

CUB SCOUTS **ADVENTURE QUEST**



Creating a book is a journey you do not undertake alone.
Thank you to all those who walked together on this path
and helped bring the Cub Scout Handbook and ONE
Programme to life.

This book, in use by Cub Scouts all over the country, will
be the best 'thank you' for everyone who contributed.

LET THE ADVENTURE BEGIN!

Programme Commissioner

Cub Scouts

Production by Ása Skans

Illustrations by Ciaran Lucas

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WELCOME TO CLUB SCOUTS!

This book will be your guide through all the adventures that Cub Scouts will bring you. With your Six and with the help of your Scouters you can have loads of fun challenges. Check out our Lands of Adventure for some ideas of what you can do.

We are already Cub Scouts and will help you on the journey as well! You will find us in the lands and will help you keep track of all that this journey brings! So, brace yourself for some serious FUN!







MEET THE ATLANTIC SIX



Name: Sarah

Description: She likes spending time with her friends and knows everybody in her neighbourhood. She is very friendly and is always willing to welcome new Cub Scouts.

Likes: Baking cookies to share with her friends.

Dislikes: Mean people!



Name: Phil

Description: He loves all sports. He keeps fit and eats healthy food, most of the time! He is always on the run.

Likes: Playing games with his friends.

Dislikes: Having nothing to do!

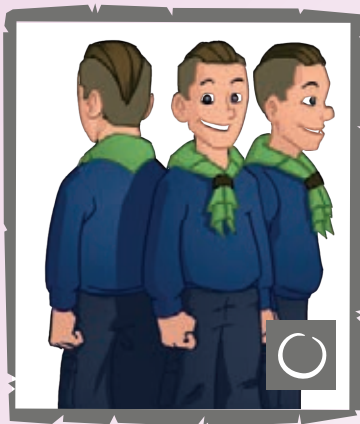


Name: Isobel

Description: She is really clever. She knows how to do lots of different things. She loves school and spending time with her Six.

Likes: Doing puzzles and quizzes.

Dislikes: Being treated like a stupid kid!



Name: Conor

Description: He is the Sixer. He is kind to everyone and tries to keep things fair. He watches out for everyone, especially the younger Cub Scouts. He looks on the bright side and never gives up.

Likes: Tales about knights and heroes.

Dislikes: Bullies!



Name: Eva

Description: She is the Scribe. She writes the log of what they do and puts in drawings. She likes talking to people, and is a good listener too.

Likes: Writing in her diary and making things.

Dislikes: When people argue!



Name: Sean

Description: He loves Nature, especially animals and plants. He likes to understand how the whole world works and is always asking questions.

Likes: Exploring Nature.

Dislikes: Homework.

INVESTITURE

Here are some of the things that you should know about and understand before you become a full member of your Cub Scout Pack:

- The History of Scouting
- The Scout handshake and motto
- How your Cub Pack works
- Show that you know and understand the Cub Scout Promise
- Know and practice the Cub Scout Law
- Keep a diary of random acts of kindness that you have done for four weeks
- Own a Cub Scout uniform
- Know how to wash and iron your neckerchief
- Understand the importance of turning up to your meeting on time
- Know that you are unique and write down your best qualities
- Plan your first journey through the lands

You are now ready to become a member of the Cub Pack and will get your Cub Scout compass.

There is a special ceremony to mark this big event.

As a Cub Scout you make a Promise to yourself.

You promise to care for yourself and your Six through your words and actions. You promise to make the world a better place by helping others. You put other people first and become a good Cub Scout who is kind, generous, and honest.

A Cub Scout helps another person every day.

The Cub Scout Promise

I promise that I will do my best
To do my duty to God
To serve my community
To help other people and
To live by the Cub Scout law

The Cub Scout Law

Cub Scouts are Friendly
Cub Scouts are Kind
Cub Scouts are Honest
Cub Scouts can be Trusted



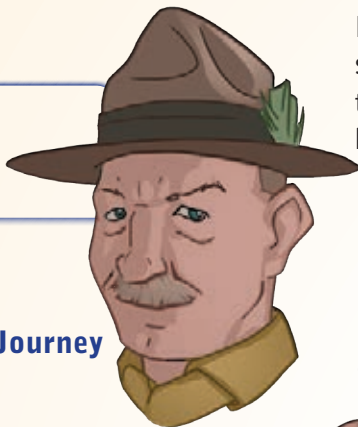
HISTORY OF SCOUTING

Scouting was started by Robert Baden Powell who was a soldier in the British Army a century ago. His experiences in the army inspired him to teach boys adventure and life skills while having a lot of fun with their friends.

He wrote "Scouting for Boys" and it started a Movement which swept the world in 1907. He tried out his ideas in a camp on Brownsea Island in England. This was the very first Scout Camp.

Ireland was one of the first countries to have Scouts. Now Scouting Ireland is one of the biggest youth organisations in the country.

**OUR MOTTO IS
BE PREPARED**



Eight Travel Tips for a Good Journey

1. Travel with others
2. Help others along the journey
3. Stay outdoors as much as you can
4. Do new things to develop your skills for the journey
5. Use your imagination and be creative
6. Pick up Special Interest Badges along the way
7. Ask your Scouter for help if you need it
8. Remember your Cub Scout Promise and Law

Scouts across the world greet each other with a left-handed handshake. This is a sign of trust and friendship. There is a story that when Baden Powell entered the city of Kumasi in Africa, he was greeted by one of the Great Ashanti Chiefs. Baden Powell saluted him and offered his right hand as a sign of friendship. The Ashanti Chief moved his shield from his left hand to join his spear in his right hand, so he could shake hands with Baden Powell. When asked why he shook with his left hand, the Chief said that by offering his left hand, which traditionally holds a shield for protection, he was showing his trust to his new friend. Without the shield he would be open to attack.



**SCOUT SIGN
AND HANDSHAKE**

THE CUB SCOUT JOURNEY

HOW THE CUB PACK WORKS

My name is Conor and I'm the Sixer of the Atlantic Six. That means I'm the leader of the Six. A Six is a group of six Cub Scouts. I have a helper called a Secondar.

I lead some of our activities. We talk about what we like and hope to do. Then I bring all our ideas to the Sixer Council. This is a meeting of Sixers, Seconders, and a Scouter. We decide on activity ideas and the Council helps me to do a good job as Sixer.

As Sixer I help to teach younger Cub Scouts new skills and take a lead role at Investiture Ceremonies. I try to include everybody in our activities and set a good example.

A Cub Scout Pack is a gathering of all the Sixes. In our pack we named our Sixes after seas; Pacific, Arctic, Caribbean, Indian, Baltic, and China. What is your Six named after?



The Sixer Council is a meeting of the Sixers, Seconders and a Scouter. Together they decide on programme ideas and games and the council helps the Sixer do the best job they can when leading their Six.

THE CUB SCOUT PACK FORUM

The Pack Forum is a meeting of everyone in the Cub Scout Pack. It is a chance for us all to say how we think the Pack is doing, and what we'd like to do in the future. We all listen to each other. We all have good ideas.

We can decide on a Cub Scout Code for our Pack at the Forum. The Code helps us to have fun in a safe and friendly way. It comes from the Cub Scout Promise and Law.

Every Cub Scout in our Pack needs to understand and accept the Code.

