

RENEWED PROGRAMME

2015

VENTURE SECTION

15 YRS – 18 YRS



SCOUTS[®]
Mauritius

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MAURITIUS SCOUT
ASSOCIATION

PRÉFACE :



Le « Renewed Programme » est le fruit d'un long travail collectif de révision commencé depuis 2014. Ce programme s'inscrit dans la continuité en ce qu'il s'agit de l'approche à l'éducation des jeunes tout en étant adapté à la situation actuelle de la jeunesse mauricienne et des défis qui l'attendent.

Ce programme découle de la nouvelle proposition éducative de notre association et des pistes éducatives et objectifs de section qui en découlent. Ce document prend en compte, dans la mesure du possible tous les recommandations des Chefs de Section et jeunes qui ont été recueillis dans les différentes consultations de district, lors du Forum des jeunes et

des réunions avec la commission des Méthodes Educatives.

Le Renewed programme a été construits après plusieurs week end de travail de la Commission Programme sous la Direction de M. Julien Coulon-Assame, Commissaire au Programme. Les autres membres de l'équipe ayant travaillé sur le programme étant :

- **ISMAIL BAWAMIA S.T**
COMMISSAIRE DES MÉTHODES EDUCATIVES.
- **GARRY LEUNG KIN HING**
COMMISSAIRE À L'INTERNATIONAL.
- **DENISE GORAPAH M.O.M**
COMMISSAIRE NATIONAL DES LOUVETEAUX.
- **MIRELLA QUENETTE S.T**
COMMISSAIRE DE DISTRICT LOWER PLAINE WHILEMS.
- **STÉPHANO TONTA**
ADC PROGRAMME UPPER PLAINE WHILEMS.
- **MEDGE HERMANCE**
ADC PROGRAMME MOKA/FLACQ.
- **TERRENCE BELONY**
SCOUTER CUBS NORD.
- **CHRISTOPHER MARIE**
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- **MEDGE HERMANCE**
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- **ANAIS AJTZA**
SCOUTER SCOUT MOKA/FLACQ.
- **FRANKY VEERASAMY**
SCOUTER SCOUT MOKA/FLACQ.
- **MÉLODIE MAURICE**
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- **BRYAN MASSOURAN**
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- **DR. JEAN-EMMANUEL WILLIAM**
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- DESIGNER DES BADGES DE SECTION : **CHRISTOPHER MARIE.**
- DESIGNER DES BADGES DE SECTION ET LOGO SCOUT 2.0 : **JEAN PAUL WILLIAM.**
- ILLUSTRATEUR DES BADGES: **ANTHONY AH SOON TIN YAN**

LE PROGRAMME :

Le programme des Aventuriers est constitué du programme obligatoire appelé le « Core Programme » et le programme optionnel sous la forme d' « Activity Badges ». Le Core programme vise à éduquer le jeune en utilisant la méthode scout, lui permettant de se développer intégralement. Le programme Optionnel quant à lui complète le programme obligatoire en offrant une vaste gamme d'activité permettant au jeune de découvrir divers domaines.

LE CORE PROGRAMME POUR LES AVENTURIERS.

Le Core Programme est constitué du Kestrel Award, des 8 badges de spécialisation, du Venture Belt. En complétant son parcours l'aventurier obtient le Président Scout Award. La plus haute distinction pour un jeune de la Mauritius Scout Association.

PARCOURS DU JEUNE DANS LE « CORE PROGRAMME »

1^{ere} ANNÉE

KESTREL AWARD



2^{eme} ANNÉE

CHOIX DE LA
SPÉCIALISATION



3^{eme} ANNÉE

VENTURE BELT
(VOYAGE INTERNATIONAL)



LE CORE PROGRAMME DES VENTURES

1^{ere} ANNÉE

LE KESTREL AWARD



Le Kestrel Award est le badge que le jeune Venture reçoit en complétant les requis suivants :

1. Faire une réflexion de groupe sur son avenir dans 5 ans.
2. Obtenir le Camper Activity Badge
3. Obtenir le Survival Skills Activity Badge
4. Compléter au moins une des activités dans chaque domaine ci-dessous.

