

23 RD ANDOVER

CUB SCOUTS



ACTIVITY BADGE

BOOK



Please feel free to look at the activity badges you could earn on the following pages, if there are any you would like to try then print out the sheet and have a go at home. If you want help at anytime whilst doing the badge, then talk to a leader.

The badges on the final page (21-25) are entitled Group Badges and are for reference only; these are badges we would really need to do as a pack. But don't worry if you like the look of one of those then let us know we may be able to include it in the programme.



Air Activities Badge

You must complete all three sections to get this badge.

1. Know the dangers involved in visiting an airfield.
2. Visit an aerodrome, air display or air museum.
3. Choose 3 activities from the list below:
 - a) Make and fly one of the following: a model aeroplane, three different types of paper glider, a hot air balloon, or a kite.
 - b) Identify six airlines and their nationalities from their markings.
 - c) Name and identify the main parts of an aeroplane.
 - d) Assemble a plastic scale model aeroplane to a reasonable standard.
 - e) Name and identify the different types of aircraft (powered aeroplanes, airships, gliders etc.)
 - f) Fly in an aircraft and share the experience with the Cub Pack.
 - g) Explain how different weather conditions can affect air activities.
 - h) Collect and identify six different pictures of aircraft and share them with the other Cub Scouts.



When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for someone to come and test you at Cubs.



Animal Carer Badge

You will need to choose any three of the following activities:

1. Visit a Zoo or Wildlife park. Find out about some of the feeding habits and natural habitats of the animals you see there.
2. Take care of a pet for three months and know the correct foods to give it. Be able to recognise and prevent common illnesses and know how to treat them.
3. Help to care for a farm animal and know the correct food to give it. Know how to recognise common illnesses and what special care is needed before and after the birth of farm animals.
4. Keep a record in pictures, sketches, photographs or tape recordings, of bird, animal and/or Insect life in your garden or local area/park.
5. Know six different freshwater, seawater or tropical fish and what types of food they eat.
6. Belong to an animal, bird or wildlife society. Either take part in one of its activities or make progress in any award scheme offered.
7. Find out about the danger in the countryside that threaten wildlife and either make a poster, collage or drawing to tell other Cub Scouts about your findings.

Remember that after touching animals you must always wash your hands.



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Martial Arts Badge

You must complete all three activities.

1. Take part in a martial art activity (recognised by the Sports Council) for at least three months and show improvement.
2. Discuss with a leader the skills needed and the rules to be observed.
3. Take part in one exhibition or competition.

When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for someone to come and test you at Cubs.

Or alternatively if you go to a martial arts club get your instructor to go over this badge with you and sign below.

I can confirm that

.....

Has completed the above

.....





Art Badge

You need to choose three activities from the list below. One of these must be done in the presence of a Leader.

1. Draw with pencil, brush, pen or crayon a picture of any imaginary incident, character or scene.
2. Design and make a greetings card.
3. Make a poster advertising Cub Scouting or a Cub Scout event.
4. Make a design and print it on paper or fabric e.g using potato or lino cuts.
5. Design and make a decorated book cover.
6. Draw or paint a picture from still life or a landscape.
7. Make a display of photographs on a subject that interests you.
8. Make a video on a subject that interests you.
9. Design and build a model.
10. Visit an art gallery.
11. Make a model out of clay and fire it in a kiln if appropriate.



When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for you to complete this badge at Cubs.



Book Reader's Badge

You need to complete these four activities.

1. Make a list of six books read or used recently. Name their authors and be able to tell the leader or other members of the pack something about three of the books.

The three books chosen should include at least one story and one factual book.

The three books must take into account the Cub Scout's age and development.

2. Show that you understand how to care for books.

3. Show that you can use a dictionary, encyclopaedia and an atlas.

4. Explain to a leader how the books in a library are set out and how you would find fiction and non-fiction books.



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Chef's Badge

You will need to complete all four activities.