AN EXAMPLE OF A CUB SCOUT CODE

In this Cub Scout Pack, each member has agreed to:

1. Attend all meetings, unless ill or away.
2. Listen to and follow the instructions given to them by Scouter, Sixers, and Seconders.
3. Attend at least two Scouting events outside the normal Pack weekly meeting.
4. Set a good example to other Cub Scouts.
5. Wear their uniform with pride. Always be clean!
6. Be the best they can be.
7. Be respectful and caring.
8. Remember to have Fun!

How you can have your say



THE CUB SCOUT JOURNEY

Planning your Journey

From the large map of the Lands of Adventure, your Cub Pack picks a land to explore. Your Pack can choose which Land they wish to visit in a number of ways. Ask your Scouter for Ideas.

Once your Pack has chosen the Land of Adventure that you will all visit it's time for you and your Six to decide what activities you would all like to do in the land. Every Cub Scout in the Six must decide what part they will do in the activity.

When you have decided what you are doing you should look to the Travel Cards in the back of your handbook and see which Travel Card you can use.

Now it's time to plan the details and make sure you have enough time. Your Scouter will help with this.

All that's left is to Do what you planned. If you do your best, your Scouter will clip your Travel Card for you.

On your Adventure

All that's left is to DO what you have planned! When you are on your adventure remember what you have said you will do and try to achieve this. There are a lot of choices and picking the right choice will make the adventure all the better. Remember you can revisit these Lands as often as you choose.

The best way to do things is to use the Travel Tips. This will be a guide to you about how you should do things and what you should do.



PLAN **DO** **REVIEW**

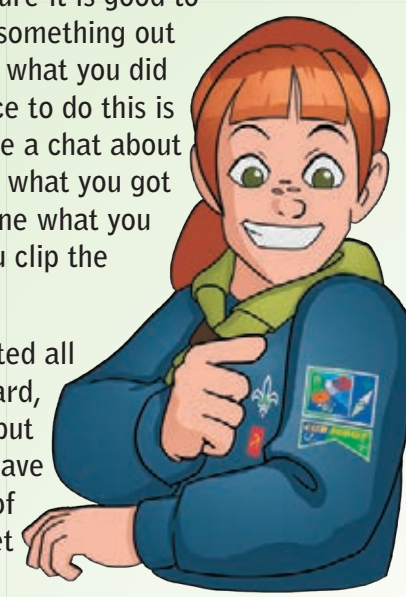
Reviewing what you have done

When you get back from your adventure it is good to find out how you did. We always get something out of reviewing what we do. You review what you did with the help of others. The best place to do this is with your Six. Take some time to have a chat about what happened on the adventure and what you got out of it. At the end, see have you done what you said you would do. If you did then you clip the Travel Card.

So, the idea is, when you have collected all of the clips on one side of a Travel Card, your Scouter will give you a bead to put on your toggle. For example; If you have collected all of the clips on one side of your Sarah's Travel Card. You will get your Social SPICES bead to put on your toggle.

When you have collected one SPICES Bead from each SPICES section you can trade your SPICES Beads in for your Personal Journey Badge. So Six different SPICES beads equals a badge

The Badges are called:



Turas
this means journey



Taisteal
this means travel



Tagann
this means arrive



SPECIAL INTEREST BADGES

As part of your adventure you might explore new areas. We have badges for this too. You can earn a Special Interest Badge in five different areas:

- Personal Skill
- Physical Recreation
- Adventure Journey
- Community Involvement
- Environment



There is a list of ideas for badges under each heading; your Scouter will have this list. But you should also try to come up with your own! Special Interest badges take into account your personal interests and hobbies. They allow you to increase your skill or to acquire a new skill. As a Cub Scout you can earn up to three badges from each area of Special Interest.

Special Interest Badges should:

1. Encourage and challenge you to learn new skills or develop new skills.
2. Increase your knowledge in particular areas.
3. Contain practical elements which will benefit you and others.
4. How you earn your badge is unique to you as a Cub Scout. You write out your challenge with the help of your Mentor (older Scout/parent/other Scouters).
5. Remember you earn the badge by doing your best.

Getting started

Go to your Scouter, they will help you to decide which area to choose and how to get going. They'll help you to write down what you're going to do and how it fits in with the other badges you're doing.

You will agree on a mentor with your Scouter who will guide and encourage you.

Here are some questions that you should ask yourself when you are planning your Special Interest Badge:

What Special Interest Area will I choose?

- What am I going to do?
- What steps do I need to take to do this?
- How long will it take me?
- Where will I do it?
- Do I need any equipment or adult help?
- How will I know that I have achieved what I set out to do?

Check your plan as you're doing your Special Interest Badge, to see that you're doing what you set out to do. Change the plan if you need to. Make sure you have given yourself enough time to finish it.

Always remember:

PLAN

DO

REVIEW

CHIEF SCOUT AWARD

In your last year in Cub Scouts you can do the Chief Scout Award. This is a very special award given by our Chief Scout and you have to do seven projects to get the badge. To earn the badge you really have to do your best and when finished will be able to wear it on your Scout Uniform.

Before you start your badge you have to ask your Scouter to download the form from the Website www.scouts.ie. Together with your Scouter, plan what you would like to do. Remember to keep a record of your progress.

The following are the projects you have to do:

Skill: One Special Interest Badge from the "Skill" Area

Physical: One Special Interest Badge from the "Physical" Area

Community: One Special Interest Badge from the "Community" Area

Environment: One Special Interest Badge from the "Environment" Area

Scout Skill: Two Adventure Skills to Stage two and two Adventure Skills to Stage four

Expedition: Walking 20 Km over an eight hour day

Residential / Intercultural: Shared activity with a group in a residential/camp setting for three days & two nights, must include an intercultural aspect

As you can see there is plenty that you can do and it will take you a lot of time. You will get help from your Scouters, the Pack and your Six while doing your projects. Other Cub Scouts are doing their badge as well.

When you complete your Chief Scout's Award there will be great celebrations!



ADVENTURE SKILLS

To enjoy your adventure you will need new skills. As you learn these skills you can earn one of the nine Adventure Skills Badges. If you were in Beaver Scouts, you may already have some. If so, move onto the next stage!

If you have just joined Cub Scouts, choose

the Adventure Skill that you would like to learn and get started! Check out your Adventure Skills Poster Book for all the details.

THE NINE ADVENTURE SKILLS ARE:



Backwoods: Learn how to live without electricity, running water, and the comforts of home. Work with nature to survive!



Camping: Find out how to pitch different types of tents. Learn how to find a good campsite, and what gear you need to bring along.



Emergencies: When things go wrong, it's good to know how to help. Learning First Aid and other skills to help people is vital for any Cub Scout.



Hill walking: Be prepared for hiking everywhere outdoors. Learn how to plan your route, avoid getting lost, using a map and compass, and what to wear and carry.



Paddling: This is perfect for the water-lovers. Get the basics of water safety under your belt. Find out how to use and care for Paddling gear.



Air Activities: This is about things that fly! Learn how planes, kites, and hot-air balloons work. How does the wind affect things that fly?



Rowing: It's not as easy as it looks! Get to the bottom of this skill and get moving on the water.



Pioneering: Learn some knots and lashings and use them to design and build your own camp gadgets!