DOMAINE CRÉATIF:

1. Participer à un concours gadget à thème (Exemple Ecologie).
2. Organiser un Fund Raising Activity pour une organisation autre que les scouts.
3. Participer à une Expédition, Course d'Orientation en utilisant un GPS.

DOMAINE PHYSIQUE:

1. Participer à un atelier de sensibilisation sur la sexualité et les risques associés (EVA/ Ministère/ PILS).
2. Participer à un débat sur les phénomènes de société affectant le jeune (Bullying, Harcèlement, et comment réagir).
3. Suivre un cours basique de "Self Defence".
4. Programme de « Remise en forme » en unité pendant une période donnée. (Exemple :
5. Faire un jogging matinal quotidien en unité, faire des séances de gym en unité)

DOMAINE SPIRITUEL :

1. Faire un débat sur les droits de l'homme (JDR) – Dans un pays où les droits de l'homme ne sont pas respectés. – Faire un partage sur comment améliorer la situation.
2. Faire une retraite spirituelle sur un thème choisi par l'unité.

DOMAINE SOCIALE :

1. Participer à au moins 2 cérémonie d'autre religion. Exemple Marche sur le feu, Cavedee, Ramadan, Maha Shivaratree, Père Laval, 14 Eglises, Bakrid. Cela inclut la préparation spirituelle, mentale et une participation active à l'évènement. (Exemple : garder le jeune au moins 3 jours pendant le ramadan, ou prendre part à la marche vers le grand bassin avec la tenue approprié).
2. Mettre en place un forum de discussion hebdomadaire sur les problèmes de son pays et autres actualités. Inviter d'autres jeunes du Quartier.

**DOMAINE EMOTIONNELLE :**

1. Inviter un couple à venir parler aux jeunes sur leur engagement. Questionnaire ?
2. Inviter une personne (un religieux et un social worker) pour parler de sa vocation.
3. Tenir ses pensées et sentiments quotidiennement sur un support (Carnet, Blog, format informatique)

2^{eme} ANNÉE : LA SPÉCIALISATION

Le Badge de spécialisation ne se gagne pas. Une fois que l'Aventurier obtient son Kestrel Award il choisit sa spécialisation et porte l'insigne correspondant.

Pendant la 2eme année l'Aventurier développe ses qualités dans le domaine de spécialisation et il doit effectuer au moins un stage avec un professionnelle du domaine durant au moins 2 semaines.



SPÉCIALISATION - ARTISTE

Cette Spécialisation traite du domaine de l'art. Ceux choisissant cette spécialisation sont ceux attirés à la musique, la danse, le chant et la réalisation de clips vidéo, photo.



SPÉCIALISATION - JEUNE AVOCAT

Cette Spécialisation traite du droit. Ceux choisissant cette spécialisation étudieront le droit. Et aideront les jeunes de leur groupe à obtenir les badges qui traitent du droit.



SPÉCIALISATION - COACH SPORTIF

Cette Spécialisation traite du domaine des Sports. Ceux choisissant cette spécialisation sont des sportifs qui souhaitent partager leur savoir aux plus jeunes de leur région.



SPÉCIALISATION - PÈLERIN

Cette Spécialisation traite de la recherche spirituelle et de l'approfondissement religieux. Ceux choisissant cette spécialisation se sentent appelés par Dieu pour servir les autres.

2^{eme} ANNÉE : LA SPÉCIALISATION



SPÉCIALISATION - REPORTER

Cette Spécialisation traite des medias. Ceux choisissant cette spécialisation seront appelés à couvrir des évènements de leur troupe et à promouvoir le scoutisme dans leur région.