1. Know the basic rules of safety and hygiene in the kitchen and the reasons for them.
2. Discuss with a leader the advantages and disadvantages of different methods of preparing and cooking food. Discuss the importance of a balanced diet.
3. Plan, cook, serve and clear away a two course meal for at least two people. Discuss the menu with the people you are cooking it for. The meal should include preparing and cooking vegetables.

The following dishes are given as suggestions, although you can choose your own.

Main Courses

- * A mince dish, such as shepherd's pie, spaghetti bolognese or curry.
- * A salad dish, such as cheese, egg or meat.
- * A fish dish, such as fish pie or kippers.
- * A vegetarian dish, such as vegetable lasagne or nut roast.

Sweets

- * Baked apple pie with custard
- * Fruit crumble
- * Fresh fruit salad
- * Trifle
- * Banana split



4. Make either scones, small cakes, biscuits or tarts.

When you have cooked the meal at home in number 3 and made something from number 4 get whoever you cooked with at home to sign below

Signed

I can confirm that.....name of Cub Scout has completed all of number 3 and number 4 above.

When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for someone to come and test you at Cubs.



Communicators Badge

You will need to complete all six sections to get this badge.



1. Choose three of the following activities:

- a. Make a verbal, taped or newsletter report of a local event either past or present
- b. Make and maintain a link with another Cub Pack using tapes, videos, letters, e-mail etc, for an agreed time
- c. Find out how people with visual or hearing difficulty communicate (e.g Braille, Maketon), and learn how to say "Hello, how are you?" appropriately. What aids are available to help people with communication difficulties e.g Talking Books?
- d. Tell a story about an experience you have shared with leaders and other Cub Scouts, it could be camp or a District event for example. Make sure you speak clearly and that those listening are following the story.
- e. Hold a simple conversation in another language.
- f. Write and decipher three simple messages using codes, ciphers or invisible ink.
- g. Memorise a short message and re-tell it after 15 minutes.
- h. Pass a message to someone using amateur radio.



2. Show how to use a public telephone and if possible use a phone card.

3. Describe how to make an emergency call, and what you would need to tell the emergency operator.

4. Receive directions or instructions to do something. Check with the information giver that you have understood and then follow the directions or instructions.

5. Arrange for someone you know to give you a call. Take down a message, making sure you have all the relevant details.

6. Find out about and show you can use at least three of the following: fax (facsimile) machine, answering machine, mobile phone, e-mail, text message, pager or voice mail.

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DIY Badge

You will need to complete these three activities.

1. Show the safe use of, and how to take care of, tools such as a hammer, a saw, a screwdriver, spanners, pliers, a hand drill, a glue gun etc.
2. Show how to prepare and paint a vertical surface with paintbrushes, roller or pad and show how to clean them.
3. Help design and make two items from the following:

- a. a nesting box
- b. a box for storing tools, pencils, tapes etc.
- c. a rack for keys, mugs or coats
- d. book-ends or bookstands
- e. a shoe rack
- f. notice board for camp
- g. letter holder
- h. towel rail



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Entertainer Badge

You need to carry out at least two of the following—either alone or with a group of other Cub Scouts.

1. Help to make a mime or play and perform it.
2. Perform a puppet play or shadowgraph using puppets, which you have made.
3. Help to plan and make an entertainment recorded on video or audio tape.
4. Sing two songs.
5. Perform some folk or traditional dances.
6. Make a selection of simple rhythm instruments and use them as accompaniments.
7. Take part in a gymnastic display.
8. Make up and perform a dance to a piece of music of your choice.
9. Help plan and perform a series of magic tricks.
10. Take part in a gang show, concert or band performance.

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Equestrian Badge

You will need to complete all five activities.

1. Show how to mount and dismount a horse safely.
2. Show the correct position in the saddle.
3. Show how to hold the reins correctly.
4. Show how to ride safely in an enclosed area without a leading rein. This should include walking and trotting.
5. Show two of the following skill;
 - a. walking without stirrups
 - b. walking on loose rein and shortening the reins
 - c. riding up and down a hill at walking pace
 - d. cantering
 - e. riding over a single pole or very small fence.



A Cub Scout who has gained The Pony Club's 'D' Standard or higher automatically qualifies for this badge. If you have lessons then get your teacher to sign below to say you have done the above and return this sheet to Akela.

