tell you what to do next.



And remember – DO YOUR BEST. You will be proud to wear a badge for which you have worked so hard. There are almost fifty badges to choose from.

CUB INTEREST BADGES

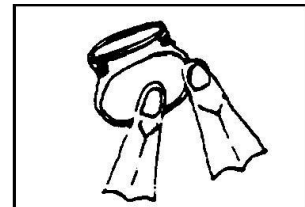
AIRCRAFT



Do any FOUR of the following:

1. Identify FIVE different aircraft in flight or from models or photographs OR attend an air show and list 5 planes seen at the air show.
2. Make and fly a model aircraft (not necessarily engine driven).
3. Make a sketch of a favourite model aircraft and name the parts of the aircraft.
4. List the basic emergency procedures of an aircraft. (This is the information that passengers on any flight are required to read at commencement of their flight).
5. List six items that are not allowed to be taken on board an aircraft.
6. Explain the location and use of the following places at an airfield:
 - Hanger
 - Apron
 - Control Tower
 - Main airports building
 - Windsock

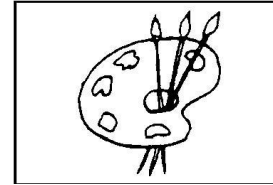
AQUANAUT



1. Swim 200m freestyle.
2. 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 of mouth-to-mouth resuscitation using a one-way valve.

ARTIST

Do any FIVE of the following:



1. Draw, paint or sketch an original picture using water-colour, 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 a mobile and hang it.
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, watercolours, felt pen crayon, and Cray-pas 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

Do any SIX of the following:

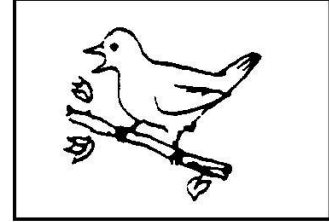


1. Run 50 m in 9.5 seconds.
2. Long jump (standing) 1.5m.
3. Throw a cricket ball 27m or more.
4. High jump 0.85 m.
5. Long jump (running) 2.5m.
6. Run 200m in 40 seconds or less.
7. Lie on your back. Hold your feet under something heavy and do 40 sit-ups.
8. Do 3 pull-ups on a bar and 10 push-ups from the ground or floor.

BIRDS

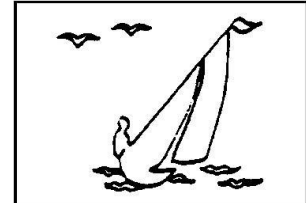
Do any THREE of the following:

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.
4. Draw and colour a bird which belongs to your locality.



BOATING

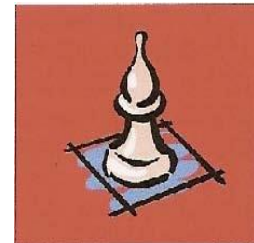
1. Know the rules of safe boating.
2. Know how to wear an approved life jacket and demonstrate the correct method of floating while wearing it.
3. Swim 50m using any stroke OR hold the Swimmer Badge.
4. Do any TWO of the following:
 - b) Help to repair a boat or canoe.
 - c) With adult help build a raft and take the adult rafting.
 - d) Paddle a canoe 50m, turn, and paddle back.



NOTE: A letter from the adult must be produced.

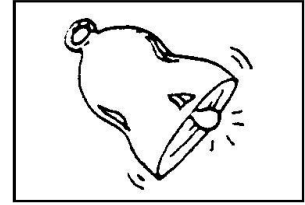
CHESS

1. Show the examiner that you know how to set up a chess board correctly.
2. Know all the names of the pieces and their moves.
3. Explain to the examiner what the terms stale mate and check mate mean.
4. Know the two ways to castle and when to castle.
5. Play three games of chess, one of which must be against the examiner.
6. Use your knowledge of the game to teach someone how to play chess.



CIVIL EMERGENCY

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



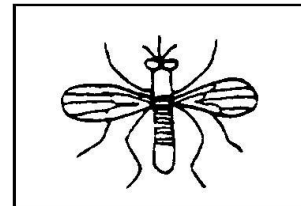
Do any FOUR of the following:

1. Show that you know the location of main cut-off points for water, gas and electricity in your home AND the pack meeting place.
2. Show that you know the importance of pure water and demonstrate how to purify water.
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 the card near your telephone.
OR
Explain how you would get help to deal with a fire, serious injury or other emergency.
4. With your parents, check or prepare the family first aid kit, and know where it is kept and how to use the materials contained in it.
5. Explain what to do in the event of civil emergency such as a fire, veldfire, flood or gale. Explain the need for emergency food supplies and clothing.
6. Be able to give clear and concise directions to the nearest fire station, police station, doctor, ambulance station or hospital.