SPÉCIALISATION - TRAVAILLEUR SOCIALE

Cette Spécialisation traite des services communautaires dans votre quartier. Les jeunes seront appelés à aider les plus démunis de leur quartier en faisant des collectes ou en les aidant à compléter des travaux.



SPÉCIALISATION - SECOURISTE

Cette Spécialisation traite des premiers soins. Les jeunes ayant cette spécialisation doivent avoir le badge Emergency Aid niveau 5. Ils seront les premiers aidants lors des activités de groupe et régionale.



SPÉCIALISATION - YOUTH ADVOCATE

Cette Spécialisation traite de la part des jeunes dans les prises de décisions. Les jeunes choisissant cette spécialisation sont appelés à faire partie des District Youth Scout Council.

3^{eme} ANNÉE

VENTURE BELT

VOYAGE À L'ÉTRANGER



Requis :

1. Faire un voyage à l'étranger.
2. Découvrir une nouvelle culture de nouvelles coutumes.
3. Réaliser un projet communautaire de votre choix avec les habitants de la région

PRÉSIDENT SCOUT AWARD



Afin d'obtenir le Président Scout Award un jeune devra :

1. Obtenir le Kestrel Award.
2. Avoir suivi une Spécialisation pendant un an.
3. Avoir le Venture Belt.
4. Avoir eu un comportement exemplaire durant son parcours dans la branche Aventurier.
5. Faire une présentation de son parcours devant le panel National.

LE PROGRAMME OPTIONNEL

Le programme optionnel comprend 20 Activity badges. Chaque Activity badge traite d'un domaine ou une discipline différente. Un « Activity Badge » peut être complété avec la troupe ou dans une autre association, à l'école ou dans son club sportif mais il doit fournir des preuves de sa performance au Chef pour la validation du badge.

(Exemple : Le Chef Activity Badge peut se valider directement si le jeune fait cela à son cours de Food, Culinary Arts ou s'il fait Food production (Cuisine et Pâtisserie) à la MITD compte tenu du fait que les requis sont couverts).

ACTIVITY CENTRE SERVICE ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. Work for at least five days (on at least two different occasions) at a Group, District, County, Area or National Scout Activity Centre or campsite, helping the warden or manager however they need you.
2. Explain the maintenance needed for essential campsite equipment. Do a demonstration, if possible.
3. Explain and, where possible, demonstrate four of the following:
 - Make a booking for someone wanting to use the site.
 - Show how to restore a camping area after use, including sowing grass.
 - Show how you prevent pipes freezing during the winter and what steps to take when pipes burst.
 - The importance of having clean toilets.
 - Chemicals – what to use and how to use them safely.
 - How to unblock a drain and prevent further blockages.
 - The need for good site drainage and keeping ditches clear.
 - How to dispose of refuse and use an effective recycling system.

ATHLETICS ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. Run through an appropriate warm-up routine that involves gentle stretching and loosening exercises, using all the main muscle groups. The warm-up should last between five and ten minutes. After the session, demonstrate an appropriate warm-down.
2. Discuss the safety rules for athletics, particularly the throwing and jumping events.
3. Demonstrate an athletic discipline to other Explorers and encourage them to try it out. Remember you're not expected to have skills in instructing or coaching to complete this step - someone with the appropriate experience should be there to supervise you all.
4. Take part in at least two competitions or demonstrations. Discuss your performance and how to improve with the examiner or instructor.

CAMPER ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. Camp under canvas for a total of 20 nights or more. Camping trips you have been on during your time as a Scout can count towards your 20 nights.
2. Demonstrate the following:
 - Care, simple repair and storage of your tent and cordage, including whipping, splicing, hanking, coiling and safety inspections.
 - Safe storage and handling of fuels such as methylated spirits, paraffin, petrol and gas.
 - Care of cooking stoves and utensils, including simple repairs, cleaning and general maintenance. Storage of a section's training and games equipment.
3. Take the role of camp leader during a camping weekend (or longer), involving at least eight people.