Sailing: Learn about navigation, water safety, ropework, storage and use of the boats, and vital teamwork. Then get on the water with your Pack!

Personal Journey Badges



Turas



Taisteal



Tagann



Investiture Badge



Sixer and Secondar Badges



Special Interest Badges



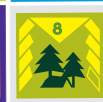
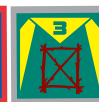
Chief Scout's Award



Boatman Badges



Adventure Skills Badges



GENERAL THINGS THAT YOU WILL NEED FOR YOUR CLUB SCOUT JOURNEY

- Hiking Boots
- Rain gear
- Rucksack
- Small back pack
- Sleeping Bag
- Ground Mat
- Cup, Bowl & Plate
- Cutlery

**LOOK AT THE BACK
OF THE BOOK FOR
SOME INFORMATION
ON SURVIVAL SKILLS
AND OTHER USEFUL
TIPS TO KNOW.**



WEEKEND

- ☐ Coat and Rain gear
- ☐ Small back pack
- ☐ Hiking boots
- ☐ Spare socks
- ☐ Sweatshirt
- ☐ Spare set of clothes
- ☐ Sun screen
- ☐ A hat
- ☐ Towels
- ☐ 3 x Sweatshirts
- ☐ 5 x Tee Shirts
- ☐ 5 x undies!
- ☐ 5 x socks
- ☐ 3 x bottoms
- ☐ Pyjamas
- ☐ Old trainers
- ☐ Sleeping Bag
- ☐ Ground Mat

Whether you're outdoors for just a day, or going on a weekend camp, always wear your neckerchief. Before you go, find out about...

The Seven Principles of "Leave No Trace"

1. Plan ahead and prepare
2. Be considerate of others
3. Respect farm animals and wildlife
4. Travel and camp on durable ground
5. Leave what you find
6. Dispose of waste properly
7. Minimise the effects of fire

DAY ACTIVITY

- ☐ Rain gear
- ☐ Small back pack
- ☐ Hiking boots
- ☐ Spare socks
- ☐ Sweatshirt
- ☐ Spare set of clothes
- ☐ Sun screen
- ☐ A hat
- ☐ Lunch

TRAVEL TICKET APPLICATION

NAME

SIX

GROUP

HOBBIES

OTHER INTERESTS

Now that you have filled in your application and know about some of the challenges and adventures ahead of you, it is time to give you some hints for the journey. As you go through the Land of Adventure, watch out for the following symbols;



When you see this, ask your Scouter about how you could do an Adventure Skills Badge.



This means you could do a Special Interest Badge as part of your activity.



When you see this, you could do a Boatman Badge. Look at page 60-61 for more information.



hi, we're in the kingdom
of the celts!

The Celts came from Northern Europe and travelled to Ireland, Britain, France and Spain. They mainly settled in Ireland. Of all the different peoples who came to Ireland it was the Celts who had the most influence on Irish Culture and our way of life. They lived in small kingdoms and their communities were made up of the king, the land owners, warriors and the Aos Dana (who were skilled people like Druids and Bards). They built raths, ringforts and crannógs.

The Celts were such a strong group of people because they stayed together as a community in their forts and raths. They played games and celebrated feasts as a community because they knew the importance of having fun together.

Warriors trained to protect the community. They also hunted for food in teams. When they caught food, they cooked, and ate it together. So come on in to the land of the Celts. They really are very friendly and will give you a big Welcome!

Celts told stories in their cave painting, like the Riddle on the Rocks. They loved puzzles and playing board games.

Ogham Writing is a famous way of writing a message that had dashes in the rock to show letters. Sign language was also a common way of communicating



Celts lived in raths, forts and Crannógs

They cooked food in Fulacht Fia, which were holes in the ground. They filled these with hot stones to heat water for cooking.



The Tailteann games were like the Olympic games of the Celtic world and was a community's celebration of its history and traditions.

The Celts were great at working with metal. They made weapons, tools, and jewellery called torcs.

The Celts celebrated festival at spring and harvest-time. Bards sang songs, performed poems, and stories.

THE KINGDOM OF THE CELTS

THE SIX GIVES SUGGESTIONS OF WHAT YOU COULD DO...

Torcs - Can we dress up like the Celts, and make jewellery and swords?

Sign Language - We should learn some sign language! It could be fun!

Myths & Legends - Like Cú Chulainn? Were there many heroes like him? Can we find out?

Fulacht Fia - We should make that Fulacht Fia! I want to try to do that!

Tailteann games - The Celts had games like the Olympics. Could we do our own Tailteann games?

Riddle on the Rocks - what was the riddle? Maybe we can paint on rocks too?



Bards – We could do some stories or songs like the bards at our next campfire!

Ogham Writing - Could we use Ogham to make our own secret code?

Raths - We could build a fort like the Celts?

The Celts look like they enjoyed celebrations like Samhain. Can we have a Bonfire party like them?

Druids - What about making magic like the Druids?

The Celts were great with metal. Can we try making something with metal too, like copper armbands?



WHAT SARAH DID IN THIS LAND...

Activity	Turas	Taisteal	Tagann
Tailteann games	Played a game	Refereed a game	Organised a game
Story telling	Joined in a sketch	Acted in a sketch	Made up a sketch
Myths	Read about a legend	Looked for a local legend	Got local legend stories together
Riddles on Rocks	Visited Newgrange	Copied drawing of the Riddles	Designed my own riddles
Copper Bands	Etched on to a Copper Band	Cut a Copper Band and etched it	Made Bands for some Beavers
Druid Magic	Went to Magic show	Tried some simple tricks	Put on a Magic show 
Build Fort	Helped the Six to build a fort	Organised people to build fort	Designed a New Fort and built it
Secret Code	Broke a code set by the Scouts	Helped make a Code with my Six	Set a code for another Six
Fulacht Fia	Did a Hobo Stew 	Helped with a Celtic Oven	Made a Fulacht Fia
Costumes and jewel	Had a Celtic costume night	Made Swords and Shields	Looked into costumes and made them
Sign Language	Learned some basic signs 	Taught signs to other cubs 	Helped a Sign Language night 
Bonfire Party	Helped build a Bonfire	Organised wood gathering	Held a Bonfire party



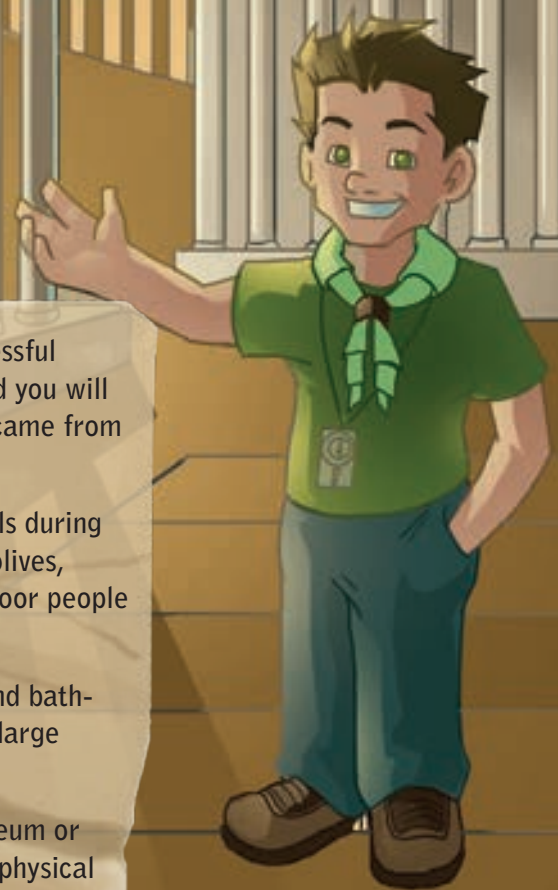
HI, WELCOME TO ANCIENT ROME!

