SCOUTING CHIEF SCOUT GOLD REQUIREMENTS
Contents
Transition Requirements for Chief Scout Gold (started Scouts before 2015) .......................................................... 3
Chief Scout's Gold Award .......................................................................................................................................... 4
Scout Challenge Awards ........................................................................................................................................... 5
  Adventure Challenge Award ................................................................................................................................. 6
  Creative Challenge Award ................................................................................................................................... 8
Expedition Challenge Award .................................................................................................................................. 10
Outdoors Challenge Award ..................................................................................................................................... 12
Personal Challenge Award .................................................................................................................................... 13
Skills Challenge Award ......................................................................................................................................... 14
Team Leader Challenge Award ............................................................................................................................ 16
Teamwork Challenge Award .................................................................................................................................. 17
World Challenge Award ....................................................................................................................................... 18
Transition Requirements for Chief Scout Gold (started Scouts before 2015)

Any Scout who has already started the Award and who will complete it after December 2015 should follow these transition guidelines:

In these cases, Scouts will need to complete:
- Personal Challenge Award
- Teamwork Award
- Team Leader Award (Leaders may waive this award if a Scout has completed the rest of the requirements by December 2014)
- 6 Activity Badges or Staged Activity badges of your choice
- Six other Challenge Awards (these can be a mixture of the current and new awards). Ideally they should cover all six of the areas covered by the new Challenge Awards. As a minimum Scouts must complete at least two awards from each of the groups below to make up their six remaining Challenge Awards:

<table>
<thead>
<tr>
<th>New Challenge Awards</th>
<th>Group 1</th>
<th>Group 2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>World</td>
<td>Outdoors</td>
</tr>
<tr>
<td></td>
<td>Skills</td>
<td>Adventure</td>
</tr>
<tr>
<td></td>
<td>Creative</td>
<td>Expedition</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Current Challenge Awards</th>
<th>Group 1</th>
<th>Group 2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Community</td>
<td>Outdoors</td>
</tr>
<tr>
<td></td>
<td>Global</td>
<td>Outdoors plus</td>
</tr>
<tr>
<td></td>
<td>Promise</td>
<td>Adventure</td>
</tr>
<tr>
<td></td>
<td>Fitness</td>
<td>Expedition</td>
</tr>
</tbody>
</table>
Chief Scout’s Gold Award
How to earn your award

1. Earn six activities or staged activity badges of your choice. They could be badges you gain outside of your normal meetings or ones you’ve achieved through your programme.

2. Complete the nine challenge awards. These are:
   - World Challenge Award
   - Skills Challenge Award
   - Creative Challenge Award
   - Outdoors Challenge Award
   - Adventure Challenge Award
   - Expedition Challenge Award
   - Teamwork Challenge Award
   - Team Leader Challenge Award
   - Personal Challenge Award

Top tips

If you haven’t quite completed the challenges for the Chief Scout’s Gold Award, you can complete them in your first term in the Explorer Unit.

You can wear your Chief Scout’s Silver Award on your uniform until you achieve your Chief Scout’s Gold Award.
Scout Challenge Awards

- Expedition Challenge Award
- Outdoors Challenge Award
- Personal Challenge Award
- Skills Challenge Award
- Team Leader Challenge Award
- Teamwork Challenge Award
- World Challenge Award
- Adventure Challenge Award
- Creative Challenge Award
# Adventure Challenge Award

## How to earn your award

1. Take part in four different adventurous activities. At least two of these activities should be new to you and you should try to do them on at least two separate occasions. You could try:
   - abseiling
   - bellboating
   - canoeing
   - caving or potholing
   - climbing
   - cycling
   - dragon boating
   - gliding
   - hill walking
   - hiking
   - orienteering
   - paragliding
   - pony trekking or horse riding
   - powered aircraft
   - pulling
   - rafting
   - sailing
   - snowboarding
   - stunt kiting
   - sub-aqua
   - surfing
   - water-skiing
   - windsurfing.

2. Show how you have developed your skill and expertise in one of these activities. Show that you know the safety issues involved, and that you can use any equipment needed for the activity safely.

3. Learn about any environmental issues caused by your activity. Take steps to reduce any harm to the environment.

4. Research other ways you can take part, or develop your skills, in your chosen activities. Follow up your research with action!

