



Artist Cub badge

Choose any **THREE** of the following activities:

1. Draw in the presence of the examiner, with pencil, brush, pen or crayon, an original illustration of any incident, character or scene from a simple story told by your examiner. The size of your illustration should be at least 18 x 13cm.
2. Design and make a greeting card.
3. Make a model in clay or plastic material. Your model should be at least 10 cm square.
4. Make a decorative article from cane, raffia, wool, leather, wood or other suitable material approved by your Leader in advance.
5. Make a worthwhile toy or model.
6. Undertake a project, after discussing it with your Leader. It should involve the use of plastic or metal.

The standard expected should be imaginative and of high quality.

Youth name: _____

Parent/examiner: _____





Athlete

Cub badge

A Three-Stage Badge



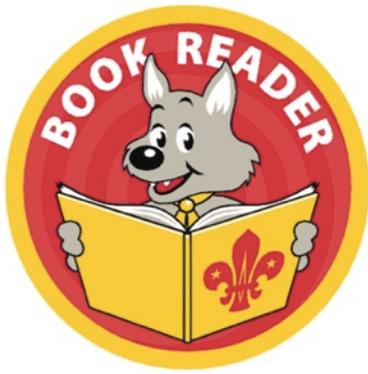
- You must try at least 4 of the 5 events.
- You must gain 24 points for Stage One; 30 points for Stage Two; 34 points for Stage Three. Points are added up across all events attempted.

	Stage One	Stage Two	Stage Three
Standing Long Jump	5 points 1.45 metres	7 points 1.55 metres	10 points 1.65 metres
50 Metres Sprint	5 points 10 seconds	7 points 9.5 seconds	10 points 9 seconds
Ball Throw	5 points 10 metres	7 points 25 metres	10 points 30 metres
Running Long Jump	5 points 2 metres	7 points 2.6 metres	10 points 3.2 metres
High Jump	5 points 0.85 metres	7 points 0.91 metres	10 points 1.0 metres

Youth name: _____

Parent/examiner: _____





Book Reader

Cub badge

1. Produce a list of books you have read recently, name their authors and be able to tell the examiner something about three of the books.

The books can be chosen by yourself and should include at least one story book and at least one factual book. Make sure they are up to your standard of reading.

2. Explain how to care for books.
3. Demonstrate that you can use a dictionary, encyclopedia and an atlas.
4. Explain to your examiner how the books in the library are set out and how you would find a specific fiction book.

Youth name: _____

Parent/examiner: _____





Collector

Cub badge

1. Make a collection over a period of three months of a number of similar items (e.g. stamps, coins, postcards, badges, fossils, lego or cars).
2. Display the collection in an exciting and interesting way.
3. Talk about items in the collection that particularly interest you.
4. Visit or look at a collection made by someone else and explain what you like or dislike about the presentation of the collection.

Youth name: _____

Parent/examiner: _____





Computer Cub badge

1. Have regular, supervised, access to a computer or tablet device
2. Explain the main parts of a computer system (display, keyboard, mouse/ pointing device)
3. Produce a list of some applications you have used and tell the examiner about three of them
4. Demonstrate to your examiner being able to find the following using an Internet search engine
 1. local group website or Scouts NZ website
 2. weather forecast for your local town
 3. Information on online (cyber) bullying from NetSafe NZ
5. Type and then print out a paragraph of at least three sentences describing what you like about computers.
6. Read through and discuss the Top 10 list of Q&As from NetSafe.org.nz with your examiner

Youth name: _____

Parent/examiner: _____

Note: The requirements for this badge have been customised by Brooklyn





Conservator

Cub badge

This badge is an exciting and important award for Cub Scouts.

You will earn this badge in a group.