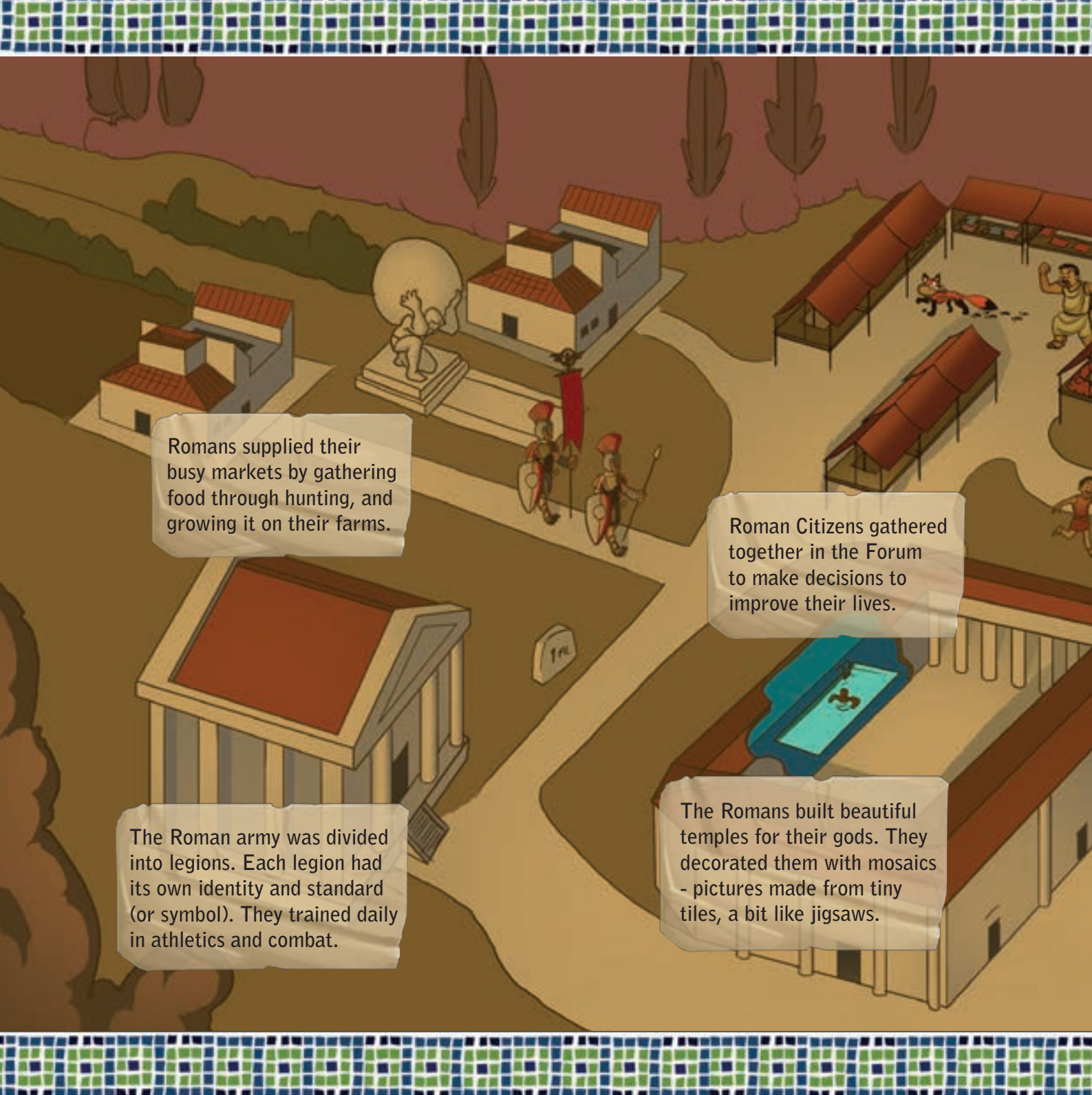
Did you know that the Romans are seen as one of the most successful civilisations in the History of the World?! When you visit this land you will be amazed at what you find. The secret to the Romans' success came from looking after their health and their bodies.

Food was a big part of the Roman daily lives. They ate light meals during the day, and had a huge meal in the evening. They ate food like olives, grapes, roast pork, and honey cakes. Believe it or not, only the poor people ate pizza.

Romans liked to stay clean. They built the first toilets, sewers, and bath-houses for washing themselves and their clothes. They also built large aqueducts to bring water into their cities.

Romans also loved sports. Check out the gladiators in the Colosseum or the soldiers in their world-conquering army. Are you ready for a physical challenge in Rome?



