

Cub Scout Proficiency Badges



Cub Scout Proficiency Badges

# Badge	Page Number
1. Animal Study	3
2. Artist	3
3. Astronomer	4
4. Athlete - stage 1	5
5. Athlete - stage 2	5
6. Athlete - stage 3	5
7. Book Reader	6
8. Camper	6
9. Collector	7
10. Communicator	7
11. Community	8
12. Computer	8
13. Cook	9
14. Craftsman	9
15. Cyclist	10
16. Entertainer	10
17. Explorer	11
18. First Aid	11
19. Fisherman	12
20. Gardner	12
21. Guide	13
22. Handyman	13
23. Health Fitness	14
24. Hobbies	14
25. Home Help	15
26. Home Safety	15
27.Local Historian	16
28. Musician	16
29. Naturalist	17
30. Navigator	17
31. Personal Safety	18
32. Photographer	18
33. Scientist	19
34. Sportsman	20
35.Swimmer - stage 1	20
36.Swimmer - stage 2	21
37. Swimmer - stage 3	21
38. World Conservation	22
39. World Friendship	23
40. Writer	24
41.My Faith	24



Animal Study

- 1. Choose any three of the following alternatives and make a booklet on their behaviour and food habits and how to take care of them. Give an oral test on the information given in the booklet.
 - a. Aquarium fish
 - b. Cat
 - c. Parrot
 - d. Pigeon
 - e. Chicken
 - f. Goat
- 2. Know 3 protected animals and extinct species of Maldives.
- 3. Write a project to start a turtle hatchery in an island.



Artist

- 1. Know the primary and secondary colours and how to combine them to produce other colours.
- 2. Choose three activities from the list below. One of these activities is to be done in the presence of the examiner.
 - a. Design and make a greetings card.
 - b. Make a post advertising Cub Scouting or Cub Scout event.
 - c. Design and make a decorated book cover.
 - d. Draw and object.
 - e. Draw, paint or sketch an original picture using water- colour, crayons, coloured pencils or oil paints.



Astronomer

- 1. Make a model or draw a diagram of the Solar System
- 2. Explain the difference between a star and a planet.
- 3. Identify and find the Pole Star and at least three other constellations.
- 4. Find out and present some information about two of the following:
 - a. Comets
 - b. Northern Lights
 - c. Eclipses
 - d. Meteorites
 - e. Sun spots
 - f. Black holes
 - q. Asteroids
 - h. Light years
 - i. Space exploration
- 5. Observe the moon, if possible using binoculars or telescope, and describe some of its feature.

Note: Never look at the sun with binoculars or telescope as it will damage you eyes.







Athlete - stage 1, 2 & 3

Badges for successive stages may be worn at the same time.

You must gain the following points: 4 points for stage 1, 8 points for Stage 2, 12 points for Stage 3. You should add up the scores from your best four events.

		3 POINTS	2 POINTS	1 POINT
1	50 meter Sprint	9 secs	10 secs	11 secs
2	Throwing the Cricket Ball - using 135g (4 ¾ oz) ball	25 metres	22 metres	18 metres
3	High Jump	96 cms	86 cms	76 cms
4	Long Jump	3 metres	2.5 metres	2 metres
5	Sargent Jump - measurements refer to height on target	35 cm	30 cm	35 cm
6	Shuttle Run - individual runs 6x10 metres	18 secs	19 secs	20 secs
7	50 metres Skipping - with rope turning overhead	12 secs	13 secs	14 secs
8	1,000 metres Run	5 mins	6 mins	10 mins

Note:

When requirement 3 is undertaken, special regard must be given to the nature of the jump, and the landing facilities required. Unless expert tuition and supervision is available, the Fosbury Flop must not be attempted.

When requirement 6 is undertaken, the limits of the run are marked on the ground and the runner's hand or foot must touch on, or above the mark at the end of the run.



Book Reader

1. Produce a list of at least 6 books you have read during the last 3 months. Name the authors of these books and be able to tell the examiner something about 3 of the books. The three books to be chosen by the Cub Scout are to include at least one story and at least one factual book.

