

## CUB INTEREST BADGES

Do you have a hobby? Maybe you love building model boats or, perhaps going fishing. Almost all 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 practise 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.



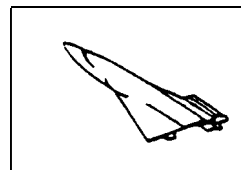
And remember – DO YOUR BEST. You will be proud to wear a badge for which you have worked so hard. There are almost fifty badges to choose from.

## CUB INTEREST BADGES

### AIRCRAFT

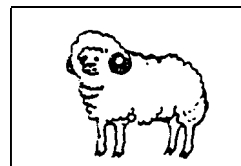
Do any THREE of the following:

1. Identify FIVE different aircraft in flight or from models or photographs
2. Help make a pilot trainer.
3. Make and fly a model aircraft (not necessarily engine driven).
4. Make a sketch of a favourite model aircraft and name the parts of the aircraft.



### ANIMALS

1. Care for an animal for one month and plan with your parents or another adult, how best to feed and care for the animal.
2. Identify six kinds of farm animals and explain the purpose for which each is raised.
3. Find out about a farm animal and tell your pack about it.



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

### AQUANAUT

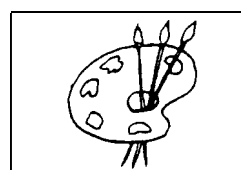
1. Swim 200 m freestyle.
2. Do any THREE of the following:
  - (a) Do a surface dive in approximately 1.5 m of water in shirt and shorts. Remove clothing while in the water without touching the bottom or sides of the pool.
  - (b) With safe equipment swim on the surface for 50 m using a mask, flippers and snorkel; submerge and swim underwater for approximately 20 m.
  - (c) Starting from the shallow end, swim 50 m in shirt and shorts using one type of stroke only. Tread water for one minute.
  - (d) Explain and demonstrate a rescue method and mouth-to-mouth resuscitation
  - (e) Know the rules of small boat safety. Show that you know how to handle a rowing boat.



### 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.



NOTES:

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**

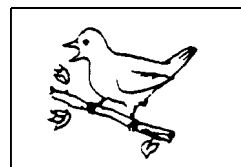
1. Run 50 m in 9.5 seconds.
2. Long jump (standing) 1.5m.
3. Throw a cricket ball 27m.
4. High jump 0.85 m.
5. Long jump (running) 2.5m.
6. Run 200m in 40 seconds.
7. Lie on your back. Hold your feet under something heavy and do 40 sit-ups.
8. Do 3 pull-ups on a bar and 10 push-ups from the ground or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



### **BIRDS**

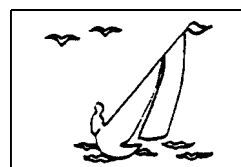
Do any THREE of the following:

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**

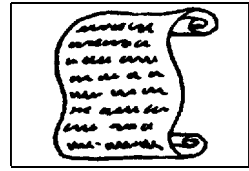
1. Know the rules of safe boating.
2. Know how to wear an approved life jacket and demonstrate the correct method of floating while wearing it
3. Swim 50 m using any stroke OR hold the Swimmer Badge.
4. Do any TWO of the following:
  - (a) help rig and sail a boat under adult or club supervision
  -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



(Note: A letter from the adult must be produced.)

## **CITIZEN**

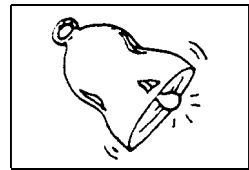
1. Know the names of your President, Member of Parliament and local Council Member. List them in your notebook. Put in pictures of your national capital.
2. Know the background of two historical places (monuments, buildings, battlefields etc) in your area.
3. Explain why we have laws and why you think 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 organisations 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**

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.
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.
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 a civil emergency such as a fire, veld fire, flood or gale. Explain the need for emergency food supplies and clothing.
6. Be able to give clear and concise directions to a stranger in your area asking his way to the nearest fire station, police station, doctor, ambulance station or hospital.