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

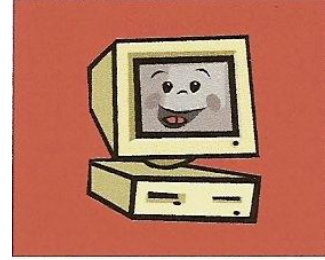
COLLECTOR

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.



COMPUTER

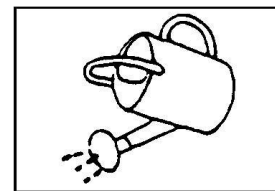
1. Know the various parts of a computer and demonstrate what they are used for:
 - Hard drive and cd rom
 - Keyboard
 - Screen
 - Printer
 - Mouse
 - Speakers
 - Modem
2. Show a basic knowledge of a computer keyboard and its functions.
3. Explain how to care for a computer and compact disks.
4. List five uses of a computer in your school and/or home.
5. 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.
6. Explain the functions of five commands (ie cut & paste) in any application.
7. 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

Do any THREE of the following:

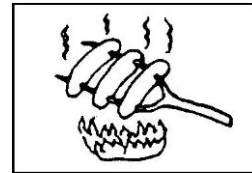
1. Name an animal in Southern Africa that is in danger of extinction and explain why.
2. Draw and explain a simple picture that shows how water that falls as rain gets to your water tap.
3. Carry out an experiment that shows how soil may be lost or ruined and how grass or other plants help protect soil.



4. Visit a fauna or flora reserve and report how these reserves conserve animals and plants.

COOKING

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 bushveld.
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 TWO of the following:
 - a) Prepare and cook scones, a tart, or a cake.
 - b) Make some sweets, eg. fudge, toffee, etc.
 - c) Make mealie meal or oats or mabela porridge, or putu.
 - d) Make a stew of meat and vegetables.

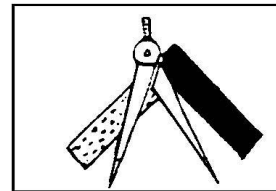


CRAFTSMAN

Do the following:

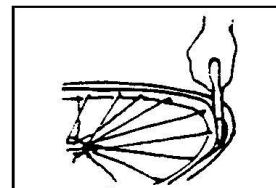
1. Using hand tools make two wooden toys.
2. Make any FOUR of the following items using appropriate tools:
Bookrack; shelf; notepad holder; toolbox; towel rack; bulletin board; recipe holder; tie rack; lamp stand; letter holder.

Finish the articles by painting, staining or varnishing them.
3. Do any ONE of the following:
 - a) Make a useful article from leather.
 - b) Make a useful article from metal.
 - c) Make a useful article from raffia or grass.
 - d) Make a useful article from cane.



CYCLING

1. Be able to:
 - a) clean and oil a bicycle;
 - b) mend a puncture and pump up the tyres.



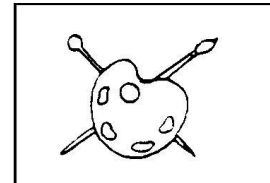
Show that you understand the need for keeping the bicycle in a roadworthy condition.

2. Learn to ride a bike. Ride a bike 100m and do 90 degree right and left turns, U-turns, and an emergency stop. Ride for 2km observing all traffic rules.
3. Under the examiner's observation, go for a short ride on a specified course, showing the proper use of signals and a knowledge of the local traffic rules applicable to cyclists. The examiner may ask you further questions about the rules, if necessary.

DRAWING

Do any THREE of the following:

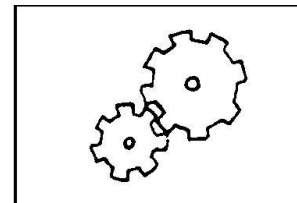
1. Draw a freehand sketch in the presence of the examiner.
2. Make a comic strip of at least six frames.
3. Make a stencil pattern.
4. Make a poster advertising a Cub Pack activity.



ENGINEER

Do any FIVE of the following:

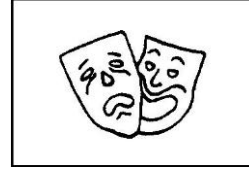
1. List ten different things that engineers do.
2. Visit a construction job (eg. a building or a bridge). Look at the plans and explain in details what you found out about the job (eg. house being built). Get permission before you visit.
3. Measure the size of the block of land on which your house is 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 or reservoir and find out as much as you can about it.