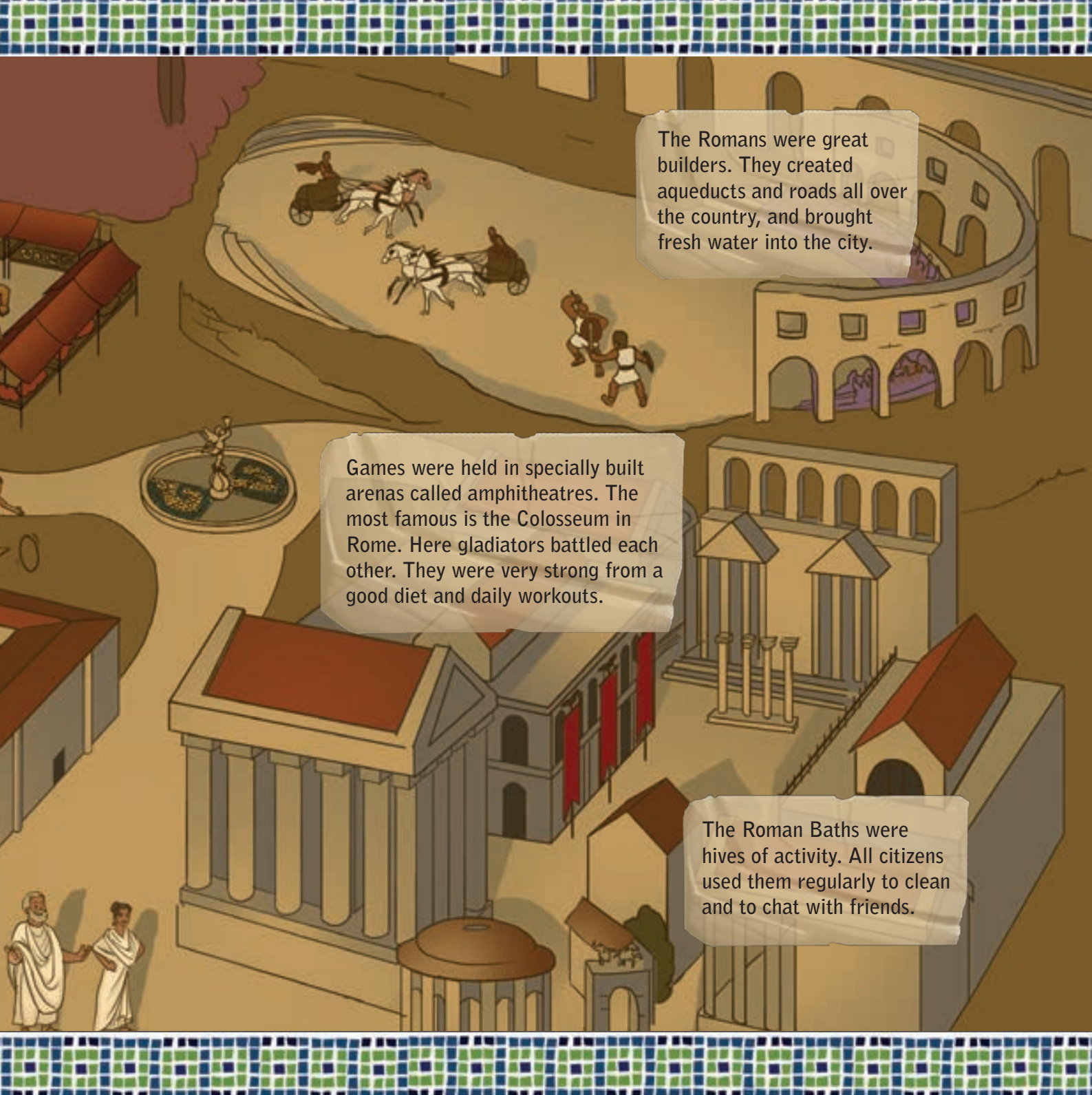


Romans supplied their busy markets by gathering food through hunting, and growing it on their farms.

Roman Citizens gathered together in the Forum to make decisions to improve their lives.

The Roman army was divided into legions. Each legion had its own identity and standard (or symbol). They trained daily in athletics and combat.

The Romans built beautiful temples for their gods. They decorated them with mosaics - pictures made from tiny tiles, a bit like jigsaws.



The Romans were great builders. They created aqueducts and roads all over the country, and brought fresh water into the city.

Games were held in specially built arenas called amphitheatres. The most famous is the Colosseum in Rome. Here gladiators battled each other. They were very strong from a good diet and daily workouts.

The Roman Baths were hives of activity. All citizens used them regularly to clean and to chat with friends.

ROME

THE SIX GIVES SUGGESTIONS OF WHAT YOU COULD DO...

Roman Gods - Did you know that many planets are named after them? I'm definitely going to find out more about our solar system!

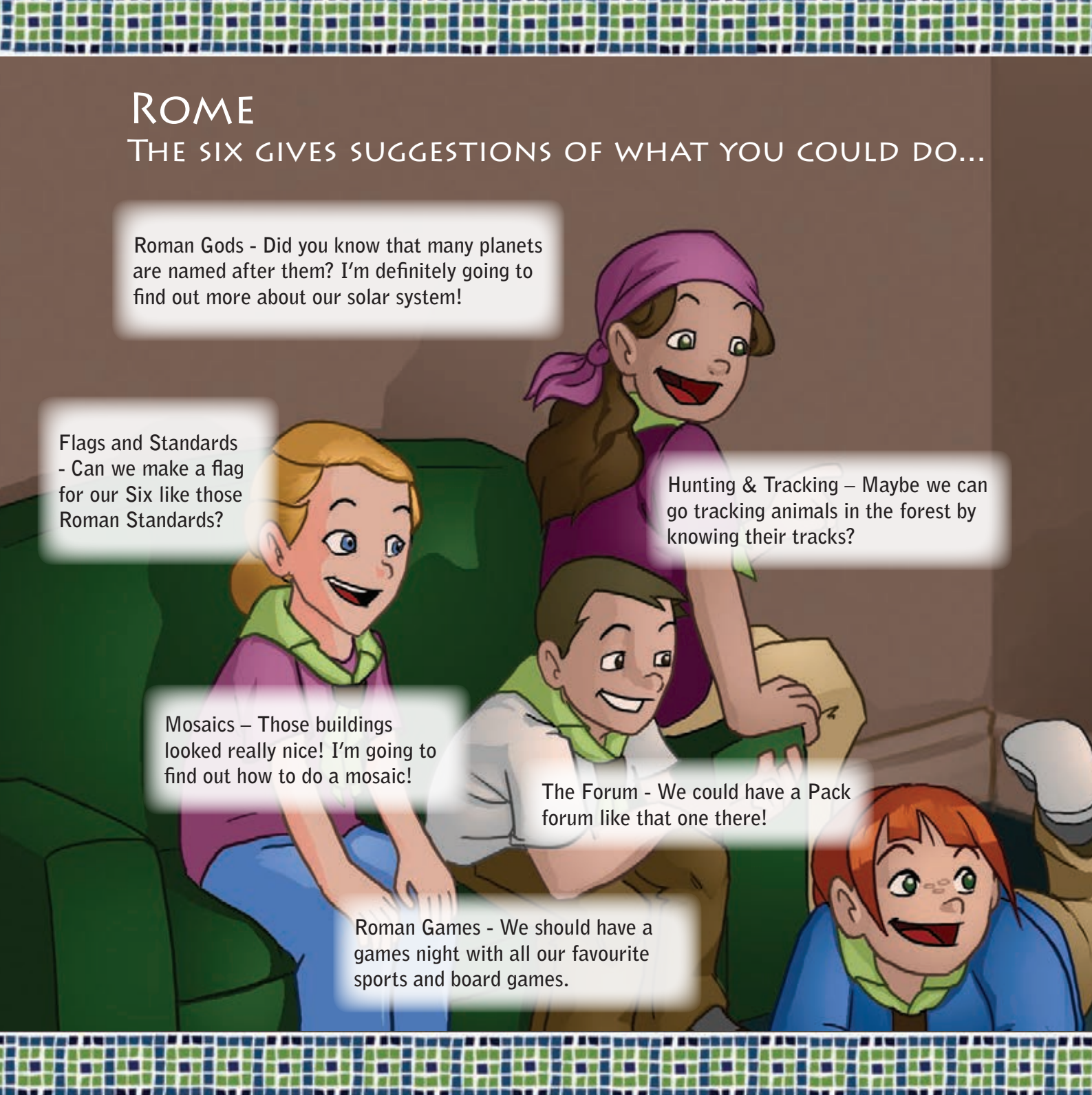
Flags and Standards
- Can we make a flag for our Six like those Roman Standards?