BEFORE YOU GO:

- discuss all aspects of the camp with an adult leader
- manage the budget for the camp
- choose the campsite, carrying out a risk assessment of the camp and activities
- make sure all necessary equipment is organised
- plan a menu and organise the shopping.

DURING THE CAMP:

- organise the pitching of the campsite
- make sure that camp hygiene standards are met
- make sure that all equipment is stored correctly
- build a pioneering project, for example a flagpole or a gateway
- demonstrate safe knife and axe use
- plan a cooking and cleaning rota and cook at least one of the meals yourself
- organise the striking of camp and make sure the site is left as you would wish to find it.

AFTER THE CAMP:

- make sure that all equipment is stored correctly
- evaluate how the camp went by discussing it with the other participants.

CAVING ACTIVITY BADGE

Before you attempt this badge you need to have made at least four trips underground, with a properly authorised party, to two different cave systems and kept a log. If you hold the Scout Caver activity badge you don't need to complete these four trips.

HOW TO EARN YOUR BADGE

1. Explain how caves are formed.
2. Rig and use ladder pitch under supervision.
3. Know the cave conservation code and talk about measures that can be taken to promote conservation of formations and the cave environment.
4. Study an aspect of speleology and discuss the findings. Agree your chosen subject with your leader first – it could cover subjects like the fauna and flora in caves, cave photography or bat conservation.

CHEF ACTIVITY BADGE

HOW TO EARN YOUR BADGE

There are two options you can choose from to achieve the Chef activity badge.



OPTION 1

1. Plan a full, balanced menu for a group of Explorers or other people on a residential experience covering all meals for at least four days. You should consider what facilities will be available to you - will you have access to a full kitchen or are you cooking on an open fire?
2. Budget for your menu and assist with shopping for the ingredients.
3. Demonstrate proper storage and cooking. You should demonstrate your knowledge of hygiene in the kitchen and how to prevent food poisoning.
4. Cook and serve your planned menu, demonstrating preparation and serving skills.

OPTION 2

1. Bake and cost the following from scratch - no packet mixes or pre-made shop bought ingredients allowed:
 - Three different large cakes (20cm or bigger) with different icings and decoration, using techniques like rubbing in, creaming, melting and whisking.
 - A sweet or savoury tart, such as a quiche or a tarte tatin.
 - 12 iced and filled cupcakes.
 - 12 biscuits, iced using the flooding method.
 - 12 scones.
 - A loaf of bread using yeast.
 - 12 flatbreads.
2. Demonstrate how planning and preparation can make life easier when baking.
3. Maintain high standards of hygiene.

CLIMBER ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. Complete at least four different climbs, each of which should be listed in a climbing guidebook. If you have done this already, or if you hold the Scout section Climber Activity Badge, move straight on to step 2.
2. Know how to put on a harness and helmet, and the calls used in climbing.
3. Understand and demonstrate the proper use of a belay device.
4. Experience at least one session (two hours) of single-pitch climbing on a man-made climbing wall, either indoors or outdoors.
5. Abseil down a face of not less than 15 metres using a safety rope.
6. Demonstrate how to care for the equipment used and explain what you should look out for when equipment is nearing the end of its life.

CREATIVE ARTS ACTIVITY BADGE



HOW TO EARN YOUR BADGE

You should be aiming to work toward your Creative Arts badge over 6 or 12 months.

1. Demonstrate involvement and improvement in a creative activity of your choice. Show evidence of your work.
2. Perform or exhibit the work you have completed. Examples of possible activities might be:
 - art
 - photography
 - writing
 - model making

FUNDRAISING ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. 1. Identify and organize a fundraising initiative for one of the following:
 - The Scout Association, to help promote and grow your local Scout group, Scouting nationally or both.
 - Another Mauritian registered charity of your choice.
2. Find a compelling message – a short reason you can communicate to potential donors about your chosen cause. It must be inspiring and clear in order to raise the most money.
3. Use social media to promote your fundraising initiative.
4. Set a fundraising target and a date to raise it by. We suggest a minimum of 10 thousand rupees.
5. Call on others to help you and form a fundraising team. Motivate and inspire them to encourage others to donate.
6. Prepare a short presentation about your fundraising challenge and submit it to the members of your local Executive Committee or your leader, covering:
 - the cost versus the amount raised
 - how you used social media and reached outside your own immediate network to garner support
 - three top tips that could help other fundraisers.