Do ONE of the following:

- Clear a creek
- Make, setting up and maintaining a bird feeder, bird table or bird bath
- Make, set up and maintain a bird nesting box
- Take part in a nature survey
- Take part in an anti-litter campaign
- Arrange a nature trail or competition for the members of your Cub Scout Pack
- Choose a wild animal, tree, fish or bird discovering all you can about it and report your discoveries on a wall chart, in a log book, or scrap book
- Visit a zoo, botanical gardens, natural gardens, natural history museum or watch a film about animals or plants
- Own a pet and look after it carefully. Keep a record of your pet's behaviour, of its feeding habits and how you have looked after it. Know how to recognise and treat common illnesses and what special care is needed in breeding.

NB. Do not keep wild animals as pets. Animals that don't suffer in captivity if looked after are guinea pigs, cats, dogs, pigeons, ducks budgerigars, sheep, calves, ponies.

You may wish to try similar projects which your group has suggested and have been agreed to by your Leader.

- I. Go on an expedition with your group into the countryside and...
 - I.1. Find some examples showing how man has damaged nature and some examples showing how man has improved nature.



1.2. Write down some rules for good behaviour in the countryside (outdoor code) and show that you are doing your best to keep them

2. Do the following

2.1. Choose an endangered plant or animal in New Zealand and find out what is being done to save it and how you can help.

2.2. Choose an endangered animal in another country and find out what is being done to save it and how you can help.

3. With your group, find out about one of the processes of nature.

3.1. Observe how a plant grows, how a butterfly or frog develops (or another animal) and report on the development eg. Through a wall chart, a log book, photographs, drawings etc.

3.2. Carry out an experiment which shows the danger of soil erosion or the effects of pollution in the water or in the air and make a chart or display of your discoveries.

4. Demonstrate any one of the following

4.1. How water rises through ground and soaks the soil

4.2. The existence of oxygen in the air

4.3. How plants produce oxygen

5. Improve your environment

5.1. Plant a tree

5.2. Lay grass on an area where there is no vegetation cover

5.3. Plant something in a balcony box or indoors in a flower pot

Youth name: _____

Parent/examiner: _____





Cook

Cub badge

Demonstrate the following to the examiner:

1. Boil an egg for three minutes, remove the top from the egg and serve up the egg in an eggcup.
2. Prepare a sandwich for your school lunch, using your favourite filling. Wrap the sandwich up and put it in your lunch box.
3. Explain the benefit of including a piece of fruit with the lunch.
4. Wash, dry and put away the dishes you used.
5. Help prepare the evening meal for your family for a week

Youth name: _____

Parent/examiner: _____





Cyclist Cub badge

1. Have the regular use of a bicycle of correct size and equipped in accordance with the Road Code.
2. Demonstrate how to mount and dismount a bicycle correctly.
3. Clean and oil the bicycle and pump up the tyres.
4. Explain the need for keeping your bicycle in a roadworthy condition. Explain the consequences for not doing so.
5. Show how to mend a puncture.
6. Explain the dangers about cycling on hills.
7. Go for a short ride while the examiner watches. Demonstrate the proper hand signals and the road rules applying to bicycles.).

Youth name: _____

Parent/examiner: _____





Entertainer

Cub badge

Complete any FOUR of the following.

- Sing two folk songs.
- Demonstrate three magic tricks.
- Tell a yarn lasting at least 5 minutes.
- Tell a story using puppets.
- Teach the Cub Pack a simple song.
- Play a simple melody on a musical instrument.
- Make up a play and produce it for the Pack.
- Perform a series of tumbling tricks.
- Lead the Pack in some form of folk dancing.
- Any other form of entertainment of similar standard that should be agreed to by the examiner.