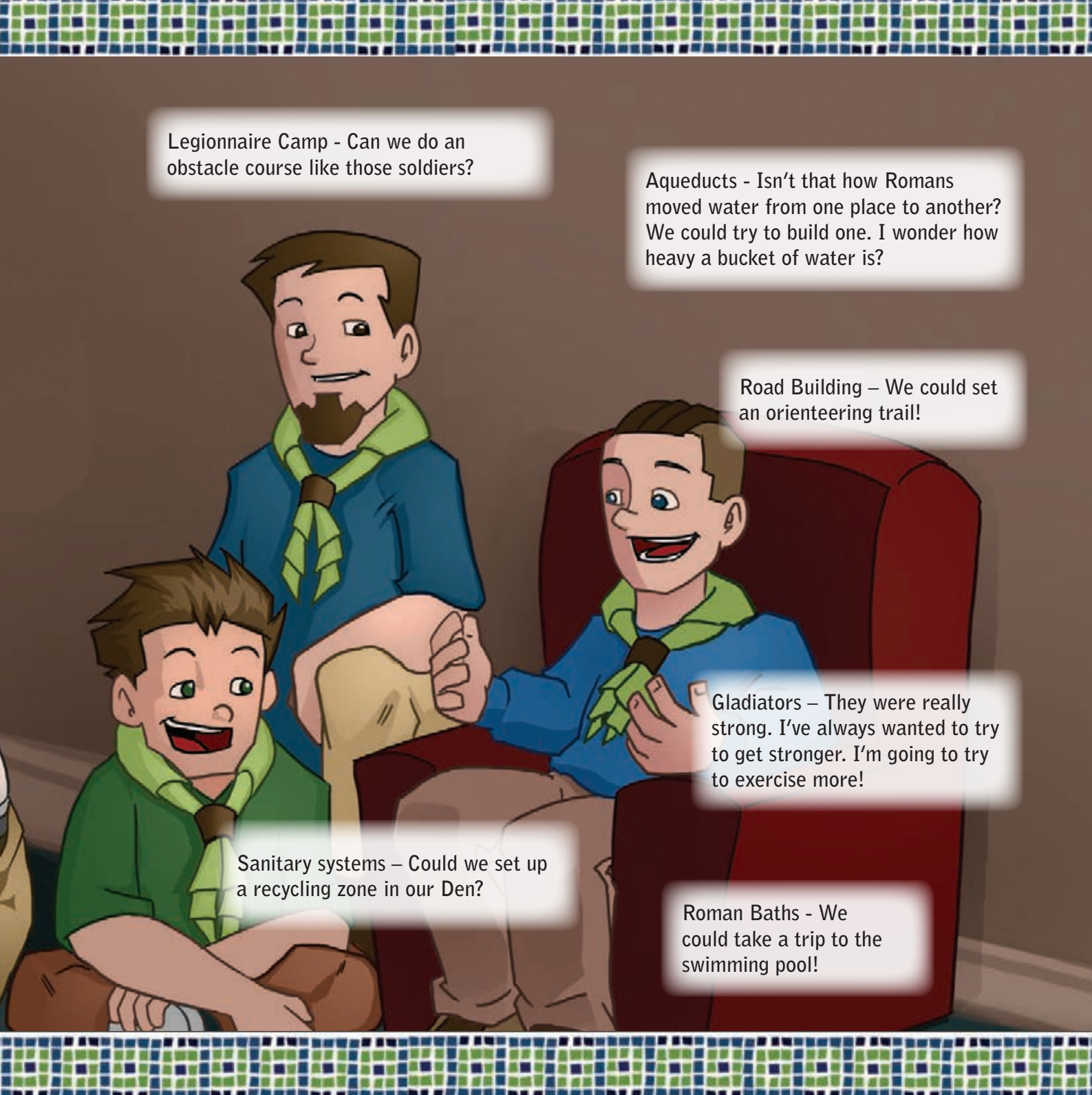
Hunting & Tracking - Maybe we can go tracking animals in the forest by knowing their tracks?

Mosaics - Those buildings looked really nice! I'm going to find out how to do a mosaic!

The Forum - We could have a Pack forum like that one there!

Roman Games - We should have a games night with all our favourite sports and board games.





Legionnaire Camp - Can we do an obstacle course like those soldiers?

Aqueducts - Isn't that how Romans moved water from one place to another? We could try to build one. I wonder how heavy a bucket of water is?

Road Building - We could set an orienteering trail!

Gladiators - They were really strong. I've always wanted to try to get stronger. I'm going to try to exercise more!

Sanitary systems - Could we set up a recycling zone in our Den?

Roman Baths - We could take a trip to the swimming pool!

WHAT PHIL DID IN THIS LAND...

Activity	Turas	Taisteal	Tagann
Aqueducts	Transported water with my team	Built a mini-aqueduct using pipes	Made a water system for camp
Road Building	Cleared a pathway 	Helped repair a Mountain track 	Built a path in my back garden 
Gods	Did a project on the solar system	Visited an Observatory	Made a Model Solar System
Hunting & Tracking	Learned some animal tracks 	Went out to the forest to identify tracks 	Followed a set of tracks 
Legionnaires Camp	Did an obstacle course made by Scouts	Made a course in the Scout Den	Made a course for the Beavers
Roman Games	Played at a Board game night 	Brought in a Chess board to meeting 	Organised a game night for the Six 
Mosaics	Copied a mosaic	Drew a painting in Mosaic Style	Made a Scouting Mosaic with old tiles
Gladiators	Visited the local gym	Made up an exercise plan with Scouter	Completed a fitness challenge set by the Scouts
Sanitary System	Helped clean the Den Bathroom	Made a Wash stand for camp	Made a Camp Toilet
Roman Baths	Brought in Swimming award 	Learned a new stroke at swimming 	Competed in County Swimming Gala 
The Forum	Got involved in Pack Forum	Went to a Sixer Council	Went to a Group Youth Fora
Flags & Standards	Helped make a Six Flag	Made a Latin Six Motto	Designed a Six Corner