Note: The three books must be of a reasonable standard, taking the Cub Scout's age and development into account.

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



Camper

- 1. With the other Cub Scouts, camp under canvas in another island for one night.
- 2. Make a list of items that you take on a cub camp.
- 3. Help to pitch and strike a tent and know how to take care for it.
- 4. Know the basic health and safety rules for camp and how to dig drains to prevent water entering your tent.
- 5. At camp, cook and prepare a simple meal for six and clear away.
- 6. Take part in at least one of the following activities while at camp
 - a. Camp fire
 - b. Organize a game with the other cub scouts
 - c. Tree planting.
 - d. Cleaning up the beach nearest to your camp
- 7. Write a report about the camp.



Collector

- 1. Make a collection over a period of three months of a number of similar items (e.g. Stamps, postcards, coins, matchboxes or stickers etc.)
- 2. Arrange your collection neatly and in a suitable order, labeling items correctly and clearly.
- 3. Talk about items in your collection that particularly interest you.



Communicator

- 1. Know how to make use of at least two of the following:
 - a. Facsimile machine (FAX)
 - b. Electronic mail
 - c. Cellular phone
 - d. (C.B.) Radio
- 2. Make three minute a verbal or taped report of a local event either past or present.
- 3. Make a public notice to keep away people from a dangerous place or a hazardous site.
- 4. Memories a message and deliver it 20 minutes later.
- 5. Prepare a wall poster to inform public about a Cub Scout event.
- 6. Write a slogan on each of the following:
 - a. Environment
 - b. Public Health
 - c. Caring for the elderly



Community

- 1. Prepare a booklet by visiting one of the following places and find out.
 - How the place is run and organized and
 - How they function in an emergency situation.
 - a. NSS Coast Guard Building
 - b. Airport
 - c. Hospital
 - d. Post Office
 - e. Atoll office or island office.
- 2. Know what information you should give to the emergency services over the telephone and make sure you know how to make an emergency call.
- 3. Know some precautions you can take to protect home and possessions against crime and fire.
- 4. Draw a picture or write a slogan which still encourage children to respect the property of their people and discourage vandalism.



Computer

- 1. Draw a diagram to show the various parts of a computer system.
- 2. Write a short document and save it on a floppy disk.
- 3. Design a birthday greeting card.
- 4. Describe at least five uses which a computer could be put in everyday life.



Cook

- 1. Know why you should wash your hands before preparing food.
- 2. Discuss with the examiner the importance of balance diet and prepare a menu of a balance diet.
- 3. Prepare and serve rice, two curries and a salad.
- 4. Prepare the table for four persons to serve a main meal.



Craftsman

You must complete three activities to a high standard including number 5. Number 5 must be completed in the presence of the examiner.

- 1. Using hand tools make two wooden toys.
- 2. Make a decorative article from cane, raffia, wool, leather, wood or any other suitable material approved in advance by the examiner.
- 3. Design a print on fabric or paper, e.g. Screen printing, fabric print, lino print, etc.
- 4. Make a collage using a variety of materials, cloth, felt, wool.
- 5. Make any TWO of the following items using appropriate tools:

a. Book rack
b. Shelf
c. notepad holder
d. toolbox
e. towel rack
f. bulletin board
g. recipe holder
h. tie rack
i. lamp stand
j. letter holder

6. Finish the articles by painting, staining or varnishing them.



Cyclist

- 1. Own or have regular use of a bicycle of proper size.
- 2. Be able to mount and dismount properly.
- 3. Be able to clean and how to oil the bicycle.
- 4. Draw in your Log Book the traffic signs in the Maldives and explain them.
- 5. Draw a diagram of your bicycle and name the important parts of it.
- 6. With the examiner go for a short ride, showing the proper use of signals and knowledge of the local traffic rules.



Entertainer

Carry out any three of the following.

- 1. Make up and perform a dance to a piece of music of your own choice.
- 2. Perform some magic tricks.
- 3. Tell, act or mime a story.
- 4. Sing a Programme of songs (Western or Dhivehi)
- 5. Create a drama in sixes and perform it.
- 6. Tell a series of jokes to the examiner.
- 7. Perform a puppet play or shadowgraph using puppets which you have made.