---

**Take part in four different adventurous activities preferably on at least two separate occasions.**

The activities should, by definition, be adventurous by nature and could be undertaken on land, water or air. Some examples are given in the badge requirements, but these can be added to. Visit the [A-Z of Activities](https://members.scouts.org.uk) for information, guidance and rules on a long list of adventurous activities. Adventurous activities could be done as part of District or County events and competitions, on a camp or residential opportunity, or as part of the Troop programme. Availability of activities depends on your local area and other leaders within your District and County will have suggestions of good activity providers local to you – for example Scout Activity Centres, individual instructors or commercial suppliers.

Adventurous activities don’t have to be expensive to be exciting. Anything which is new to your Scouts will
provide an exciting challenge. Get the Scouts involved in choosing which activities they want to do, for example by asking for suggestions, taking a vote, or getting Patrol Leaders involved in planning a camp or activity day.

When organising adventurous activities make sure that you know and follow the rules for that activity. There are rules which apply for activities led by a member of Scouting, and for activities run by external suppliers. They can all be found at here.

Show how you have developed your skill and expertise in one of these activities, that you know the safety issues involved, and are able to use safely any equipment needed for the activity

Scouts must show that they’ve developed their skill and expertise in a particular activity. This will hopefully be something that they have tried and discovered that they enjoy, so have gone on to do more. This could be done outside of Scouting (for example by joining a local club) but it could also be done through Scouting (for example by developing kayaking skills by doing that activity on a number of camps, or developing hiking skills to be able to enter a County competition).

Keeping a record of when the activity has been done is not important, but you should be able to see that they have improved since their initial try of the activity, and can explain and use safety equipment. You can check their knowledge of safety by observing and asking questions whilst on the activity with the Scouts, or asking them to explain safety aspects separately. They could take this further and complete it in a creative way, for example taking photos or do a presentation to other Scouts.

Understand environmental issues surrounding the activity and take steps to reduce any adverse environmental impact

Environmental impacts will be specific to the activity. For example, it could be about minimising erosion to a rock face, keeping to the footpath on a walk through a sensitive area, or riding bikes on recognised trails. You can search for environmental impact assessments online and use them as the basis for running an activity.

Research further opportunities to take part in or develop your skills in your chosen activities. Follow up your research with action!

Scouts should know how to go on and take part in their chosen activity outside of Scouting to complete this requirement. They don’t have to act on this research, but if they have enjoyed the activity you may want to encourage them to go further, for example by doing something within education, another youth group or a specialist club.
Creative Challenge Award

How to earn your award

1. Over a period of time, take part in at least four creative activities. Some of these should be new to you. You could try:
   - music
   - photography
   - wood or metalwork
   - needlework
   - cooking
   - website design
   - dance.

2. Show that you have developed your skills in one of these activities. Show that you know how to use any equipment safely.

3. Use your creative ability to produce something that promotes a Scouting activity or an event.

4. Construct a model using materials like a plastic kit or recycled items. Alternatively, make a useful item from wood, metal or plastic.

5. Show how to use social media or the internet in a creative and safe way. Explain why it’s important to use them safely.

6. Take part in a performance. You could try:
   - magic tricks
   - gymnastics display
   - campfire sketch
   - street dance
   - plays
   - concerts.

Over a period of time, take part in at least four creative activities, some of which are new to you. Show that you have developed your skill and expertise in one of these activities and that you know how to use any equipment safely.

Some possible creative and performance activities are listed in the badge requirements, but creative activities can cover a wide range. Some other creative ideas include literature, modelling, newsletter production, decorative knot tying, knitting, art, Google SketchUp, designing and making paper aeroplanes etc.

Demonstration of these skills could be in the form of a skills share night, where Scouts have time to demonstrate to each other their skills, and teach them a little about their activity.

Use your creative ability to produce something that promotes a Scouting activity or an event to an appropriate audience

Promoting Scouting could involve photography, video, posters, lettering, collage, prose, poetry, sketches, songs, a press release etc. Once created, it should be used!

Construct a model using, for example, a plastic kit or recycled items, or make a useful item from wood, metal or plastic

It is important that Scouts are encouraged to try some new things, and to use their imagination and creativity rather than to copy or replicate something that already exists.

Demonstrate the use of social media or the internet in a creative and safe way, explaining why safe use
is important
The creative and safe use of social media and internet is key in today’s society. Guidance on communicating using social media, and on e-safety, can be found within the Digital Citizen staged activity badges.