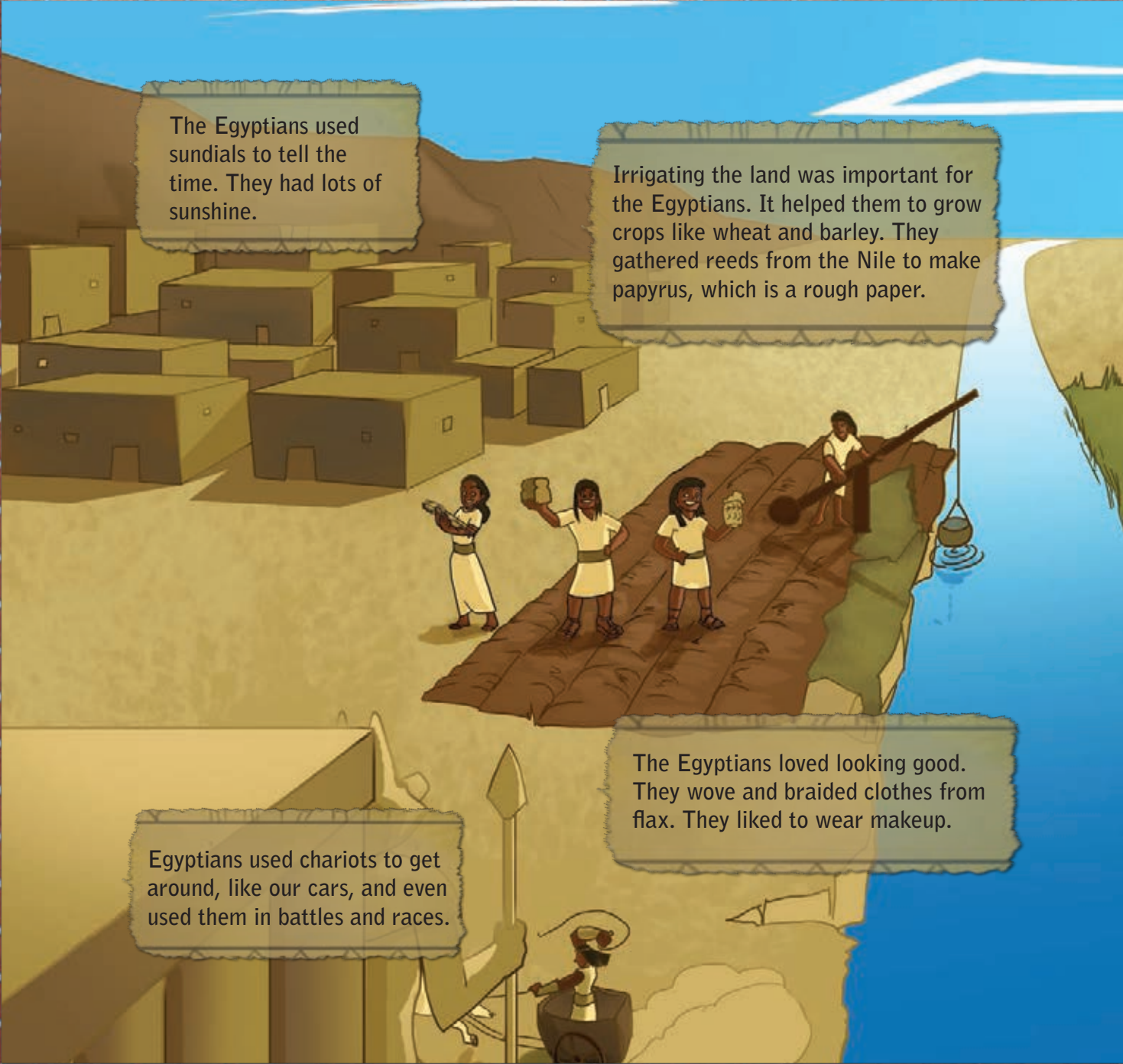




Welcome to the Land of the Nile!

The Egyptians lived in Northern Africa where the climate is very hot. The only source of water is from the River Nile. They learned to use the water from the Nile to irrigate their crops and breathe life into the desert. The Egyptians grew crops like flax, which they used to make their clothes. Architects, engineers, scribes, astronomers, and healers were important members of Egyptian society. They travelled through their country using the river Nile.

The most famous buildings in Egypt are the Pyramids. It took great brains to design them. They used puzzles, boobytraps, and codes to hide the mummies inside them. Check out this land to see if you can be as clever as the pyramid-makers!

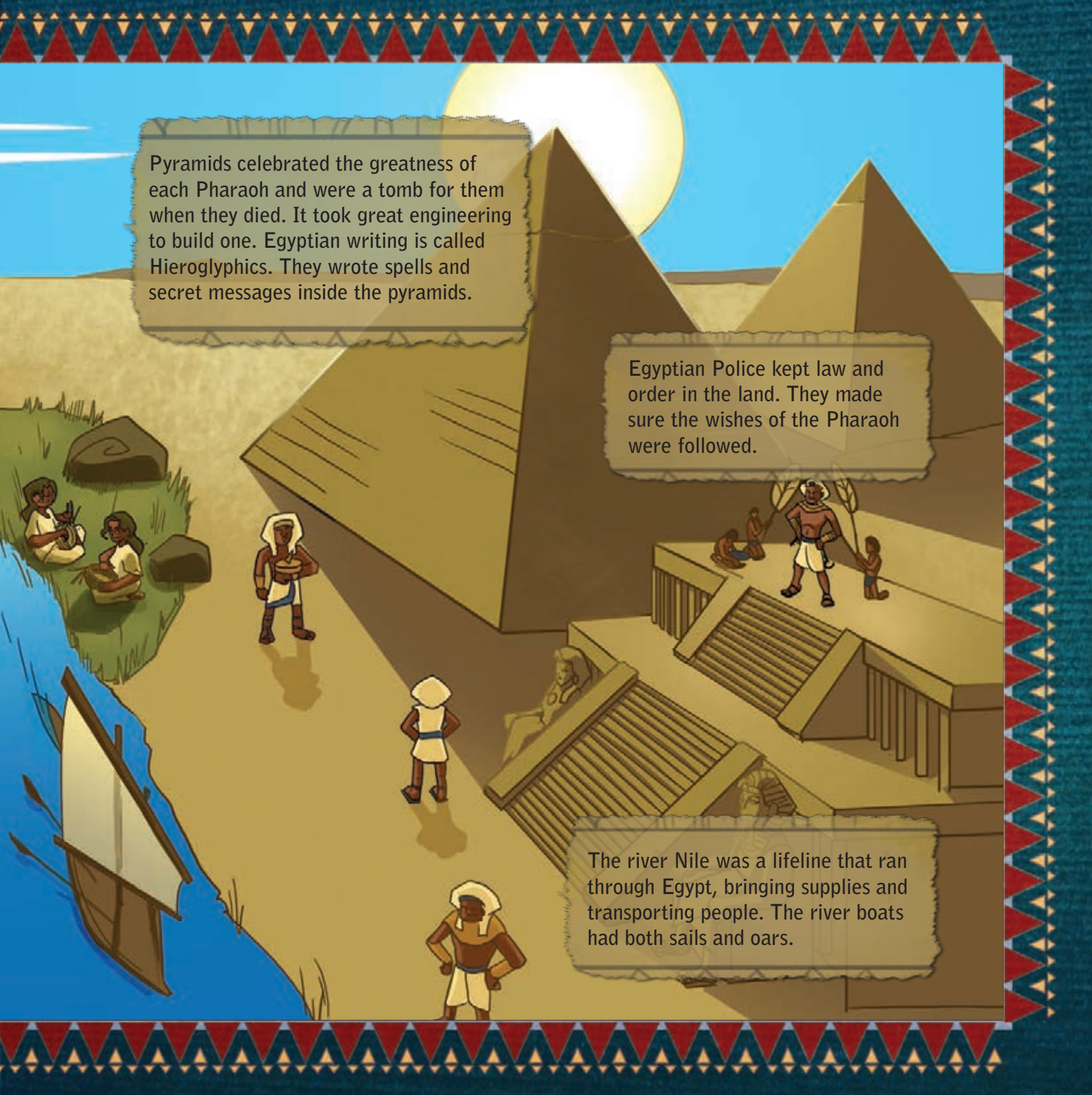


The Egyptians used sundials to tell the time. They had lots of sunshine.

Irrigating the land was important for the Egyptians. It helped them to grow crops like wheat and barley. They gathered reeds from the Nile to make papyrus, which is a rough paper.

Egyptians used chariots to get around, like our cars, and even used them in battles and races.

The Egyptians loved looking good. They wove and braided clothes from flax. They liked to wear makeup.



Pyramids celebrated the greatness of each Pharaoh and were a tomb for them when they died. It took great engineering to build one. Egyptian writing is called Hieroglyphics. They wrote spells and secret messages inside the pyramids.

Egyptian Police kept law and order in the land. They made sure the wishes of the Pharaoh were followed.