ENTERTAINING

Do any THREE of the following:

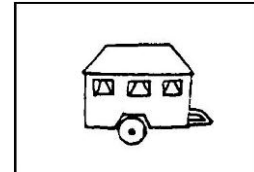
1. Learn and present to the Pack three different magician's tricks.
2. Make and play a home-made musical instrument.
3. Play two tunes on any musical instrument.
4. Sing three songs.
5. Dance three items of not less than three minutes each.
6. Organise a band within the Pack using any instruments, including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



FAMILY CAMPING

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. Know the veld fire regulations for the locality in which you are camping.

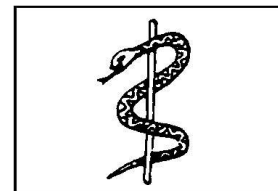


(Note: A letter from your parents is necessary for No's 1, 2, 4 and 5)

FIRST AID AND HEALTH

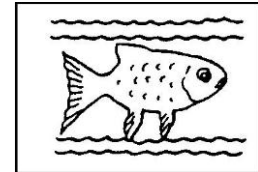
(You must have passed your 10th birthday before you start on this badge)

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) how to activate the Emergency Medical Services in your neighbourhood; OR know and explain how and where to obtain help in an emergency.
 - d) why it is important to use rubber gloves or plastic bags when dealing with open wounds.



2. Do the following:
 - a) Demonstrate how to control bleeding by direct pressure with the finger or hand using a rubber glove or plastic bag.
 - 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 knee or elbow bandage.
 - e) Using a one-way valve, explain and show what you would do if an accident victim has stopped breathing. This includes knowing how to help someone who is choking on inhaled food.
 - f) Explain two dangers to health of each of the following: smoking; drinking alcohol.
 - g) Explain how to help a child who appears to have drowned.

FISHING



Do No. 5 and THREE from the remaining five.

1. Identify five fish caught in the rivers of southern Africa.
2. Rig a fishing line with hook and sinker and use it for fishing.
3. Go fishing with an adult; bait a hook, and catch a fish.
4. Demonstrate how to cast with a rod and reel.
5. Describe the safety rules for fishing and boating, and list the simple rules of fishing courtesy.
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 inland fishing regulations in your area.

(Note: A letter must be produced from a parent or adult for No. 3)

FOOD FOR LIFE

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.

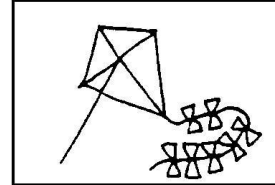
4. Sow seeds or plant seedlings.
5. Explain how to use water sparingly.
6. Harvest one vegetable or fruit.
7. Explain why vegetables and fruit should be eaten.

(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

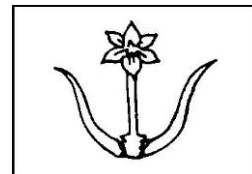
1. Explain the safety rules for kite flying.
2. Do any TWO of the following:
 - a) Make and fly a glider.
 - b) Make and fly a box kite.
 - c) Make and fly an "ordinary" kite (make with 2 or 3 sticks)



GARDENING

Do any THREE of the following:

1. Grow a plant indoors.
2. Plant and grow at least two vegetables for use by your family.
3. Plant and grow a bed of flowers.
4. Grow some flowers in a window box, or some seeds in a box for transplanting.
5. Grow some flowers or vegetables in a solution of chemicals. (Note: A letter must be produced from a parent or adult).



GEOLOGIST

Do any FOUR of the following:

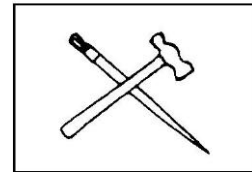
1. Give an example of rock or mineral that is used in the production or manufacture of the following: a metal; glass; jewellery; material for road building, and a fertilizer.
2. Collect five geological specimens that have important uses for man.
3. Make a scale of mineral hardness using things found at home. Show how to use the scale by finding the relative hardness of these samples.



4. List some of the geological materials used in the construction of your home, your town hall, or your school.
5. Make a drawing to show the causes of a volcano, a geyser, and an earthquake.
6. Find in your locality a dyke, or a nek, or a fault, or rock platform, or a tied island.
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.

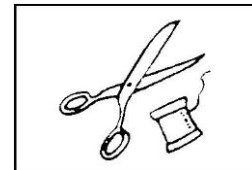
HANDCRAFT

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



HEMOCRAFT

1. Lay a table correctly.
2. Make a bed.
3. Wash and dry dishes after a meal.
4. Clean windows, silver or brasswork.
5. Sew on a badge or button.
6. Wash and iron your Group scarf.
7. Show that you know how to be useful at home.