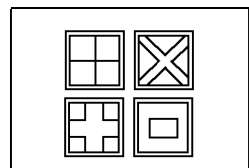


(Note: A letter must be produced from a parent or another adult for No 1 and 4).

## **CODES AND SIGNALLING**

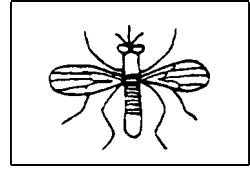
Do any TWO of the following:

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 carry out simple dialogue.



## **COLLECTOR**

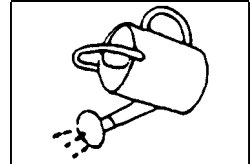
1. Make a collection of one group of items over a period of six months. The collection is to be classified (or grouped), labelled and neatly presented.
2. Be able to explain the classification or grouping used in your collection and point out important items.
3. Talk about the value of making collections.
4. Read and talk about a book dealing with the subject of your collection OR a book written about collecting.



## **CONSERVATION**

Do any THREE of the following:

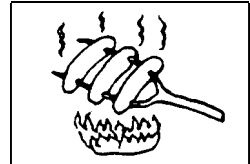
1. Name an animal in Southern Africa that is in danger of extinction and explain why.
2. Draw and explain a simple picture that shows how water that falls as rain gets to your water tap.
3. Carry out an experiment that shows how soil may be lost or ruined and how grass or other plants help protect soil.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



## **COOKING**

Do any THREE of the following:

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, e.g. fudge, toffee, etc;
  - (c) make mealie meal or oats or mabela porridge or putu;
  - (d) make a stew of meat and vegetables



## **CRAFTSMAN**

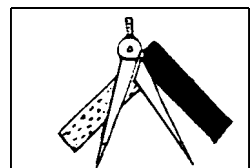
Do the following:

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.

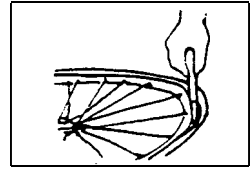
Finish the articles by painting, staining or varnishing them.

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**

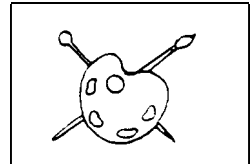
1. Be able to
  - (a) clean and oil a bicycle;
  - (b) mend a puncture and pump up the tyres.
2. Show that you understand the need for keeping the bicycle in a roadworthy condition.
3. Learn to ride a bike. Ride a bike 100 m and do 90° right and left turns, U-turns and an emergency stop. Ride for 2 km observing all traffic rules.
4. 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:

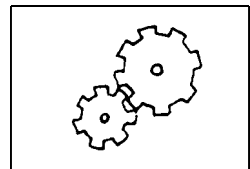
1. Draw a freehand sketch in the presence of the examiner.
2. Make a comic strip of at least six frames.
3. Make a stencil pattern.
4. Make a poster advertising a Cub Pack activity.



## **ENGINEER**

Do any FIVE of the following:

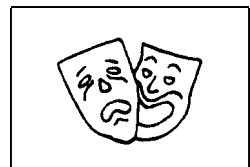
1. List ten different things that engineers do.
2. Visit a construction job (e.g. a building or a bridge). Look at the plans and explain in detail what you found out about the job (e.g. house being built). Get permission before your visit.
3. Measure the size of the block of land on which your house 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 a 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.

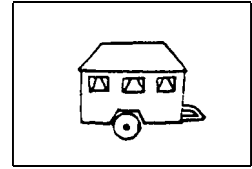


## **FAMILY CAMPING**

Do 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. Cook at least three meals at a family camp.
5. Help pack the car for a family camp.
6. Know the precautions to take when pitching a tent for camp.
7. Know the veld fire regulations for the locality in which you are camping.