Take part in a performance of some sort
Performance includes anything that involves doing something in front of other people—encourage Scouts to do something which is a challenge for them as an individual. For some Scouts performing a campfire stunt in front of friends may be a suitable challenge, whilst others may not find that challenging and could be encouraged to take part in a larger performance.
Expedition Challenge Award

How to earn your award

1. Take part in either an expedition or an exploration over two days with at least three other Scouts. This should include a night away at a campsite or hostel.

2. Take an active part in planning the expedition. Do any training you need and be well prepared. Training should include:
   - planning a route, including rest and meal stops. Being able to work out how long it should take you to travel that route.
   - choosing suitable equipment for an expedition. You might consider tents, stoves, rucksacks, walking equipment, emergency equipment, first aid kit, wet weather gear, appropriate food and a camera.
   - navigation and using things like maps and timetables for your expedition. You might want to brush up on using an Ordnance Survey or similar map, a compass, a GPS device, a street map or A-Z, and rail or bus timetables.
   - knowing what to do in an emergency.

3. During the expedition or exploration:
   - play a full part in the team
   - use a map or other navigation device to keep track of where you are
   - cook and eat at least one hot meal
   - do a task, investigation or exploration as agreed with your leader.

4. Produce an individual report or presentation within the three weeks following your expedition. You could present your work as a project, performance, video recording, oral presentation, blog or website.

**Expedition:** A journey with a purpose. If undertaking an expedition travel by foot, cycle, canoe, horse or other agreed means is acceptable, travelling for at least four hours on each day. A task or small project should be completed whilst on the journey.

Example expeditions include:

- Exploring a country or suburban area new to you
- Walk in a Country Park or a ramble on footpaths through woods and fields
- Walking a tow-path along a river of canal
- A cycle ride
- Canoeing or kayaking on rivers or canals
- Walking part of a ‘Long Distance Footpath’ near to you
- Staying in a Youth Hostel, a bunkhouse or a bothy

**Exploration:** A purpose with a journey. If undertaking an exploration travel by foot, cycle, public transport or other agreed means for at least ninety minutes to reach the destination is acceptable. Having reached the destination carry out at least five hours investigation over the two days following up on previously undertaking research.

Example investigations include:

- Nature: Wildlife, flowers, trees, birds, mammals
- Buildings: Churches, pubs, farms, villages, houses
- Environment: Footpaths, litter, pollution
- Local: History, ghosts, legends, famous people, historic buildings, prehistoric standing stones, stone circles, burial grounds, battle grounds.

You could present your purpose work as a project, performance (song, dance or drama), video recording, oral presentation, blog or website. Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:

- Air and Sea Navigation
- Cyclist
- Geocaching
- Hill Walker
- Orienteer

As well as the guidance below, Programmes Online contains lots of activity ideas that you could use to deliver this badge.

The area visited for the expedition or exploration should not be well known to the Scouts.

Both options must include a night away – which could be at a campsite, bunk house, hostel or similar. If camping, Scouts are not required to carry their camping equipment during the expedition or exploration. They should carry suitable equipment for their mode of travel, and for dealing with emergency situations.

Scouts should cater for themselves, including cooking and eating at least one hot meal during the course of their expedition or exploration. For example this could be over a lightweight stove, or in a kitchen in the place they are staying. Consideration must be given to an overnight venue which allows them the ability to do this. A number of teams could stay in the same venue, but should be able to sort out their own food. Leaders should not centrally cater for Scouts as part of this challenge.

Scouts must have appropriate adult supervision bearing in mind their age, experience, the terrain and activity. As a minimum, such supervision should involve a visual check at the beginning and end of the day, and an adult being available in the local area. It would not usually be an appropriate challenge for the Scouts to be accompanied at all times by an adult. Rules and guidance on peer led activities can be found in POR.

You should ensure that you follow the rules guidance for running Nights Away experiences, such as relevant activity permits and nights away permits, InTouch, parental permission and first aid arrangements.
Outdoors Challenge Award

How to earn your award

Take an active part in at least eight nights away as a Scout. Four of the nights should be camping. While you’re away, work with other Scouts do the other tasks on this list.