Youth name: _____

Parent/examiner: _____





First Aid

Cub badge

1. Explain why people should lie down if they have had a big fright or have been injured.
2. Demonstrate how to keep someone warm and comfortable with one or two blankets.
3. Demonstrate how to apply a cold face cloth to a person suffering from a mild headache.
4. Demonstrate how to gently clean a cut or graze and apply a plaster.
5. Explain the limits of first aid and treatment and when it's important to call an adult,
6. Explain how to call an ambulance and the police and when this should be done.
7. Explain how to treat insect bites and stings

Youth name: _____

Parent/examiner: _____





Fishing

Cub badge

1. Be able to swim sufficiently to get to the bank of a stream or river if you fall in.
2. Explain the dangers of fishing off the banks of rivers and creeks and how to minimise the risk of injury or drowning.
3. Demonstrate how to safely bait a hook correctly. Explain your choice of bait, or demonstrate how to choose a suitable lure and fix it to the line.
4. Explain how you can avoid injuring other people when you are throwing your line in the river, creek or the sea. Demonstrate how to do this safely.
5. Demonstrate how to kill a fish quickly and humanely and then remove the hook from it's mouth.
6. Explain how to store caught fish so that it doesn't spoil before getting it home to a fridge, and why this is so important.
7. Research and then explain the different types of fish and shell fish you may catch where you fish and what limits there are on the numbers caught.
8. Demonstrate how to care for and store your fishing line, hooks and sinkers, and rods if any, so that they remain in good condition and are ready to use when you next go fishing.
9. Keep a simple log of at least four fishing trips over at least two months.

Youth name: _____

Parent/examiner: _____





Gardener

Cub badge

1. Either

Look after a patch of garden. Know what tools are needed and how to use and look after them. Grow something in your garden suitable for the time of year.

or

Grow a variety of plants indoors and know the conditions under which they must be kept.

2. Choose any two of the following:

1. Grow vegetables or flowers from seed; know how to prick out and transplant.
2. Know about hazards to plants and flowers (e.g. diseases, pests) and understand what preventative methods can be taken and what can be done to aid growth.
3. Know how to store vegetables and how long they may be stored.
4. Show how to prepare flowers for display.
5. Make a compost heap.
6. Carry out a soil test using a standard kit.
7. Help plan and plant a rockery garden, a fern or herb garden, herbaceous border, hanging basket, garden tub etc.
8. Help maintain a lawn and understand why it needs constant attention.

Youth name: _____

Parent/examiner: _____





Hobbies

Cub badge

Show a continuing interest and progress, over a period of at least three months, in a hobby or skill.

Demonstrate it and discuss it with the Examiner.

Suitable hobbies might be: collecting, chess, singing in a choir, model making or your own special hobby.

Youth name: _____

Parent/examiner: _____





Home Help

Cub badge

1. Take your turn with washing or drying the dishes, or stacking the evening dishes in a dishwasher.
2. Explain why it is important to to remove scraps of food from the kitchen bench as soon as possible after preparing and eating a meal.
3. Take your turn setting the dinner table for the evening meal.
4. Tidy your bedroom before going to school everyday for a period of one week and without being reminded.
5. Learn to clean your shoes and make sure they are clean before going out each day.
6. Assist with vacuum cleaning the living area of the house by picking up your and books and putting them away.
7. Wash and iron your Cub scarf.
8. Sew a badge on your jacket/uniform or blanket or sew a button on a garment.

Youth name: _____

Parent/examiner: _____





My Faith

Cub badge

This badge is not a test of faith. It is intended to increase an awareness of the importance of faith

The Badge may be earned by Cubs of any faith and the examiners need to amend the requirements to suit the faith

1. Show your love for your family by doing some good turns for them.
2. Make a trip to a church, shrine, temple or meeting place associated with your faith and then discuss what you observed during your visit.
3. The Bible and books of other religious faiths describe people taking care of others. Read such a story and then do something for someone who may be ill or lonely. You could make a card, take them some cooking or run messages for them.
4. Read a prayer at your Cub Pack opening or closing.
5. Our faith asks us to love our families and friends and also people we don't care for very much. Ask someone to find such a story in the book your faith uses, then read it and discuss what you learned from it.
6. Attend a church service of your choice.

Youth name: _____

Parent/examiner: _____





Pet Keeper

Cub badge

1. Own a pet and look after it correctly for three months
2. In an exercise book keep a record of the following:
 - 2.1. What you feed your pet and how often
 - 2.2. When you clean out its cage, house, run, tank etc.
 - 2.3. Where you get the food from that you feed your pet.
 - 2.4. How you ensure your pet does not get out or lost while you are cleaning its home.
3. Research and write down the signs and symptoms you would look for so you will know if your pet gets sick.
4. What special care is needed when your pet has just been born or has young of its own.
5. What is the natural habitat for your pet if it lives in the wild, or once did many years ago.