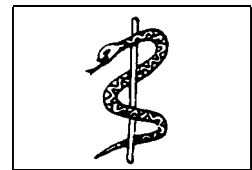
(Note: a letter from your parents is necessary for Nos. 1, 2, 4 and 5)



## **FIRST AID AND HEALTH**

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

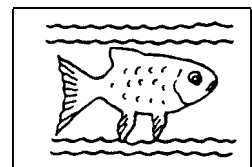
1. Show that you clearly understand:
  - (a) the limitations of your knowledge as a First Aider;;
  - (b) the importance of summoning an adult in the case of accidents;
  - (c) how to activate the Medical Services in your neighbourhood; OR know and explain how and where to obtain help in an emergency;
2. Know and show how to control bleeding by direct pressure with the finger or hand using a rubber glove or plastic bag.
3. 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.
4. Explain the principles of a balanced diet. Write down four items of food under each of the following three headings:  
animal protein;                      vegetable protein;                      carbohydrates
5. Explain two dangers to health of each of the following:
  - (a) smoking;
  - (b) drinking alcohol
6. Know and show 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;

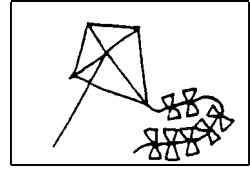


- (b) the inland fishing regulations in your area.

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

### **FLYING MODELS**

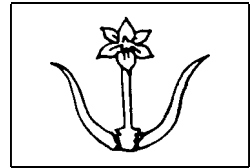
1. Explain the safety rules for kite flying.
2. Do any TWO of the following:
  - (a) make and fly a glider;
  - (b) make and fly a box kite;
  - (c) make and fly an 'ordinary' kite (made with 2 or 3 sticks).



### **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**

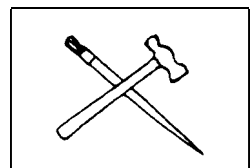
Do any FOUR of the following:

1. Give me 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 fertiliser.
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.



### **HANDICRAFT**

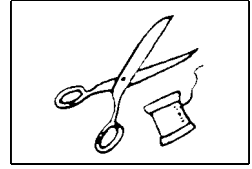
1. Make an article which would be useful at home.
2. Make a gift or toy and give it to someone.



## **HEMECRAFT**

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).

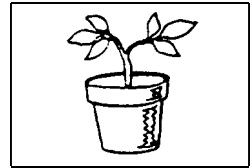


## **LANDSCAPING**

Do any THREE of the following:

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

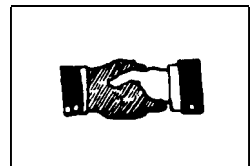
(Note: a letter must be produced from a parent or adult for No 1).



## **LINGUIST**

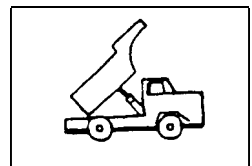
Carry out the following requirements in any language (including English, Afrikaans and German) other than your home language.

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**

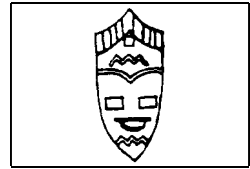
1. Name and explain the use of ten different kinds of machines such as trucks, construction machinery or farm machinery / implements.
2. Use a lever, pulley, a wheel and an axle. Explain how they make work easier.
3. Make and use a model windlass.



## **MASKS**

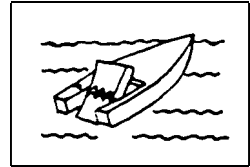
Do any THREE of the following:

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**

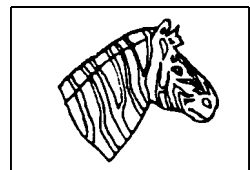
1. Make a model boat with a rubber band propeller.
2. Make, or put together, a model of a famous boat.
3. Draw a picture of a rowing boat and oars. Name the parts of each.