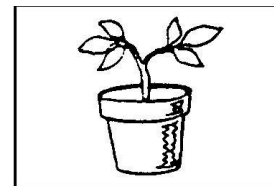


(Note: A letter must be produced from a parent or adult).

LANDSCAPING

Do any THREE of the following:

1. Help take care of your lawn or help take care of the lawn or 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.

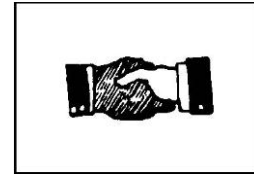


3. Take part in a project with your family, Pack, or others to make your neighbourhood look more beautiful. This might be clean-up parties, painting, planting, cleaning and painting rubbish bins and removing weeds.
4. Start a compost heap in your yard using leaves, grass clippings, and similar plant 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

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

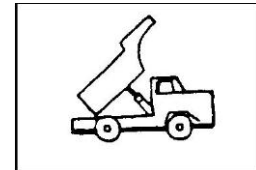


Carry out the following requirements in any language (including English, Afrikaans and German) other than your home language.

1. Hold a conversation for ten minutes.
2. Write a letter 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.

MACHINES

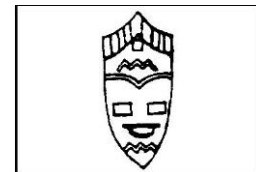
1. Name and explain the use of ten different kinds of machines such as trucks, construction machinery, or farm machinery/implements.
2. Use a lever, pulley, a wheel, and an axle. Explain how they make work easier.
3. Make and use a model windlass.



MASKS

Do any THREE of the following:

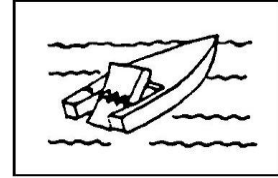
1. Make a simple papier-mâché mask.
2. Make an animal mask.
3. Make an African mask.



4. Draw, paint or crayon three designs of primitive ceremonial masks.

MODEL BOATS

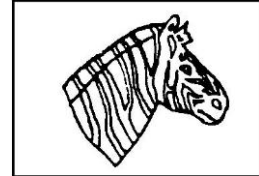
1. Make a model boat with a rubber band propeller.
2. Make, or put together, a model of a famous boat.
3. Draw a picture of a rowing boat and oars. Name the parts.



NATURALIST

Do any FOUR of the following:

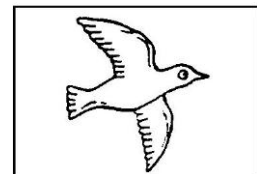
1. Keep a "zoo" of insects such as ants, grasshoppers, cricket, or praying mantises for four weeks.
2. Set up an aquarium or terrarium and keep it for four weeks using plants you have collected.
3. Make a migration chart showing the pathways followed by migratory birds that visit Southern Africa.
4. 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.
7. Draw (or trace) and colour three animals which are not found in any continent but Africa.



NATURE CRAFT

Do any FOUR of the following:

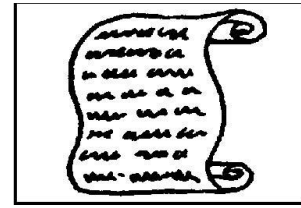
1. Make plaster casts of three kinds of leaves.
2. Make plaster casts of three bird or animal tracks.
3. Collect, press and label ten kinds of leaves.
4. Collect, mount and label ten kinds of insects.
5. Collect eight kinds of seeds and label them.



6. Collect, mount and label five kinds of rocks or shells.

OUR HERITAGE

1. Know the names of the President of our country and the Premier of your Province.
2. Know the background of two historical places in your area and how and why they are important to our heritage.
3. Explain why we have laws and why you think it is important to obey the law.
4. Do FOUR of the following:
 - a) Find out about two important leaders (one woman and one man) of our country and how they have contributed to our heritage.
 - b) Name three organizations in your district 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.
 - d) Name four National Heritage sites in South Africa and why they are important to conserve.
 - e) Find out about two ethnic groups of our country, other than your own and present your findings to the Pack. This can include religion, language, history and customs.
 - f) Find out the meaning of "democracy" and explain why it is important to participate in a democracy.
 - g) Draw the 'Proudly South African' logo and show three items where it is displayed.