Youth name: _____

Parent/examiner: _____





Photographer

Cub badge

1. Take a set of 12 pictures or two and a half minutes of video film, describing an event or activity. It should be a mix of landscape, people and action shots.
2. Discuss with the examiner the main features of the camera you used.
3. Discuss with the examiner what you set out to do and whether the results are what you intended.
4. Also discuss what shots you are really pleased with and how you would do things differently for any shots that were not very successful.
5. Display the photos to the Cub Pack and explain what they are about.
6. You may use any of the following to display the photos:
 - A computer slideshow, with or without a projector.
 - A photograph album.
 - A clear folder etc.

Youth name: _____

Parent/examiner: _____





Scientist Cub badge

1. Demonstrate any two simple experiments of your own choice. Explain to the examiner what you are doing and what your experiment has proved. Your experiment can be anything that interests you and should be based on your own discoveries.
2. Complete any two of the following experiments:
 - Make a model (house, theatre, stage, etc.) and wire it up with bulbs, batteries and switches.
 - Make gliders from polystyrene sheets or cards. Devise tests to see which works best: stays up the longest, flies furthest, is easiest to control for turns and loops.
 - Demonstrate that white light is made up of several colours.
 - Make a periscope or microscope and explain how it works.
 - Make a weather apparatus to record at the same time each day of the week the following: wind direction, rainfall, humidity, clouds and temperatures.
 - Find out what happens when light and water are not used when growing plants. Discuss what you have discovered
 - Grow some crystals from a concentrated solution of any chemical.
 - Devise an experiment which proves that metal expands with heat.
 - Prepare an invisible ink, show how to use and describe how it works.
 - Demonstrate that sound travels.

Youth name: _____

Parent/examiner: _____





Sportsman

Cub badge

1. Explain simply the rules of two sports such as Rugby, Soccer, Cricket, Hockey, Softball, Horse Riding, Judo, Archery, Netball, Volleyball etc.
2. Take a regular active part and demonstrate reasonable proficiency in at least one sport. You may use a school sports team to pass this badge.
3. Demonstrate that you know how to look after your sports equipment and clothing. e.g. blow up a football, netball or basketball, take care of your footwear, your cricket bat and cricket pads.).
4. Show that you are a good sports-person by demonstrating a good spirit, keeping your temper and always doing your best when playing.
5. Explain why it is important to take a shower or bath after games and to change into fresh clean clothes.
6. Explain why it is important to take good care of your feet and what can happen if you don't.

Youth name: _____

Parent/examiner: _____





Swimming

Cub badge

A Three-Stage Badge



STAGE ONE

1. Swim at least 15 metres using one type of stroke.
2. Float on your back for 10 seconds minimum.
3. Jump or dive from the side of the pool.
4. Swim a few metres, turn around without swimming or touching anything and swim back to your starting point.

STAGE TWO

5. Use a pool of at least 1.25 metres in depth.
6. Swim 15 metres on your back using legs only.
7. Swimming in water at least 1.25 metres deep, dive and retrieve an object about the size of half a brick from the bottom of the pool.
8. Swim 15 metres. The first half: any front stroke other than a crawl, turn over on to your back and complete the distance with any back stroke.
9. With plain header or running dive, swim 25 metres front crawl. Plunge, dive and glide as far as possible).

STAGE THREE

10. Use a pool of at least 1.25 metres in depth.
11. With plain header (or running dive) swim 50 metres front crawl without pause.
12. Swim, clothed in a shirt and shorts, 25 metres sidestroke



13. Tread water for between 30 seconds and one minute.

14. Explain 'rescue breathing' by a written test or by a demonstration using a manikin.

Youth name: _____

Parent/examiner: _____