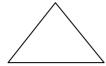
Explorer

- 1. Know the preparations required for a one day expedition in an uninhabited island. Eg. Costs, correct clothing, footwear, first aid kit and food.
- 2. Take part in two Cub Scout expeditions out of doors.
- 3. Build and light a fire outdoors and use it to make a hot drink.
- 4. Build a simple shelter.
- 5. Find your way along a route, using one of the following methods.
 - a. compass
- b. maps
- c. tracking signs



First Aid

- 1. Explain the examiner the meaning of First Aid.
- 2. Know the importance of cleanliness and how to treat minor wounds.
- 3. Put on an arm sling using a triangular bandage. What else could you use if you don't have a triangular bandage.
- 4. Know hour to stop nose bleeding and how to treat somebody who has fainted.
- 5. Know three things you should never do at the scene of an accident.
- 6. Demonstrate simple roller bandaging of had and knee.
- 7. Know and show how to help a child who appears to be drowned.
- 8. Explain two dangers to health of each of the following:
 - a. Smoking,
 - b. Drinking alcohol.
- 9. Know and show how to help a child who appears to have drowned.



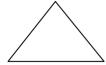
Fisherman

- 1. Hold a swimmer badge.
- 2. Keep a log book for a period of 3 months of fishing trips you have taken (your cub log book can be used) The log should contain a note of weather condition of the day, number and types of fish caught and type bait used.
- 3. Name six types of reef fish and six types of deep sea fish caught locally.
- 4. Tell the examiner major 4 items used in the Dhoani for deep sea fishing.
- 5. Draw and name the fishing gears used by the fisherman.
- 6. Demonstrate how to tie a hook on the fishing line.
- 7. Clean and cut a fish.



Gardner

- 1. Grow a plant indoors.
- 2. Name three Kinds of trees grown locally for their timber.
- 3. Be able to identify and name on sight.
 - a. 6 Garden Flowers
 - b. 6 Garden Vegetables
 - c. 6 Common native trees
 - d. 3 Friends of the Garden
 - e. 3 Enemies of the Garden



Guide

- 1. Explain to a visitor where he could get a ferry or a dhoani to the airport.
- 2. Be able to make an international telephone call.
- 3. Explain to a visitor the location of any 2 of the following places.
 - a. Nearest mosque
 - b. Telephone booth
 - c. Post Office
 - d. Hospital or health center.



Handyman

- 1. With pictures or drawings gives information about 7 tools.
- 2. Demonstrate the safe use of, and how to take care of, tools such as hammer, saw, screwdriver, spanner.
- 3. Under the supervision of the examiner complete two projects from the following list:
 - a. a nesting box
 - b. a shoe rack
 - c. a towel rack
 - d. a picture frame
 - e. a notice board



Health Fitness

- 1. Know personal hygiene and cleanliness.
- 2. Collect information about 6 common diseases, their causes, symptoms and cure for them.
- 3. Write a list of 5 physical activities which will keep us fit.
- 4. Make a menu of a balance diet.



Hobbies

1. Show a continuing interest and progress over at least three months in any non sporting activities for example: - board games, calligraphy, composing, acting, story telling, advertising, making and flying kite sailing, snorkeling, surfing etc.

The activity must not have a relationship with the activities of any other badges in this syllabus.

- 2. Demonstrate the examiner how you pursue your activity and what materials, equipment and background information you have used.
- 3. Discuss with the examiner how you plan develop your hobby in the future.

For Adventurous activities:

4. Tell and if possible, show the examiner the safety rules you need to know for your activity.



Home Help

- 1. Prepare breakfast for 3 persons that would include roshi, mas'huni and tea.
- 2. Lay a table correctly for 3 persons to have the breakfast and wash up afterwards.
- 3. Make a bed.
- 4. Wash and iron shirt.
- 5. Clean and tidy living room
- 6. Sew on a badge or button.



Home Safety

- 1. Make a list of useful emergency telephone numbers and addresses to display in your home.
- 2. Know what to do in the even of a burst water pipe, gas leak or electricity power failure in your home.
- 3. Know what precautions you need to take and what to do if fire breaks out in your home.
- 4. Be able to identify the common causes of accidents in the home and how they can be prevented.