I can confirm that

.....

Has completed the above

signed.....



Skater's Badge

You must complete all four sections.

1. Own, or have used, in-line, quad or ice skates, or a skateboard for at least three months.

2. Know some safety rules regarding skating on a road and in other public places. Show what

clothing and protective equipment (helmet, knee pads, elbow pads etc,) is appropriate to be worn for the chosen activity.

3. Show how to start stop and turn safely.

4. Show how to fall safely and regain balance.



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My Faith Badge

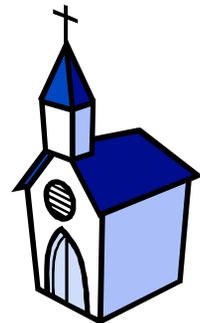
You need to find out more about the following four aspects of your faith.

1. Important objects at your place of worship.
2. Your favourite religious songs.
3. Names of people, their titles and what they do at your place of worship.
4. Special festivals or customs.
5. Stories from your religion. These could be books, videos or other sources.
6. Your favourite prayer.

When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for someone to come and test you at Cubs.



World Faiths Badge



You need to complete all four sections.

1. Visit a place of worship other than your own and find out some information about the building, its contents and its form of worship.
2. Meet someone who belongs to a faith or denomination other than yours. Find out how they put their faith into practise.
3. Find out about holy places associated with a faith other than your own.
4. Find out about the religious festivals and customs associated with a faith other than your own.

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Hobbies Badge

You will need to complete all four activities.

1. Know the safety rules relating to the hobby (if applicable).
2. Showing a continuing interest in your chosen hobby, interest or activity for two months.
3. Show the leaders, or other Cub Scouts, how you pursue your hobby, interest or activity. Show what equipment, materials and background information you have used.
4. Discuss with the examiner how you plan to develop your hobby, interest or activity skills in the future.

You can gain more than one badge like this, but they must be for different hobbies, interests or activities.

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Collectors Badge

You will need to complete all four sections.

1. Make a collection over a period of three months of a number of similar items (e.g. stamps, coins, postcards, fossils, key rings, badges etc.)
2. Display your collection in an interesting and exciting way.
3. Talk about the items in your 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.

You can earn more than one collectors badge, but each badge must be for a different collection and you must have looked at or visited a different collection.

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Home Help Badge

You must complete all eight sections.

1. Under adult supervision cook a simple one course meal.
2. Lay a table and serve a simple meal. This can be done with requirement number one.
3. Wash up afterwards and show how to clean a saucepan or similar cooking utensils cutlery, glassware etc. This may include using a dishwasher.
4. Under adult supervision wash and iron your group scarf.
5. Sew on a badge or button.
6. Keep your room clean and tidy and make your bed for a week.
7. Clean two of the following: windows, silver, brass work, basin or cupboard.
8. Clean and tidy a living room.

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Home Safety Badge

You will need to complete all six activities.

1. Know what to do in the event of a burst water pipe, gas leak or electricity power failure in your home.
2. Know what precautions you need to take and what to do if a fire should break out in your home.
3. Be able to identify the common causes of accidents in the home and how to prevent them.
4. Know what precautions to take to protect your home from crime.
5. Know how to make an emergency telephone call, including using mobile telephones, to call the emergency services. Know where the nearest public telephone box is to your house, or where you can make an emergency call if your phone is out of action.
6. Make a list of useful emergency numbers and addresses and display them in your home, e.g, doctors, dentist, vet, police station, plumber, relative etc.

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Naturalist Badge

You will need to complete three activities from the list below.

1. Make a survey of a hedgerow or wild area. Be able to identify at least six species of wildflower, grasses or ferns.
2. Keep a record of birds you have spotted over one week. Be able to identify at least six wild birds.
3. Make a survey of a pond, river, stream or seashore. Be able to identify some of the animals, insects or plants life you find.
4. Explore the insect life of a particular area. Be able to identify some of the types of insects you find there.
5. Identify six different trees or shrubs from their leaves, shape, fruit or nuts and make a bark rubbing.
6. Identify six butterflies and or moths and talk to a leader about their life cycle.