1. With others, pitch and strike your tent.
2. Lead, or help to lead, a group of Scouts to set up a well-organised site. It should include sleeping tents, food and equipment stores, a fire or stove, kitchen and eating area.
3. Prepare and light an open fire or set up a suitable stove. Use it to prepare, cook and serve a meal safely.
4. Understand the three points of the Countryside Code. Show what action you can take to follow the code.
5. Find out why personal and campsite hygiene is important. What should you do to be hygienic?
6. Using knots that you have learned, build a simple pioneering project, object or camp gadget.
7. Explore the environment of your camp and make sure you know where everything is. Respect the environment you are in and, at the end of the camp, leave the site as you found it.
8. Find out what accidents and incidents can happen outdoors or during your camp. Show how you would deal with them.
9. Show how to use an axe, saw or knife safely. You can choose any or all of these tools.
10. Complete at least four of these tasks:
   - Provide a service commitment to the site for about an hour.
   - Take part in a wide game.
   - Take part in a campfire or other entertainment.
   - Working with others, successfully complete a two-hour activity or project.
   - Plan a balanced menu for a short camp.
   - Lead the cooking of a meal for the group.
   - Show that you know the safety precautions for using lamps and stoves.
   - Cook a backwoods meal with the group.
   - Build a bivouac and sleep in it.
   - Show how to pack a rucksack correctly, with appropriate kit for the camp or event.

The Countryside code is operated by Natural England and applies in England and Wales. The key principles are relevant everywhere in the UK countryside. The Scottish Outdoor Access Code operated by Scottish Natural Heritage applies in Scotland. The Northern Ireland Countryside Code applies in Northern Ireland. More info: [England and Wales](https://www.naturalengland.gov.uk). Personal and Site hygiene could include such things as personal hygiene, looking after personal equipment and troop equipment whilst maintaining a tidy and orderly site, food hygiene, including waste disposal and dealing with litter.

Typical accidents or incidents which may occur outdoors or at camp include cuts, grazes, burns and scalds, stings and insect bites, heat stroke, upset stomach, dehydration, sprains and broken bones. Scouts should understand how to deal with an accident, the importance of getting help and how to make an emergency call.

In exploring the environment of camp Scouts should know which areas are out of bounds, understand the need to respect other people’s camps (for example by walking round not through them), take care of communal areas, and pick up their litter.
Personal Challenge Award

How to earn your award

Complete two personal challenges that you agree with your leader.

You should choose one of the challenges and your leader will choose the other.

The challenges must be different from the ones you did for your Beaver and Cub Personal Challenge Awards.

Every individual who undertakes an activity badge should face a similar degree of challenge and as a result some requirements may need to be adapted. It is completely acceptable to change some of the requirements of the badges to allow individuals to access the badge (for example where there are special needs, cultural issues, or religious considerations to take into account) and the requirements outlined for activity badges do allow for some flexibility in order to obtain the badge. If you would like help or advice when considering adapting the requirements of a badge please contact UK Headquarters.

Here are some example challenges to help you think about what you could do. You don’t have to pick a challenge from this list, you should choose to do something which is personal to you.

- Look after a new Scout for half a term
- Talk about a topic you are interested in in front of your Patrol
- Bring the right equipment to Scouts every week for a term
- Remember to brush your teeth twice a day for two weeks
- Show good behaviour at Scouts for 3 weeks in a row
- Try something new that you have put off trying before
- Represent the views of your Patrol to other people
- When on Scout camp deal with insects in your tent calmly
- Take your dog for a walk every day for two weeks, even if it’s raining
- Volunteer to do something before you are asked, and complete the job with a smile

To complete this award Scouts should discuss possible personal challenges with their Leader or a Young Leader. It may also be helpful to discuss them with the Scout’s parents.

The emphasis is on the young person having some ownership of this. One of the challenges should be primarily the Scout’s choice, and one the Leader’s choice.

Challenges should be individual, part of ‘growing up’ and require some kind of personal commitment. For example a shy Scout’s challenge could be to look after a new Scout for half a term or to talk about a subject in front of the rest of their Patrol; or a forgetful Scout’s challenge could be to remember to bring the right equipment for activities every week for a term or to brush their teeth at least twice a day.

Example challenge are given in the notes section, but any suitable challenge can be used. Scouts should agree their two challenges before they start working on them, and it is recommended that the Personal Challenge Award should be completed towards the end of their time in the section before moving onto Explorers.
Skills Challenge Award

How to earn your award

1. Regularly take part in physical activities over a period of four to six weeks. Keep a record showing your improvement. Your goal could be to develop in an activity or successfully complete a challenge. Physical activity/challenge suggestions:
   - circuit training
   - football skill training
   - aerobic routine
   - synchronised swimming routine
   - Zumba aerobics
   - tap dancing
   - team sports.
   - charity swim
   - long distance cycle ride
   - incident hike
   - athletic event
   - pool life-saving test
   - dance competition.