GLOBAL ISSUES ACTIVITY BADGE



HOW TO EARN YOUR BADGE

You need to complete three of these activities:

- Spend three days living on food that costs no more than 30 rupees a day. Keep a diary of how it went and share your experiences with others.
- Using cardboard, build a shelter and camp out in your local area to understand and experience the challenges faced by homeless people.
- Explore different media outlets to find information about migration and immigration. Review what you find and discuss with your Unit your thoughts and feelings about the information and how this issue is perceived at a local and global level.
- Compare youth issues between the UK and another country, such as voting age, access to education or youth services and discuss with your Unit.
- Give a presentation to your Unit or another section about a global issue that you feel passionate about. Perform an action such as signing a petition about the issue, researching a charity or writing to an elected representative.

INTERNATIONAL ACTIVITY BADGE



HOW TO EARN YOUR BADGE

You need to complete four of these activities:

- Showcase a form of art or culture from another country. You could create a display of art you have researched or created yourself, or put on a cultural performance.
- Participate in an event with an international theme. Explain what the event taught you about the cultural customs to your Unit.
- Cook a traditional meal using international fairtrade ingredients. Discuss the benefits of fairtrade food.
- Take part in an international experience such as a Scout Jamboree, Home Hospitality or cultural exchange experience. Maintaining an international link, such as a pen pal, over a period of time counts too.
- Help to organise and take part in a Jamboree on the Internet (JOTI) or Jamboree on the Air (JOTA) event.
- Organise an activity with an international theme, like a festival celebrated in another country.
- Explore the origins of another country's national celebration, such as Independence Day in the USA, Republic Day in India or Chinese New Year.

LEADERSHIP ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. 1. Successfully lead a team of Explorers throughout the course of a project. There are lots of possibilities but whatever you do, you'll need to:
 - set a goal for the project and individual targets for team members
 - take suggestions and feedback from team members into account and act on them
 - teach team members new skills that may be required for the project
 - manage any tricky situations or people and find compromises
 - give clear instructions, motivate your team, give praise, ensure that you are on track and make sure everyone is safe.
2. Take an active role in the running of an activity linking with the Scout section. Help a new Explorer Scout to be part of the Unit and help them understand what is expected.
3. Help a group of Explorers or members of a younger section develop a Scouting skill.
4. Represent the views of other Explorer Scouts (for example at a District Explorer Scout Forum or similar) and report back to them afterwards. (Example: participating in the District Youth forum or National Youth forum)

LIFESAVER ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. Demonstrate and explain how you would perform a rescue using the following:
 - shout and/or reach
 - throw a buoyancy aid
 - throw a rope
 - wade
 - tow with an aid
 - clothing tow
 - support tow.
2. Explain and, where possible, demonstrate methods of rescue used in cases of:
 - a person and a pet falling through ice
 - a house fire
 - gas poisoning
 - a car accident
 - contact with a live wire.

MEDIA RELATIONS AND MARKETING ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. To achieve this badge, first you need to:
 - understand and show how to use the Scout brand, using resources available from UK HQ
 - arrange a visit for a group of Explorers to find out about a media outlet and how they create their content. It could be any media outlet from radio, TV, newspapers and online.
2. Using what you have learned, complete four options from Lists A and B below. Do at least one from List B.