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Personal Safety Badge

You will need to complete all six activities.

1. Explain the dangers of playing on or near two of the following: railways, busy roads, building sites, cliffs, canal banks, sand/gravel pits, farmyards, river banks, quarries.
2. Take part in a fire drill. Know what precautions to take to protect your home, meeting place, pack camp and pack holiday from the risk of fire. Explain the importance of a smoke detector. Know what you would do in the event of a fire in your home.
3. Show you can use at least one of the following codes: Green Cross Code, Water Safety Code, Bathing Code, Firework Code etc. Make up a safety code of your own choice, eg car passenger, train passenger and playground etc.
4. Know how to use a public telephone and how to make an emergency phone call, including using a mobile phone.
5. Explain what you must do if a stranger starts to talk to you and what you would need to tell your parents/carers if you are going out without them.
6. Know some of the dangers you could find visiting the following: seaside, large town, countryside, mountainous area, lakeland or moor.

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Road Safety Badge

You need to complete all six sections.



1. Draw or photograph ten different traffic signs and explain what they mean.
2. Show how to use the Green Cross Code.
3. Tell a leader about the importance of zebra, pelican or other controlled crossings and know how to use them safely.
4. Show you know how to behave safely as a car passenger.
5. Show how to use a public telephone or mobile telephone and know how to make an emergency call.
6. Make a poster to promote road safety to pedestrians.

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Physical Recreation Badge

You need to complete all five activities.

1. Show a good sporting attitude in all games and sport in which you take part.
2. Tell a leader about the sport you take part in. Find out as much as you can about your sport especially the rules.
3. Show reasonable skill and take part regularly in at least one of your chosen sports.
4. Take the clothing and equipment you need for your sport to Cubs and show how you would look after it.
5. Tell a leader about the training and preparation you take part in for your chosen sport and how and when you practise.

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Sports Enthusiast Badge

You need to complete all five sections.

1. Know the rules and laws for a sport and explain them to an adult.
2. Have a good background knowledge of the teams and sports personalities of your chosen sport.
3. Explain what equipment is needed for the sport.
4. Be able to list some major events for the sport of your choice.
5. Give a description of events that you have attended in pursuit of your chosen sport. If this is not possible then explain to a leader how you keep up to date with your sport.

When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for someone to come and test you at Cubs.





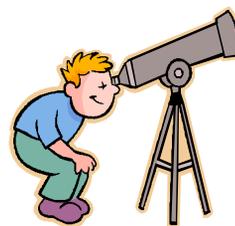
Scientist Badge

You must complete six activities, three from Part A and three from Part B.

You must be able to explain or show a leader what you have done, explaining any conclusions that you came to.

Part A—The Physical World

1. Make a simple switch from household items. Show how it could be used to power a light bulb powered from a battery.
2. Show how electrical currents produce magnetic, chemical and heating effects, and explain what happens.
3. Show that hot air rises.
4. Make an artificial rainbow by splitting up a beam of white light.
5. Make a pin hole camera and understand the principles of operations e.g. size of hole.
6. Keep simple weather records over a month e.g. rainfall, temperature, cloud cover, wind direction.
7. Make a simple compass and show the effect of metallic and magnetic materials upon it.
8. Make a simple periscope.
9. Show how to recover dissolved substances from a water solution.
10. Recognise three different constellations.
11. Make a model to show how the Earth orbits the Sun.



Part B— The Living World

1. Make some yoghurt and find out how living creatures are involved with the process.
2. Grow cress (or similar) and investigate what happens when light and water are excluded from it.
3. Use a net and jar to find out how many creatures live in the mud and water at the edge of a pond.
4. Set up a wormery or ant colony and record their activities over a few weeks.
5. Grow a bean or pea. When the root and shoot are visible investigate what happens when the seed is turned upside down and left to grow.
6. Collect seeds from various plants and discover how these are protected and dispersed.
7. Grow or make crystals or make crystal shapes from paper.
8. Investigate what happens to your pulse rate before during and after exercise.