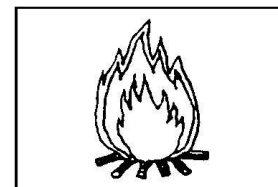


OUTDOORSMAN

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

Do any FIVE of the following:

1. Make a back yard tent and sleep in it for at least two nights in summer, in your own or a friend's back yard.
2. With your Pack, plan and participate in an outdoor evening activity which includes a campfire.
3. Cook some meat over an open fire with no equipment other than a knife and a box of matches.
4. Describe to the examiner the preparations required for a one-day hike, eg arranging transport, cost, adequate and suitable clothing, footwear, food, first aid kit, etc.



5. Explain the danger of fire in the bush or veld, and demonstrate how to construct a safe cooking fire.
6. Know the regulations relating to make fires out in the open and in forestry reserves, wilderness areas, and so on.
7. Find and identify the tracks of an animal or bird.
8. Explain how to find your way in the bush or veld without a compass.
9. Demonstrate how to purify water and make it fit for drinking.

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

PETS

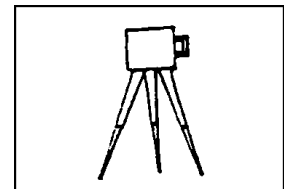
1. Care for an animal or pet for one month and plan with your parents or another adult, how best to feed and care for the animal or pet.
2. Find out about two diseases that could affect your animal or pet and how to prevent them.
3. Identify six kinds of animals and explain the purpose for which each is raised.
4. Learn something about an animal or pet and explain what you have learnt.

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

PHOTOGRAPHY

FILM CAMERA

1. Know how to care for a camera.
2. Show how to load, hold, and trigger a camera and how to use the view-finder.
3. Learn the light limitations of a camera and film by taking one subject in any three of the following conditions.
 - a. in direct sun with direct light;
 - b. in direct sun with side light;
 - c. in direct sun with back light;
 - d. on a sunny day, the subject in the shade;
 - e. on a cloudy day.



4. Take three clear photographs in each of two of the following groups: animals, birds, flowers, landscapes, people, buildings. Neatly mount and title the photographs in an album or on a card.

OR

Take at least six photographs of a Cub event that can be displayed to advertise Cubbing. Neatly mount and title the photographs in an album or on a card.

OR

DIGITAL CAMERA

1. Know how to care for a camera.
2. Know how to load a memory card, hold and trigger a camera and how to frame a picture in the viewfinder/display screen.
3. Learn to take photographs in the following lighting conditions:
 - a) in direct sun with direct light;
 - b) in direct sun with side light;
 - c) in direct sun with back light;
 - d) on a sunny day, the subject in the shade;
 - e) on a cloudy day.
4. Take three clear photographs in each of four of the following groups: animals, birds, flowers, landscapes, people, buildings. Print, mount and title the photographs in an album or on a card.

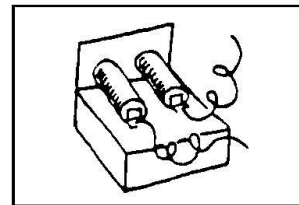
OR

Take at least 25 photographs of a Cub event and make a slide show or neatly mount the photographs. Use your presentation to advertise Cubbing.

PROJECTS

Do any THREE of the following:

1. Wire a buzzer or a doorbell.
2. Make a simple bar or horseshoe electromagnet.
3. Make a model crane with an electromagnet lift.
4. Make an electric buzzer game



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

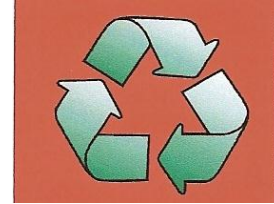
5. Make and use a crystal set.

6. Make and use a steam-propelled boat.

RECYCLING

Do any FOUR of the following:

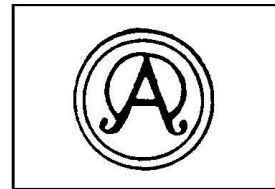
1. Choose something that you currently throw away and come up with a new idea on how to reuse it.
2. Show your Pack three products that are made with recycled materials.
3. With your Pack participate in a recycling project such as a glass, tin, plastic or paper drive.
4. Visit or learn about a company that is involved in recycling.
5. Make a list of ten items that display the recycling symbol.
6. Using old newspaper, make your own fire lighters.



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 Area Headquarters.



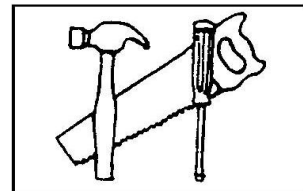
REPAIRS

Use glue to repair a broken article.

Demonstrate to the examiner how to replace a washer in a leaky tap OR how to repair a fence.