LIST A: CREATING CONTENT

- Create some media content for the Group, District or County
- newsletter, Scouting Magazine or online.
- Get approval from your local Media Development Manager to secure media coverage for a Scouting event, expedition or activity. Prepare a press release and include a photograph.
- Help to manage and maintain the social media pages for your local Scout Group for a period of time agreed by your Unit leader.
- Take part in or produce a package about Scouting for local TV or radio

- Produce an audio, visual or written report about an issue affecting young people or your local Scout Group. Include different contributors such as members of the public, local personalities or public figures.

LIST B: CREATING A MEDIA PACKAGE

- Give a 15-minute presentation, with images, about Scouts to another organisation, such as a local Lions or Rotary Club.
- Assist the District or County with a promotional event or activity.
- As a team, produce at least four editions of a paper or e-newsletter for Explorers in your Unit or District or for members of another section.
- Plan, develop and carry out a local recruitment campaign to get more adults and young people to join Scouting.
- Create a display or exhibition for Scouts and parents to promote Explorer Scouting.
- Conduct a survey to find out young people's views on Scouting. Share your results with the leadership team and discuss them with others in the Unit.
- Represent Explorers at a local government youth council or collective organisation youth forum.

MOTOR SPORTS ACTIVITY BADGE



HOW TO EARN YOUR BADGE

You should aim to take part in your chosen activity for 6 to 12 months.

1. Take part in your chosen motor sport, once you've agreed the activity with your leadership team. Show how you've improved over a period of time.
2. Talk to a group of young people about the skills and techniques you have used.
3. Explain the safety rules, and how to responsibly use the skills you have learned, to an appropriate adult.
4. Take part in at least two competitions or demonstrations. Talk about your performance and ways to improve with the examiner or instructor.
5. Take up an organisational role on at least two occasions. It could involve marshalling a motor sports event, timekeeping or administration. Show that you're making a positive contribution to the development and continuation of your chosen motor sport.

PERFORMING ARTS ACTIVITY BADGE



HOW TO EARN YOUR BADGE

You should be aiming to work towards this badge over 6 to 12 months.

1. Demonstrate involvement and improvement in a creative activity of your choice. Show evidence of your improvement over a period of time. Examples of possible activities include:
 - dancing
 - taking part in a show
 - being a member of a band
 - being part of a stage crew working the lighting, sound or creating and moving props.
2. Perform or exhibit the activity to an audience.

PIONEER ACTIVITY BADGE



HOW TO EARN YOUR BADGE

1. Build a scale pioneering model.
2. Take a lead role in building an outside pioneering project, such as an aerial runway or an hourglass tower.
3. During your project, demonstrate your ability in:
 - 10 knots, bends or hitches
 - four lashings
 - the use of simple blocks and tackle anchorages for firm and soft ground
 - understanding the need for supervision in pioneering projects.
4. Demonstrate two whippings and two splices.

SCIENCE AND TECHNOLOGY ACTIVITY BADGE



HOW TO EARN YOUR BADGE

To achieve this badge you need to choose from Options 1 to 5, then complete all the tasks outlined under your chosen option. You should be aiming to work towards this badge over a period of 6 to 12 months.

OPTION 1: METEOROLOGY

1. Regularly record weather observations and measurements over a period of time. You can break up the time if you like – you don't have to keep continuous records.
2. Demonstrate your skills in meteorological recording and observation to a group of young people.
3. Give a detailed explanation of the formation of clouds and the weather associated with different clouds and fronts.
4. Find out detailed information about how weather maps are produced. Show how you interpret them for use in Scouting activities.

OPTION 2: MECHANIC

1. Regularly maintain a mechanical machine over a period of time. You should use the time to learn a variety of techniques.
2. Demonstrate your mechanical knowledge. Explain the principles of operating an engine, gearbox and differential axle.
3. Talk about the safety rules for machine maintenance and how you use the skills you've learned responsibly.

OPTION 3: RADIO COMMUNICATION

1. Regularly take part in an activity involving in a method of radio communication. You should use the time to learn a variety of techniques and recording activity and develop your skills.
2. Demonstrate a radio communication method to a group of young people.
3. Talk about the rules or codes of practice for radio communication and how to use equipment responsibly.
4. Share your knowledge of radio communication alphabets and internationally recognised call signs and signals.