Other experiments of a compatible standard are acceptable as long as they are agreed with a leader first.

If you have qualified for the Bronze Awards of the BA Young Investigators Club, you automatically qualify for this badge.

When you are ready and have everything you need, speak to Akela and they will be able to arrange a time for someone to come and test you at Cubs.



Water Activities Badge

You need to be able to complete four sections.

1. Explain the safety rules that apply to all water activities.
2. Be able to swim 50 metres.
3. Be able to keep afloat for 5 minutes.
4. Complete one of the following:
 - a. Qualify for the British Canoe Union's Paddle power One Young Paddlers Award
 - b. Qualify for the Royal Yachting Association Start Sailing One
 - c. Qualify for the British Sub Aqua Club's Basic Snorkel Diver Qualification
 - d. Qualify for the Professional Association of Diving Instructors' Discover Scuba-Blue Award
 - e. Qualify for the British Surfing Association' Junior Scheme Level One Award
 - f. Take part in three of the following:
 - * Canoeing
 - * Sailing
 - * Scuba Diving
 - * Snorkelling
 - * Boating
 - * Windsurfing
 - * Waterskiing
 - * Surfing
 - * Rafting
 - * Pulling
 - * Rowing



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GROUP BADGES

These badges we need to do with other Cubs



Adventure Badge

The Cub must complete all 4 activities

1. Know how to prepare for a one day expedition to the countryside (e.g correct clothing, footwear, First Aid kit and food).
2. Take part in two outdoor expeditions or journeys with other Cub Scouts.
3. Under adult supervision build and light a fire or use a stove and make a hot drink.
4. Find their way along a route of at least one kilometre using one of the following methods:
 - a. compass
 - b. map
 - c. landmarks
 - d. tracking signs.



Athletes Badge

To complete this badge the Cub must gain 8 points or more. Add up the score from the best four events.

Activity	3 Points	2 Points	1 Point
50m sprint	9 seconds	10 seconds	11 seconds
Throwing the cricket ball (using a 135g ball)	25 metres	22 metres	18 metres
High jump	96 cm	86 cm	76 cm
Long jump	3 metres	2.5 metres	2 metres
Sargent jump—measurements (refer to height on target)	35 cm	30 cm	25 cm)
Shuttle run (Individual runs 6 x 10m)	18 seconds	19 seconds	20 seconds
50m skipping (With rope going over head)	12 seconds	13 seconds	14 seconds
1,000m run	5 minutes	6 minutes	10 minutes

GROUP BADGES—continued



Camper Badge

The Cub must complete all six activities.

1. With other Cub Scouts, camp under canvas for at least three nights (not necessarily on the same occasion).
2. Help pack your kit for a Cub Scout camp.
3. Help to pitch a tent and strike a tent and show how to take care of it.
4. At camp, help to prepare, cook, serve and clear away a simple meal,- if possible out of doors.
5. Know how to look after yourself and be safe at camp. Know how to prepare for tent and kit inspection.
6. Take part in at least three of the following activities whilst at camp:
 - a. camp fire
 - b. Scout's Own
 - c. Wide game
 - d. joint activities with other Cub Scouts on site or from another local group
 - e. a good turn for the site
 - f. help to tidy up the campsite before you leave



Cyclist Badge

The Cub must complete all eight parts for the badge.

1. Own or have regular use of a bicycle of a suitable size and a cycle helmet.
2. Be able to mount and dismount properly.
3. Understand the need for keeping the bicycle in a roadworthy condition, and how to do this.
4. Be able to clean and oil a bicycle. Show how to pump up the tyres and to mend a puncture.
5. Understand the need for keeping the bicycle locked when leaving it unattended.
6. Show knowledge of the rules and signals for cyclists as set out in the Highway Code.
7. Understand the need for lights and reflective clothing. Discuss with the leader or other Cub Scouts the safety measures needed for riding in poor conditions.
8. Under observation, in a safe place, go for a short ride to show they can ride safely and confidently.

Cycle helmets must be worn at all times during cycle activities.