## **NATURALIST**

Do any FOUR of the following:

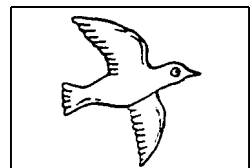
1. Keep a 'zoo' of insects such as ants, grasshoppers, crickets or praying mantises for four weeks.
2. Set up an aquarium or terrarium and keep it for four weeks using plants you have collected.
3. Make a migration chart showing the pathways followed by migratory birds that visit Southern Africa.
4. 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:

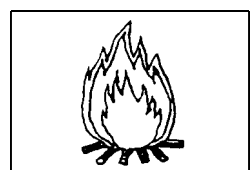
1. Make plaster casts of three kinds of leaves.
2. Make plaster casts of three bird or animal tracks.
3. Collect, press and label ten kinds of leaves.
4. Collect, mount and label ten kinds of insects.
5. Collect eight kinds of seeds and label them.
6. Collect, mount and label five kinds of rocks or shells.



## **OUTDOORSMAN**

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 backyard.
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 other equipment 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 making fires out in the open and in Forestry Reserves, Wilderness Areas, and so on.
7. Find and identify the tracks or 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**

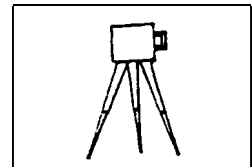
1. Care for a pet for at least one month.
2. Find out about two diseases that could affect your pet and how to prevent them.
3. Learn something about a pet and explain what you have learnt.



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

### **PHOTOGRAPHY**

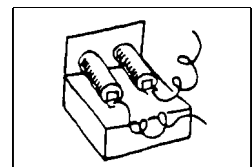
1. Know how to care for a camera and photographs/slides.
2. Show how to load, hold and trigger a camera and how to use the viewfinder.
3. Learn the light limitations of a camera and film by taking one subject in any three of the following conditions:
  - (a) in direct sun with direct light;
  - (b) in 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 and show twelve colour slides of any varying subjects giving a descriptive commentary. Know how to handle slides.



### **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 mains supply.)
5. Make and use a crystal set.



## **RELIGION AND LIFE**

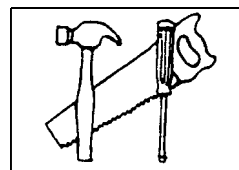
(You must have passed your 10<sup>th</sup> birthday before you start this badge.)

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



## **REPAIRS**

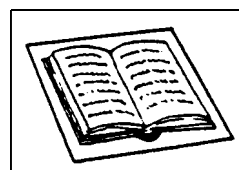
1. Use glue to repair a broken article.
2. Demonstrate to the examiner how to replace a washer in a leaking tap OR how to repair a fence.
3. Refinish or repaint something.
4. Show that you know how to use and take care of any FOUR of the following: screwdriver, hammer, vice, wood plane, brace and bit, pliers, adjustable wrench, saw or G-clamp.



## **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 a reasonable standard taking the Cub's age into consideration.)

2. Show that you can use a dictionary, encyclopaedia 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.
8. (Note: A letter must be produced from a librarian for Nos. 4 and 7).

## **SECRET CODES**

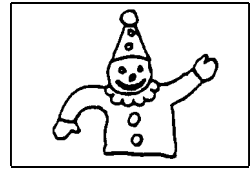
Do any THREE of the following:

1. Think up and use a secret code.
2. Demonstrate the deaf alphabet.
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.



## **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

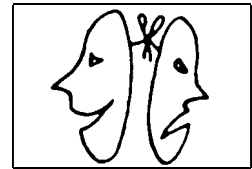
### 4. TRADITIONAL ENTERTAINMENT

- (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.

