

CUB
SCOUT
AWARDS



Chief Scout's Silver Award

This badge is the highest award available in the Cub Scout Section. It is gained by completing:

- Community Challenge
- Creative Challenge
- Fitness Challenge
- Global Challenge
- Outdoor Challenge
- Promise Challenge

If a Cub Scout has not quite completed the requirements for this award before they move on to the Scout Troop, they may complete it in their early weeks in the Scout Troop.



Community Challenge

Cub Scouts should complete **three** of the following:

1. Find out about a place of worship (preferably different from their own) in their local community. Find out what happens there and tell other Cub Scouts about it. If possible they should visit a place of worship or meet a religious leader.
2. Organise a fundraising event for a charity of their choice.
3. Over a period of a month take good care of a pet. Make a record of how they have cared for their pet, for example, food, exercise, and cleaning/grooming.
4. Meet or visit someone who helps their local community, for example, a police officer, a fire fighter or lifeboat crewmember. Explain to others what they have learned and how we can help them to do their job.
5. Find out what hazards there could be in the home or Meeting Place or on a campsite. Help other Cub Scouts to be aware of any dangers.
6. Learn the following basic First Aid: controlling bleeding, burns and scalds, airway protection and how and when to get help.



Creative Challenge

Cub Scouts should complete **three** of the following:

1. Create and then read or perform a prayer, reading or sketch for a service, about their Promise. This should include why the Promise is important to them or how they have used the Promise to help other people. This could be done individually or in a small group.
2. Plan and perform a musical performance, play or sketch.
3. Create two new games for the Pack.
4. Design and make something, for example, a birdhouse, model or kite.
5. Create something using information technology, for example, a birthday card, party invitation, or a poster.
6. Make a creative presentation about an aspect of Cub Scouting. This could be in the form of a video, photos or posters. It could show the activities they enjoy doing, a Cub camp or be used for recruiting new members.
7. Write a poem or short story on a subject of their choice.
8. Design and make something using pioneering skills, this could be a raft or a scaled down model of a bridge.
9. Take part in a problem solving activity that requires creative thinking. This could be an incident hike or a code breaking activity at camp.



Fitness Challenge

Cub Scouts should complete **all** of the following:

1. Show how they have done their best in a sport or activity over a two-week period. This can be something new or a sport/activity they currently take part in.
2. Show how they have improved their physical fitness over a two-week period. This might include examining what they eat and improving their diet, how much exercise they take, how much sleep they get and explain how they might continue to improve their fitness in the future.
3. Try two new sports or physical activities at least once, for example, tennis, dance, basketball or Tai Chi.



Global Challenge

Cub Scouts should complete **four** of the following:

1. Find out about the traditions, culture, food, religion and other interesting things of a country different from their own.
2. Find out about the work of an international charity that helps around the world, for example, OXFAM, UNICEF. Present their findings to the rest of the Pack.
3. Find out about an aspect of international Scouting. They could take part in a 'Join In Jamboree' activity, or arrange a visit from a Jamboree participant. Or, they could find out about Scouting in a country of their choice.
4. Find out about things that can be recycled or how energy can be saved. Over a period of weeks show how they have recycled or saved energy at home.
5. Find out about a global issue such as poverty, conservation or water and sanitation and what they can do to help.
6. Find out about a technology of their choice. This could be a personal computer, a car engine, an aircraft or anything similar. They should understand the basic functions of the technology and how it is used and a brief history. They should then present your findings to the rest of the Pack.



Outdoor Challenge

Cub Scouts should complete **all** of the following:

1. Take part in at least one residential experience (preferably camping) with a minimum of two nights away. The two nights do not need to be consecutive.
2. Explain to other Cub Scouts what activity they enjoyed most whilst on the residential experience and what activity they found hardest. This could be in the form of a poster, story, photographs or similar.
3. Learn two new skills and use them, for example: tracking, fire lighting or some basic knots.
4. Take part in three new outdoor activities that you have not done before, for example, shelter building, pioneering, archery, skiing, abseiling, a wide game or kite flying.



Outdoor Plus Challenge

An optional choice particularly aimed at the older Cub Scout who has completed the Outdoor Challenge.

Cub Scouts should complete **all** of the following:

1. Hold the Outdoor Challenge.
2. Take an active part in helping to plan or run the Night's Away experience for example, help a less experienced Cub Scout during the event or plan and lead a Scouts' Own or game.
3. Know how to prepare for a one-day expedition to the countryside (e.g. correct clothing, footwear, First Aid kit and food and drink).
4. Spend two nights away on a residential experience with other Cub Scouts (these nights should be in addition to Nights Away used for the Outdoor Challenge but do not have to be consecutive).
5. Plan and then travel along a route of at least one kilometre on foot or using any method of self-propelled transport and navigate using any of the following: Compass, Map, Landmarks, Tracking signs, Taped instructions Or plan and then use a route using at least two types of public transport. The route should not be one that is familiar to the Cub Scout.



Promise Challenge

Cub Scouts should complete **four** activities from the following:

1. Over a period of time help another Cub during Pack activities; this could be for a new Cub's first few weeks in the Pack or on a residential experience.
2. Over a period of time carry out good turns for some one outside of the Pack. This could be helping a relative with housework or doing some work in the local community.
3. Describe an occasion that they found particularly challenging and explain how they did their best.
4. Find out about someone who has done their best.
5. Take an active part in the leadership of the Pack.
6. Help to run a Pack activity or game.
7. Take part in Pack Forums and be a role model for younger Cubs.
8. Take an active part in an act of worship, reflection or celebration with other Cub Scouts. This could be in the form of St George's Day celebrations, Remembrance Day or Scouts' Own.
9. Find out about a faith other than their own. This should include places of worship and a festival or ceremony. If possible a visit to a place of worship should be undertaken or a visit from a religious leader arranged.
10. Hold the My Faith Activity Badge.