GROUP BADGES—continued



Emergency Aid Badge

The Cub Scout must complete all eight sections

1. Know the emergency procedure for someone who is hurt.
 - * assessing dangers
 - * making the area safe
 - * using any necessary life saving techniques
 - * getting help
2. Know how to make a 999 call from a home telephone and a mobile phone.
3. Show how to help a casualty who
 - * has an asthma attack
 - * is choking
 - * has eaten or drunk something poisonous
4. Show how to put a patient in the recovery position and describe when it is necessary to use it.
5. Show how to treat a minor cut, how to deal with severe bleeding and how to recognise shock.
6. Show how to deal with fractures, including treatment using a triangular bandage.
7. Show how to deal with burns and scalds.
8. Know the DRABC (Danger, Response, Airways, Breathing and Circulation) sequence and how to carry out the stages.

A Cub Scout who has gained the St John's Ambulance Young Lifesaver Award (Key Stage 2 Junior Parts 1&2) automatically qualifies for this badge.



Local Knowledge Badge

You will need to chose any three of the following:

1. Either:
 - a. find out about someone who lived in or near where you live who was or is famousor
 - b. visit and find out about a famous building, monument, earthworks or other place of historical interest. Discuss what you have found with your leader or other Cub Scouts.
2. Find out the meaning of, and collect pictures of, either your County, Borough, District, town or village coat of arms. Tell a leader how many different places you have seen the coat of arms displayed.
3. Talk to someone who has lived in your area for a long time. Find out about what they did when they were young and what changes they have seen their area over the last few years.
4. Draw a map of your area and mark on it place of interest for visitors.
5. With other Cub Scouts go on a short walk in your local area. Point out to your leaders any interesting features.
6. Visit a local emergency service station such as police, fire, ambulance service, coastguard or mountain rescue. Find out how the station is run.
7. Mark on a map or chart the services and organisations that help the community such as, doctor, Age Concern, fire or police stations, meals on wheels etc.

GROUP BADGES—continued



Global Conservation Badge

The Cub Scout must carry out these projects as a member of a group of Cub Scouts and not alone.

This group could be a Six or other small group.

1. While they are working on this Badge with their group:

- a) find some examples showing how people have damaged the environment and other examples showing how people have conserved the environment
- b) find examples of where the country code is being broken and what has happened as a result.

2. Take part as a group in two projects:

- a) clearing a ditch, pond or creek
- b) making, setting up and maintaining a bird feeder, bird table, bird nesting box or bird bath
- c) looking after a piece of land or garden
- d) tidying up a piece of wasteland
- e) take part in an anti-litter campaign
- f) planting a tree or shrub
- g) looking after a compost bin

3. Choose one from the following:

- a) make a display to inform others about an animal, bird, plant, fish, etc. which is in danger of extinction
- b) organise a "save it" campaign to encourage others to conserve energy, e.g. home insulation, fuel efficient engines etc:-
- c) take part in or start a recycling scheme, e.g. bottles, cans, waste paper
- d) visit a forest, wood or campsite and take part in a project on tree conservation. With expert help find out how the trees can be cared for.

Where Cub Scouts are encouraged to carry out any project anywhere near water, for example clearing a ditch or pond, Leaders must ensure adequate safety arrangements are made for the protection of the Cub Scouts. They must also ensure the activity is properly supervised.

GROUP BADGES—continued



Navigator Badge

The Cub must complete all five sections.

1. With other Cub Scouts, go for a walk around their local area. Take it in turns to use one of the following means of navigation:
 - a. written instructions
 - b. taped instructions
 - c. road signs
 - d. tracking signs
 - e. maps.
2. Find a number of routes between two different places. Choose the most practical and safe route for a visually impaired or physically handicapped person. Explain their choice and tell the leader what could be done to make the route safer.
3. By drawing a simple map direct someone from the meeting place to a local railway station, bus stop, doctors, hospital etc.
4. Using a local street map, find certain roads and places of interest as requested by the leader.
5. Help plan, or take part in, a treasure hunt using clues, directions and signs to reach a secret destination.