Local Historian

- 1. Know the important periods of the Maldivian history.
- 2. Select a national hero and collect information about the person and answer the questions the examiner asks about the hero. Make a presentation of these information in your log book.
- 3. Mark on a map of the country the islands on which the important historical places and located.
- 4. Write a commentary on one of the historical building



Musician

Choose any FOUR from the following:

1. Sing a song and play a piece of your choice. The song and the music piece must be of different style and tempo.

2. Choose any two from the following:

- A. Name parts of your musical instrument.
- B. Listen to a piece of music and name some of the musical instruments heard.
- C. Know how to play a Dhivehi tune.
- D. Sing a Raivaru or a Ban'dhi.



Naturalist

Do any THREE of the following: Record the work done, to achieve this badge, in your log book.

- 1. Start a scrapbook on any 3 of the following and find out as much as you can about each one:
 - a. Trees and shrubs
 - b. Sea Birds
 - c. Seashore
 - d. Bait fish
 - e. Garden plants
- 2. Tell the examiner 3 local species of each:
 - a. Trees for timber
 - b. Flowers
 - c. Fruits and vegetables
- 3. Take part in any environmental project. E.g. Cleaning the harbour, Planting trees, and protecting endangered species.
- 4. Explain ways of pollution to local beaches.
- 5. Take part in 1 outing involving nature study.



Navigator

- 1. Find the easiest and shortest route between two given places by the examiner and mark the route on the map.
- 2. By drawing a map direct someone to go to a place given by your examiner.
- 3. From a point the examiner instructs mark on the map the places of interest in the island and the easiest route to follow to go to these places.



Personal Safety

- 1. Tell your examiner five things that you would not do when you are alone
- 2. Show how to use a public telephone and know emergency telephone numbers.
- 3. Explain to the examiner what you would do in the following situations.
 - a. if you have a serous cut
 - b. if there is burglary
 - c. if your house is on fire
 - d. if the water pipe burst
- 4. Know some of the hazards you may find when you are in at lease one of the following
 - a. walk on the beach.
 - b. walking bare foot
 - c. crossing the road
 - d. near a construction site
 - e. near the garbage dump



Photographer

- 1. Understand the features of the camera you are using and how that you know about lens focusing and apertures and their use in taking good pictures.
- 2. Be able to identify good practice and common mistakes in taking pictures
- 3. Use the above skills and make a set of 6 pictures on a theme of your choice and display them on a scrap book or an album.



Scientist

Choose two experiments from each section (four in total) of the badge and explain to and or Show the examiner what you have done. Record in your log book the experiments and work done to achieve this badge.

The physical World

- 1. Make a simple compass and show the effects of metallic and magnetic materials upon it.
- 2. Keep simple weather records over a month (e.g. Rainfall, temperature, cloud cover, Wind direction and speed)
- 3. Show that hot air rises.
- 4. Make a simple switch from household items and demonstrate how it could be used to control a light bulb and battery.

The Living World

- 1. Grow a bean or pea. When the root and shoot are visible investigate what happens the seed is turned upside down and left to continue growing.
- 2. Make a simple compass and show the effects of metallic and magnetic materials upon it.
- 3. Investigate what happens to your pulse rate before and after exercise.
- 4. Find out what soil is made of, how much water it contains in different samples and figure out what kind is best to grow plants in.



Sportsman

- 1. Be able to tell the rules of two sports choosen by the examiner.
- 2. Know 3 international or regional celebrities of sportsman and 6 local.
- 3. Show the skills of your favourite sport.
- 4. Show that you know the equipment and clothing necessary for the sport selected from the following list:
 - a. Cricket
 - b. Hockey
 - c. Badminton
 - d. Table Tennis.



Swimmer - stage 1

Badges for successive stages may be worn at the same time.