## **SINGING**

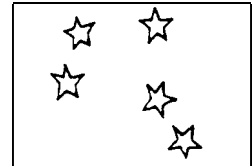
Do any THREE of the following:

1. Learn and sing the first verse of your 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.



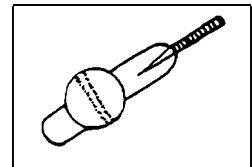
## **SKIES**

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



## **SPORTSMAN**

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 sportsmanlike spirit in all Cub activities.
6. 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

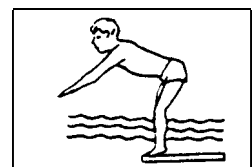
Baseball  
Softball  
Cricket  
Basketball  
Soccer  
Rugby  
Hockey  
Volleyball

### INDIVIDUAL SPORTS

Skiing  
Swimming  
Ice Skating  
Sailing  
Roller skating  
Fishing  
Archery  
Water skiing  
Diving  
Tennis  
Golf  
Badminton  
Table Tennis  
Squash  
Jukskei  
Horse riding  
Judo/Karate  
Cross Country

## **SWIMMER**

1. Do a racing dive and swim 50 m using a racing stroke.
2. Swim 50 m 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.

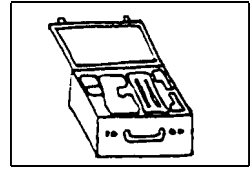


## **TRAVELLER**

Do any FIVE of the following:

1. Obtain a map or timetable from the railway or bus 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, aircraft, boat or a combination of these.
3. Find out what it costs per kilometre to travel by bus, 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 at least 40 km.
5. Pack a suitcase for a three-day trip away from home
6. Check the first aid kit in the family car.

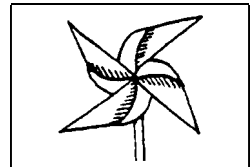
(Note: A letter must be produced from the driver for No 4.)



## **WORKING TOYS**

Do any THREE of the following:

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



## **WORLD CONSERVATION BADGE**

There are 4 sections to this badge (A, B, C and D). All you have to do is to complete ONE part from EACH section.



### **Section A**

- A1 Visit a zoo, botanical garden, game or nature reserve, or a natural history museum; or see a film about wild animals. Tell your examiner what you saw.  
OR
- A2 Take part in a nature clean-up lasting half a day.  
Report the result to the examiner.  
OR
- A3 Take part in a expedition or outing, lasting at least half a day, with nature study as its main theme. Keep an account of what you see and report it to the examiner.

### **Section B**

This section involves maintenance, observation and making notes about the project over a period of at least one month; and reporting your results to the examiner.

- B1 Make and set up a bird feeder and note which birds use it.  
OR
- B2 Make and set up a bird bath or a drinking place for birds and note the behaviour of the birds.  
OR
- B3 Make and set up a bird nesting place and note which birds use it.  
OR
- B4 Make a compost heap in your backyard or garden (first check whether municipal regulations allow compost heaps in your area.) Make notes on the progress of the compost and explain how you expect your garden to benefit from it.

### **Section C**

- C1 Carry out an experiment which shows how plants give off water to the atmosphere.  
OR
- C2 Determine air pollution by any method you know.  
OR
- C3 Carry out an experiment which shows capillary action (how water rises in the ground and soaks top soil).  
OR
- C4 Carry out an experiment which shows the danger of soil erosion.

### **Section D**

Together with the examiner, choose and carry out a project that is different from any of the other projects you have done for this Badge.

- D1 Improve your environment by planting a tree or shrub, lawn or any other plant out-of doors (preferably in a place which carries no vegetation), or in a box on a balcony, or indoors in flower pots. Maintain the project for a period of at least two months and make notes of your observations. Show your plants to the examiner and report what you have noted during their growth.  
OR
- D2 Keep a scrapbook about any FIVE animals, not native to your country, kept in a zoo. Note their countries of origin, feeding habits and details of the special care they need in a zoo. Be prepared to tell your examiner about these animals.  
OR
- D3 Together with a friend, arrange a nature trail or competition (with about ten points that need to be observed) for members of your Pack. Report on the project to the examiner.  
OR
- D4 Choose one wild animal, fish, bird, or tree native to your country. Find out all you can about it by personal observation and from books. Report your findings to your examiner.  
OR
- D5 Select any three vertebrates (creatures having spines) and any three invertebrates (creatures having no spines) found in the garden. Observe them and read about them and report to the examiner about their appearance and habits.