2. Show you understand why eating a sensible diet and getting enough sleep is important.

3. Do some research so that you can explain the dangers and harmful effects of smoking, alcohol and drugs.

4. Learn and use at least five of these skills:
   - Mend or customise an item of clothing.
   - Cook and serve a two-course meal, for at least four people.
   - Fix a puncture or a dropped chain on a bike.
   - Wash up after a meal, making sure everything is clean and dry.
   - Use a washing machine to wash a load of clothes.
   - Iron your uniform shirt.
   - Change a lightbulb, in a ceiling light.
   - Set a heating timer and thermostat as needed for the time of year.
   - Clean a toilet, hob or oven.
   - Do another similar home skill.

5. Take part in at least three activities that require a number of problem solving skills.

Over a period of four to six weeks regularly take part in physical activities

Some possible activities and challenges are listed in the badge requirements, and the list can be added to. Any activity where the Scout will develop their fitness level whilst being able to show improvement is acceptable, and activities can be done as a whole Troop or as individuals. A simple chart can be used for record keeping. Scouts should understand the importance of warm up exercises and warm down and record the use of these in their log.

Demonstrate that you understand the importance of a sensible and appropriate diet, and the need for sufficient sleep

Scouts should be encouraged to understand the importance of diet in maintaining a healthy body, including the importance of a balanced diet as well as staying hydrated and the importance of a regular sleep pattern. Useful web links: [www.5aday.co.uk](http://www.5aday.co.uk), [www.eatwell.gov.uk](http://www.eatwell.gov.uk), [www.bbc.co.uk/health](http://www.bbc.co.uk/health) Why not invite a nutritionist to visit
and help run a programme that incorporates diet and sleep.

Complete some research and be able to explain the dangers and harmful effects of smoking, alcohol and drugs

This section is aimed at helping a Scout to understand the effect smoking, alcohol and drugs will have on their body, the dangers connected to each and the law relating to each. Useful web links; www.quitbecauause.org.uk www.truthaboutbooze.com www.talktofrank.com www.thesite.org

Services like the NHS and Police often offer programmes that are aimed at young people around these areas, and could be invited in to run an evening. It is best practice to let parents know that you will be covering these topics.

Learn and use at least five of these skills

Scouts may choose from this list of life skills, or could learn and use another similar home skill agreed with their leader. It is important that they learn the skill, then later put it into practice – this clause should be practical not theoretical! Scouts should be supervised by a competent adult or young leader when demonstrating these skills.

Skills could be covered by running bases in a Troop evening, and safety messages should be included when teaching the skills. Scouts could then put their newly acquired skills into practice at home, or on a residential experience.

Take part in at least three activities requiring a number of problem solving skills

Problem solving is a life skill we all require and Scouts should be encouraged to develop. It may be a real life scenario such as a quick response to a situation requiring first aid, a problem requiring tactical thinking to solve, or problems that arise out of relationships and need to be solved for the group or Patrol to get along.
Team Leader Challenge Award

To achieve this badge you need to hold the Scout Teamwork Award, and complete these requirements over a period of at least three months:

1. Successfully lead a Scout team at a camp or all day event. You need to:
   - look after the whole Patrol / team,
   - help individuals in your team if they need it,
   - make sure that your team achieves the goal you have been set.

2. Help a new Scout to be part of the Troop with an understanding of what is expected of them.

3. Help another Scout to develop a Scouting skill.

4. Represent the views of other Scouts (for example at a Patrol Leaders’ Council or something similar) and report back to them afterwards.

The resource ‘Taking the Lead’ provides a wide range of activities which support these badge requirements. It is designed to help you develop leadership skills with Scouts in your Troop, and increase their participation in decision-making processes in Scouting. Most importantly, it will help young people become better team players and leaders, both within Scouting and in preparation for their adult roles in society.

Additionally, information on Troop Forums can be found here. Troop forums and Patrol Leaders’ forums are an opportunity for Scouts to participate in planning, reviewing and implementing their programme, and can be formal or informal as appropriate for your Troop.
Teamwork Challenge Award

How to earn your award

This award should be done over a period of at least three months.