Refurbish or repaint something.

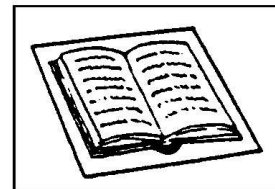
Show that you know how to use and take care of any FOUR of the following: screwdriver, hammer, vice, wood plane, brace and bit, pliers, adjustable wrench, saw or G-cramp.



SCHOLAR

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. Satisfy the examiner that you have read them all and tell the examiner in your own words, the stories



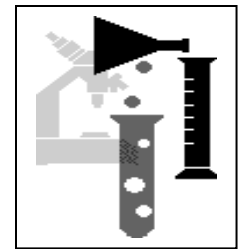
of three of them chosen by yourself. (The books must be of reasonable standard taking the Cub's age into consideration).

2. Show that you can use a dictionary, encyclopedia, and other reference books.
3. Read aloud a piece of prose chosen by the examiner. (The reading must be of a reasonable standard taking the Cub's age into consideration).
4. Show that you can find a book in a library using the library catalogue.
5. Show that you understand how to care for books, make repairs to loose covers, loose pages, and torn pages.
6. Explain how books in a library are classified.
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's 4 and 7).

SCIENTIST

(You must have passed your 9th or 10th birthday before starting this badge)



Complete Part A and complete 3 of the 4 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

- 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.
- Explain the difference between a conductor of electricity and an insulator.
- Explain the difference between a closed circuit and an open circuit.

WEATHER

Set up a simple weather station by using 3 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.

- Barometer to measure air pressure.
- Anemometer to measure wind speed.
- Wind sock to show wind direction.
- Hygrometer to measure humidity.

- Rain gauge to measure rainfall.

CHEMISTRY

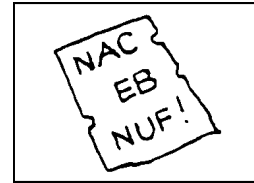
- Present a scientific experiment in front of your Pack. Explain what you are doing and why. Explain your results.
- Grow crystals from a salt or sugar solution.
- Materials are grouped together into acids or bases according to their pH. Make your own pH indicator from natural materials and explain why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

PHYSICS

- Explain about the earth's magnetic field and make a simple compass.
- 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.
- Show what is meant by an optical illusion. Do some research on caring for your eyes and tell your Pack about it.

SECRET CODES

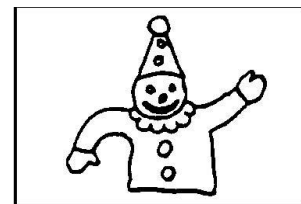
1. Do any THREE of the following:
2. Think up and use a secret code.
3. Write a message in invisible ink.
4. Decipher a message of not less than twelve words which has been written in a simple code.
5. Make a cipher wheel and use it to write a message of no less than ten words.



SHOWMAN

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

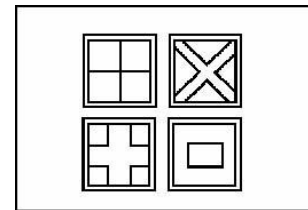
3. DRAMA

- 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

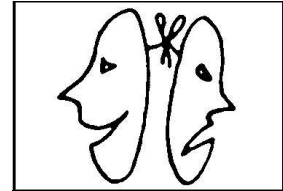
Do any THREE of the following:

1. Make a set of paper, cardboard, or cloth flags of the international alphabet in colour. By using this set, or by making a series of drawings, spell out a simple message of about six words.
2. Know the alphabet in semaphore, using small flags, and send correctly a message of no fewer than eight words.
3. Know the deaf alphabet and use it to communicate your name.
4. Demonstrate five simple phrases using sign language and know their meaning.

SINGING

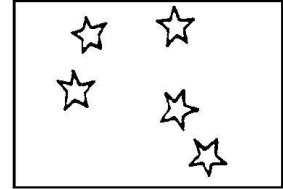
Do any THREE of the following:

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



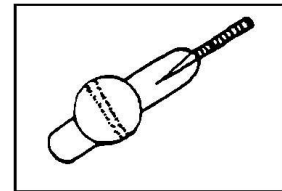
SKIES

- Identify TWO constellations and the Southern Cross.
- Make a pinhole planetarium and show THREE constellations.
- Identify FOUR cloud types.
- Visit a planetarium OR spot a satellite and record the time of sighting and its path across the sky.