- 1. Explain the examiner the safety measures to be taken while in water and where it is safe to swim locally.
- 2. A jump or a dive from the side of the swimming pool or into the sea at least 1.5 meters in depth.
- 3. Breathing exercise
- 4. Front glide
- 5. Back glide
- 6. Front paddle 10 meters
- 7. Back paddle 10 meters
- 8. Swim 25 meters any style



Swimmer - stage 2

- 1. Wearing a light shirt and shorts:
 - a. Tread water for 1 minute in a vertical position.
 - b. A surface dive to touch the bottom with both hands in at least shoulder depth.
 - c. Float for 3 minutes.
 - d. Swim 30 meters any style and return in a different stroke
- 2. Commencing with a racing start swim 50 meters.
- 3. Demonstrate correct signal for help



Swimmer - stage 3

- 1. Wearing a long sleeved shirt and trousers:
 - a. while treading water remove an article of clothing and inflate it to make a float.
 - b. use your float as a buoyancy aid for 1minute
 - c. swim 45 meters
 - d. tread water for 5 minutes in vertical position
- 2. Swim 400 meters, surface diving once during the swim and swimming at least 5 meters completely submerged



World Conservation

Carry out these projects as a member of a group of Cub Scouts and not by yourself. This group may be your Pack, Six or other small group.

- 1. Find some examples showing how man has damaged nature and other examples showing how man has improved nature.
- 2. Take part as a group in two projects, such as:
 - a. Tidying up a cemetry
 - b. Cleaning up the beach or inner lagoon.
 - c. An anti-litter campaign.
 - d. A tree planting activity.
- 3. Write about protected marine sites in the Maldives.
- 4. Organize a "SAVE IT" campaign to encourage others to conserve energy or water.
- 5. Go on an expedition with your group to an inhabited island:
 - find some examples of how man has damaged nature and other examples showing how man has improved nature.
- 6. Know the Environment Law of the country.
- 7. With your group find out about the fragility of the Maldives reef system and what steps are being taken to protect it.



World Friendship

Choose any THREE from the following list:

- 1. Be a pen friend to a child from another country and write or send tapes to him/her for at least three months.
- 2. Recognize the flags from ten countries in the world, SIX of which must be from SAARC countries.
- Collect at least 3 coins, stamps and postcards from 3 different countries in the SAARC region and discuss with the examiner what you know about the SAARC Countries.
- 4. In a scrap book about one of your neighbouring countries.
 - a. Show on a map where that country is in relation to the Maldives.
 - b. Draw and colour that country's flag.
 - c. Include details of the people of the country which you have chosen. Eg. The type of houses they live in, the food they eat & the clothes they wear.
 - d. Find out whether or not scouting exists in the country you have chosen.
- 5. Mark on a world map the following:
 - a. The location of the United Nations Headquarters.
 - b. Tell something of the United Nations Organization.
 - c. The location of at least six World Scout Jamborees.
 - d. The location of at least six Asia Pacific Scout Jamborees.



Writer

- 1. Make and present a collection of stories and/or poems you have written on a variety of themes.
- Write a report on a recent cub Scout event for use in a newspaper or magazine and read it to others.
- 3. Write a letter and address an envelope neatly.
- 4. Make a collection of 3 stories (150 words), 3 essays (100 words) 3 poems on variety of themes on his own.



My Faith

```
    جَرِّ كُرُو وَ رَبِّرُ وَرَهُ مَا وَ مِرْرُ الْ مَرْدُو وَ مُرْدُ وَ مَرْدُو الْ مَرْدُو وَ مُرْدُ وَ مُرْدُو وَ مُرْدُ وَ مُرْدُو وَ مُرْدُ وَ مُرْدُو وَ مُرْدُودُ و مُرْدُودُ وَ مُرْدُودُ وَالْمُودُودُ وَ مُرْدُودُ وَالْمُودُودُ وَالْمُودُودُ وَالْمُودُ وَالْمُودُودُ وَلَادُودُ وَالْمُودُودُ وَالْمُودُودُ وَالْمُودُودُ وَالْمُودُودُ وَالْمُودُودُ وَالْمُودُودُ وَالْمُودُودُودُ وَالْمُودُودُودُ والْمُودُودُ وَلَالِمُودُودُودُ وَلَالِمُودُودُ وَالْمُودُودُودُود
```