1. On at least three separate occasions, be part of a Scout team, where you work together to achieve a goal.
2. Give at least three examples of when you’ve been in different types of teams. Explain your role in those teams.
3. Take part in at least three teambuilding activities that you have not tried before.
4. Take an active part in at least four Troop or Patrol Forums. At each forum, express your views on at least one item being discussed.
World Challenge Award

How to earn your award

1. Choose an aspect of local community life and find out as much as you can about it. You could learn about:
   - local government
   - local history
   - different faiths
   - types of farming found locally.

2. Work with people or an organisation from a community. Take the chance to find an issue that your Troop could help with. It should be something that helps people and also helps you grow as a person. Plan and carry out the project with your Troop and others in the community. Then share what you learned from the activity with other people. Talk about how it helped other people and what you will do with the skills and experiences you have gained.

3. Plan, take an active part in and evaluate a local community service. Doing the service should take you at least six hours (not including planning and evaluating).

4. Take part in an activity that shows you understand your own faith or your faith community.

5. Take part in an activity that explores different beliefs and attitudes. You could look at fashion, music, sport or disability.

6. Give several examples of how you have kept your Scout Promise and Scout Laws.

7. Take an active part in an environmental project.

8. Investigate and try to make contact with Scouts in another country.

9. Take part in an activity that explores an international issue.

Identify an aspect of local community life and find out what you can about it

When finding out about the local community the project should include some fact finding, a visit to or from the project and some sort of report back. You could be creative in the way that you do this, for example: theme a couple of evenings around a local visit including some follow-up activities; invite someone in to run an evening based around a community theme; get Patrols to make short videos or sketches about what they have learned; or complete a community action project (see below) which links to the community theme learned about for this requirement.

What issues affect you? Find out who you could talk to who can make a difference

Scouts should be encouraged to think about issues which affect them within their local community, and which they may have an opportunity to influence. One way of completing this could be to invite a local councillor or other community figure in. Most towns and counties now have youth councils who express young people’s views to local decision making bodies.

Remember that not every young person will be interested in campaigning to make a difference on an issue. Provided they know who they could talk to if they wanted to, they do not have to raise the issue to meet this requirement.

Plan, take an active part in, and evaluate, a local community service

Make sure that Scouts are engaged in choosing what kind of community service they would like to do, and planning to do it. Activities within the Youth Involvement Toolkit can help you to engage Scouts with this element.

The time may be spent doing a number of different projects or by showing commitment to a single project over a longer period of time. Examples of community service could be running a fund-raising stall or game, delivering leaflets, gardening, helping with activities for younger children. Where possible the community service should
link in with the local community life project.

**Take part in an activity that demonstrates your understanding of your own faith, or your faith community**
This could be an event or celebration, or it could be a Troop activity. Scouts may be able to explain an aspect of their faith to other Scouts from different faiths, or could participate in an activity together with other Scouts from the same faith community. It is important that this requirement is about their own faith or faith community, rather than learning about other people’s faiths.

**Take part in an activity that explores different beliefs and attitudes**
When getting a Scout to explore how others may have different attitudes to their own any topic can be used. The topics can be as diverse as local cultures, different types of music, football teams, political parties, fashion etc.

**Give several examples of how you have kept your Scout Promise and Scout Laws**
When asking Scouts to give examples of how they have kept their Scout Promise and Scout Laws, ask them how they think they have done their best, and how they have kept different elements. This doesn’t need to be an in depth analysis of every element of the Promise and Law – a few different examples are fine. You could use activities that explore the meaning of the Promise to complete this requirement, Scouts could explain their understanding to new members in preparation for investitures, they could keep a diary or photo diary, or could do a speed dating style event where they have three minutes to tell someone else how they have kept their Promise and Laws.

**Take an active part in an environmental project**
This project should be something that helps the environment, and could be based around the Scout meeting place or activity centre, in the community, or a private area. You could link with a local environmental organisation to complete this.

This environmental project could be linked to your community action project for requirement 3, but does not have to be.

**Investigate and try to make contact with Scouts in another Country**
Making contact with Scouts in another country can be done a number of ways, for example through Nights Away in the UK or overseas, the internet, pen pals, Jamboree-on-the-Air (JOTA), Jamboree-on-the-Internet (JOTI), programmes run by WOSM, or linking with groups that are part of British Scouting Overseas or Branches of The Scout Association.

**Take part in an activity that explores an international issue**
Examples of international issues which could be explored include: trade, health, water and sanitation, environment, conflict, refugees, peace, tourism, homelessness, poverty, animal welfare or conservation. Scouts should be able to show an understanding of the issues involved, how the issues affect the UK and other countries, and be able to take some relevant action.