OPTION 4: ELECTRONICS

1. Regularly take part in an activity involving electronics. Use the time to learn a variety of techniques and equipment and improve your skills.
2. Show and explain your project work in electronics to a group of young people. You're not expected to play the role of an instructor and an appropriate adult should supervise your group.
3. Discuss the safe working practices of electronics and how to use equipment responsibly.

4. Demonstrate a detailed knowledge of circuits, components and the symbols used in electronics

OPTION 5: ASTRONOMY

1. Regularly take part in an astronomy activity. Use a variety of instruments, record your observations over a period of time and show improvement in your skills.
2. Demonstrate your skills in astronomy, including recording and observation, to a group of young people.
3. Learn the meaning of technical astronomical terms. Give a detailed description of our galaxy and solar system, including planets and other bodies.
4. Demonstrate a good knowledge of the history of space exploration since 1969.

STREET SPORTS ACTIVITY BADGE



HOW TO EARN YOUR BADGE

You should be aiming to work towards this badge over a period of 6 to 12 months.

1. Regularly take part in a street sport activity such as rollerskating, skateboarding, BMX or any other street sport you agree with your leadership team. Show how you've improved over time.
2. Demonstrate skills in your chosen sport to a group of young people and encourage them to try it out.
3. Talk to your examiner or instructor about the safety rules and how to use the skills you've learned responsibly.
4. Take part in at least two competitions or demonstrations. Talk about your performance with the examiner or instructor and take on board ways you can improve.
5. Show how to care for your equipment and explain what you should look out for when it's nearing the end of its life.

SURVIVAL SKILLS ACTIVITY BADGE



To achieve this badge you need to complete all of the steps outlined.

1. Learn how to prevent and treat the effects of extreme heat (sunstroke and dehydration) and cold (hypothermia).
2. Demonstrate different techniques to light a fire without a match.
3. Show how to build several different types of fire.
4. Demonstrate the correct use of international distress signals using a whistle, torch, mirror or markers.
5. Describe some basic actions you can take while waiting to be rescued that will keep you and your group safe, and assist your rescuers in locating you.
6. Learn the techniques involved in catching your food, such as fishing or snares. Remember – your leader will want to ensure you're aware of the law and the issues about inhumanity to animals outside of a real survival situation.
7. Learn to identify and source local, edible plants and fruit and the risks involved in eating those incorrectly identified.
8. Prepare meat such as rabbit or fish to cook over an open fire and eat.
9. Make an item of equipment that will be of use to you on a survival exercise.
10. Demonstrate methods of filtering and purifying water.

11. Demonstrate methods of finding direction by day or night without a compass.
12. Finally, with a group of at least three other Explorers, take part in a survival exercise lasting two nights. The group should:
 - construct a shelter of natural or salvaged materials and sleep in it
 - cook all meals over an open fire
 - cook without utensils or aluminium foil (although a knife may be used).
 - Only water should be brought and all other accommodations and food must be salvaged, fish or hunt.

NIGHTS AWAY STAGED ACTIVITY BADGE



Les Staged Activity Badge évolues avec le jeune en fonction du niveau qu'il a atteint.

Le Nights Away Badge récompense le jeune pour ses nombres de nuits campés depuis qu'il est rentré dans le groupe. Les Badges se chiffrent comme ci-dessous :

1nuit, 5nuits, 10nuits, 20nuits, 35nuits, 50nuits, 75nuits, 100nuits, 125nuits et 200nuits.

EMERGENCY AID STAGED ACTIVITY BADGE

Pour les niveaux 1 à 3, un wood badge holder peut être assesseur du jeune. *Il est important de compléter les niveaux précédents avant de faire un niveau avancé. Niveau 1 peut se commencer dans la section louveteau. Un scout qui n'a pas Emergency Aid 1, doit compléter le niveau 1 puis poursuivre niveau 2.*

Les niveaux 4 et 5 doit être compléter auprès d'un organisme tel que L'Ordre de Malte, St John, la Croix Rouge etc...