SPORTSMAN

- Show reasonable proficiency and take an active part in at least one team sport and one individual sport.
- Know the rules and how to score.
- Know the equipment used and how to care for it.
- Know the safety rules.
- Show a good sporting spirit in all Cub activities.
- Know the importance of taking a shower after games, if possible, or at least changing out of the clothes worn during the game. Know the importance of good care of the feet.



(Note: a letter must be produced from the sports master, coach, Akela or other adult for No 1, and from Akela for No 5).

TEAM SPORTS

Baseball
Basketball
Cricket
Hockey
Netball

INDIVIDUAL SPORTS

Archery
Badminton
Cross country
Diving
Fishing

Martial Arts
Roller skating
Sailing
Skate Boarding
Skiing

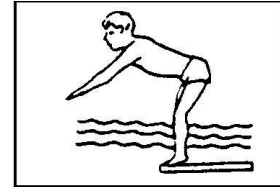
Rugby
Soccer
Softball
Volleyball

Golf
Gymnastics
Horse riding
Ice skating
Jukskei

Squash
Surfing
Swimming
Table Tennis
Water skiing

SWIMMER

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 60 seconds in salt water or 30 seconds in fresh water.
5. Be able to "duck dive" (dive while standing in the water or swimming).
6. Explain the "buddy system" and basic rules for safe swimming.

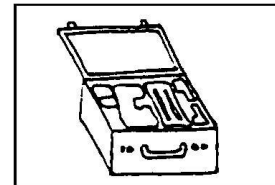


TRAVELLER

Do any FIVE of the following:

1. Obtain a map or timetable from the railway or 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 kilometer 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 suitcase for a three-day trip away from home.
6. Check the first aid kit in the family car.

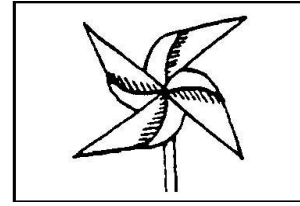
(Note: A letter must be produced from the driver for No. 4)



WORKING TOYS

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 past your 10th birthday before you start this badge)

Do any FOUR of the following:

1. Be a pen friend to a Cub from another country.
2. Recognise the flags from 10 countries around the world.
3. Collect 3 coins, stamps and postcards from 3 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 BADGE

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

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 yarn/play to teach others about the dangers of water borne diseases.



- OR
- b) Make a water scope and examine water from your local waterway. Record your findings in a log book.
- OR
- c) Carry out an experiment to test the air for pollution.

Section 2

- a) Visit a zoo, wildlife rehabilitation centre, game or nature reserve to discover the loss of natural habitat.
- 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.

Section 3

- a) Name five natural alternatives to replace harmful substances.
- OR
- b) Make compost or a wormery. Make notes on its progress and explain how you expect your garden to benefit from it.
- OR
- c) Carry out an experiment to observe the time it takes for different items to decompose. Bury both natural and man-made materials in the ground and leave for one month before removing and observing the difference.

Section 4

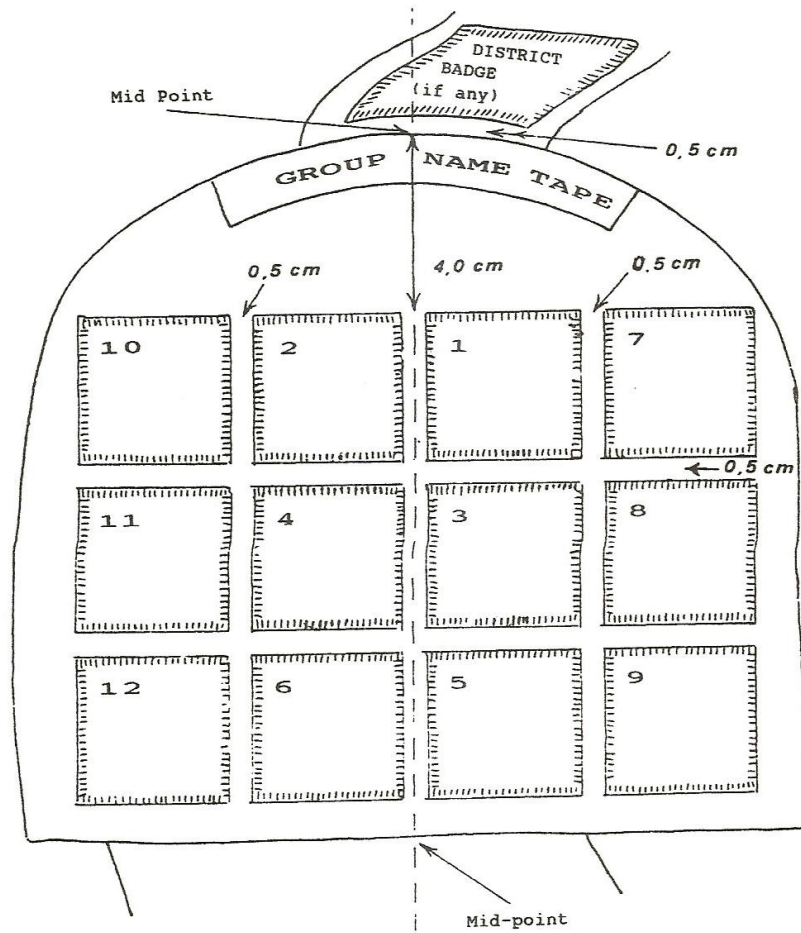
- a) Earn the recycling badge.
- b) Find out how to dispose of E-waste (computer components; printer cartridges, batteries, etc).