EMERGENCY AID 1 (LOUVETEAUX)



Compléter les requis suivants

1. Connaître les dangers potentiels dans une maison.
2. Savoir comment appeler un service d'urgence et leur donner un descriptif précis. *Il faut que l'enfant comprenne que donner l'alerte est le plus important quand on porte secours.*
3. Connaître les numéros d'urgences: pompiers, SAMU, police
4. Pouvoir désinfecter une plaie et appliquer un pansement léger.
5. Savoir quoi faire en cas de bosse ou hématome

EMERGENCY AID 2 (SCOUT)

Compléter les requis de l'Activity Badge " Emergency Aid 1" et compléter les requis suivants:

1. Connaître les réflexes à avoir sur une scène d'accident et donner l'alerte
2. Savoir comment dégager les voies respiratoires.
3. Mettre une personne en Position latérale de Sécurité ("*Recovery Position*")
4. Savoir quoi faire devant un saignement du nez et saignement d'un autre membre. *(Apprenez que la pose d'un pansement compressif, la pose d'un garot est de niveau secourisme pro)*
5. Apprendre quoi faire quand une personne s'évanouit
6. Préparer une trousse de soin pour sa patrouille

EMERGENCY AID 3 (SCOUT 3-4 ANNÉES / AVENTURIERS)

Compléter les requis de l'Activity Badge " Emergency Aid 2" et Compléter les requis suivants:

1. Savoir que faire en cas de déshydratation.
2. Pouvoir reconnaître un cas d'insolation et coup de soleil
3. Savoir quoi faire en cas de brûlure: 1^e, 2^e, 3^e Degrés
4. Savoir comment gérer quelqu'un ayant un étouffement. *(Mais pas la manœuvre d'Hemlich)*
5. Quoi faire en cas de vomissement.

**EMERGENCY AID 4
(NIVEAU AVENTURIER ET ADULTE)**

Compléter les requis de l'Activity Badge " Emergency Aid 3" et
Compléter les requis suivants :

1. Préparer sa boîte de soin et de secours
2. Comment gérer une personne inconsciente et une personne inconsciente qui ne respire pas
3. Reconnaître un arrêt cardio-respiratoire et savoir débiter une ressuscitation cardio-pulmonaire en attendant les secours. Comprendre l'importance de donner l'alerte dans cette situation.
4. Comment gérer une personne qui s'étouffe et apprendre la manœuvre d'Hemlich
5. Comment gérer un saignement grave avec objet coupant et apprendre à mettre un garrot si nécessaire
6. Comment gérer une personne ayant une entorse
7. Comment gérer une personne ayant un traumatisme d'un membre
8. Comment gérer une personne ayant un traumatisme crânien

**EMERGENCY AID 5:
(NIVEAU AVENTURIER ET ADULTE)**

Compléter les requis de l'Activity Badge " Emergency Aid lv 4" et
Compléter les requis suivants :

PARTIE 1: SITUATION PARTICULIER

1. Reconnaître un patient diabétique en hypoglycémie et savoir quoi faire
2. Reconnaître une crise d'asthme aigu et savoir quoi faire
3. Reconnaître une crise d'épilepsie et savoir quoi faire
4. Reconnaître une intoxication ou empoisonnement et savoir quoi faire
5. Apprendre les différents moyens pour déplacer une victime

PARTIE 2 : BOBOS DU QUOTIDIEN

1. Organiser les soins dans un camp
2. Quoi faire en cas de fièvre
3. Quoi en faire en cas de mal de tête, maux de ventre et mal de transport
4. Quoi faire en cas de constipation
5. Quoi faire en cas de piqure de méduse
6. Quoi faire en cas de poussière dans l'œil