Section 5

- a) Plan what you could do in the event of an environmental threat such as:
- an oil spill
 - a fire in your community
 - a flood in your community
 - storm damage

BADGE CHART 1

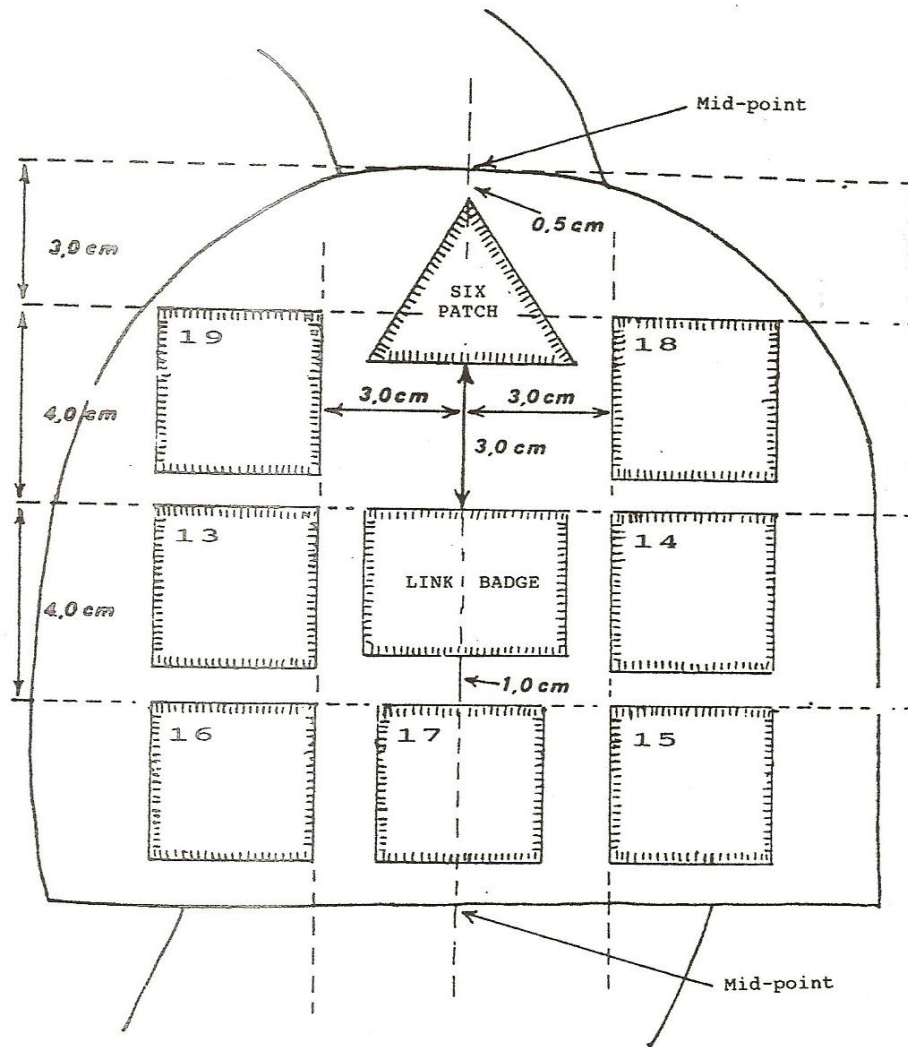
RIGHT ARM CUBS



Interest badges are worn in numbered sequence as earned. After earning 12 badges, see Badge Chart 2.

BADGE CHART 2

LEFT ARM CUBS



Interest badges are worn in numbered sequence as earned, commencing with the right sleeve – see Badge Chart 1.