The river Nile was a lifeline that ran through Egypt, bringing supplies and transporting people. The river boats had both sails and oars.

The Land of the Blue Nile

The Six gives suggestions of what you could do...

Chariots - We could design our own cart that we could use on camp.

Egyptian Police – We need to come up with our own Code of Conduct. Can we do that next week?

Transportation - Wow! We could build a raft! Can we try it out in the river?

Irrigation & Farming - It must have been really hard to water plants in Egypt! We should plant a seed, a bulb and a cutting!

Clothing – The Egyptians wore tunics to keep them cool. We could design a tunic for our Six.

Weaving & Braiding - I'd love to know how to braid a rope! We could do a knot board!



Deserts – We could check out how places like Egypt keep their lands moist and grow crops.

Pharaohs – I read that the Pharaohs were sometimes cruel. I wonder are there people in the world today like the Pharaohs?

River Boats – They must have been really strong to row those boats. Can we go rowing?

Hieroglyphics - We could make a Welcome sign for our den using different languages and writing styles.

Sun Dials – I wonder how we could tell the time without a watch? We could make a sundial.

Pyramids - There were loads of traps in the Pyramids. We could build a maze for the other Sixes to try to get through!

Papyrus - We could make our own paper by recycling newspapers.



What Isobel did in this land...

Activity	Turas	Taisteal	Tagann
Egyptian Police	Gave ideas to be in the Code of Conduct	Made a Code of Conduct for the Pack	Reviewed the Code of Conduct
Desert Irrigation	Played a game to transport water	Made a watering system for my garden	Made a water system for camp
Pharaohs	Looked into injustice in the world 	Looked at Inequality in the World 	Ran an Injustice campaign in town 
Farming	Grew a bean plant from seed	Planted bulbs and made a poly tunnel	My Six grew a herb garden
River Boats	Learned about water safety  	Learned some new rowing skills  	My Six raced the other Six in rowing  
Clothing	Made an Egyptian tunic for a fancy dress	Designed my own type of costume	Had an Egyptian fancy dress party
Pyramids	Helped build a maze	Designed a maze with my Six	Built a maze for the Beaver Scouts
Weaving and Braiding	Made a knot board 	Learned how to splice a rope 	Made braids from wool 
Papyrus	Made my own paper	Made paper maché	Found out the ingredients of paper
Sun Dials	Made a sun dial	My Six made a natural compass	Made a natural clock
Hieroglyphics	Made Welcome signs in different languages	Learned some words from other language	My Six made a secret language for camp
Chariots	Had a scooter olympics	Made a Pharoah's chair	Made a trek cart for camp

HELLO AND WELCOME TO MEDIEVAL TIMES



In Medieval times the King was the most important person in the country. The King owned all the land in the country and made the law. Lords looked after the land for the King. Kings lived in castles and from here they looked after the country. Courts and prisons were located in the castles and as well as that there were many festivals and banquets held in the castles. Lords and ladies also lived in castles but they were smaller than the king's castle!

The knights kept a strict code of living and upheld noble values and a sense of justice. Knights banded together to fight injustice.

An illustration of a medieval castle with grey stone walls and battlements. Inside the castle, there are several buildings with thatched roofs. One building has a window showing a person lying in bed being attended to by another person. Outside the castle, two knights in chainmail are aiming bows at a target, and a small orange fox is running. The scene is set against a green landscape with trees and a blue sky.

Knights often went on quests such as the Crusades.

In medieval times, books became more widely available thanks to teams of scribes copying texts and later on with basic printing blocks.

Science and medicine developed through people trying things out and their curiosity about the world around them.

Friars ran schools in their monasteries to educate the people.



The King's Court, where he lived with his family and nobles was the centre of the kingdom. It was full of music, banquets, and jesters.

Wind mills were the granaries of the time and made things like flour for baking.

Knights kept fit by taking part in tournaments. Jousting was the most popular contest at the tournaments.

Knights were expected to show good manners. This was known as chivalry. According to their code knights were supposed to be loyal, brave, generous and courteous.

Hot air balloons were first used as decorations.

MEDIEVAL TIMES

THE SIX GIVES SUGGESTIONS OF WHAT YOU COULD DO...

King's Court - Making decisions is hard. Let's pick a topic and have a debate.

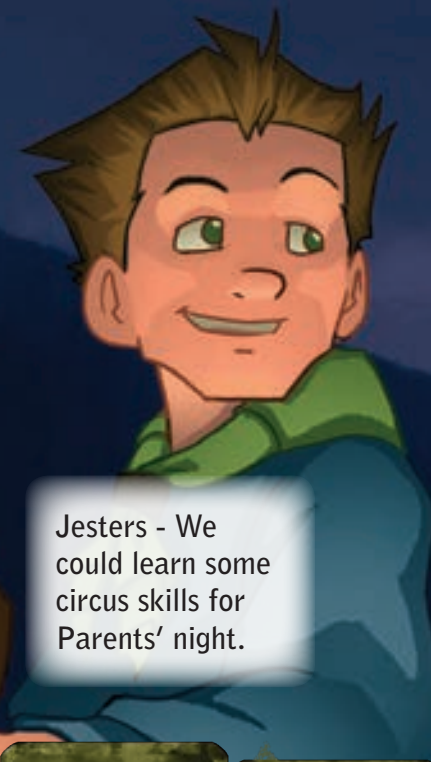
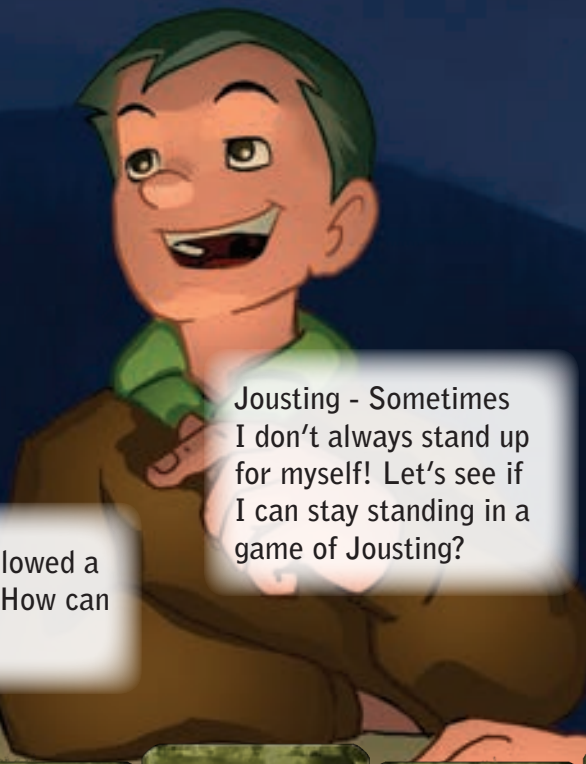
Music and Banquets
- Can we make instruments from rubbish and have a concert?

Crusades - There are a lot of homeless in Ireland! Can we start a campaign to help the homeless in our area?

Knight Training - The knights followed a code like our Promise and Law. How can we tell others about our code?

Jousting - Sometimes I don't always stand up for myself! Let's see if I can stay standing in a game of Jousting?

Jesters - We could learn some circus skills for Parents' night.



Book Printing - The first books were printed back then. We can make print blocks using potatoes.

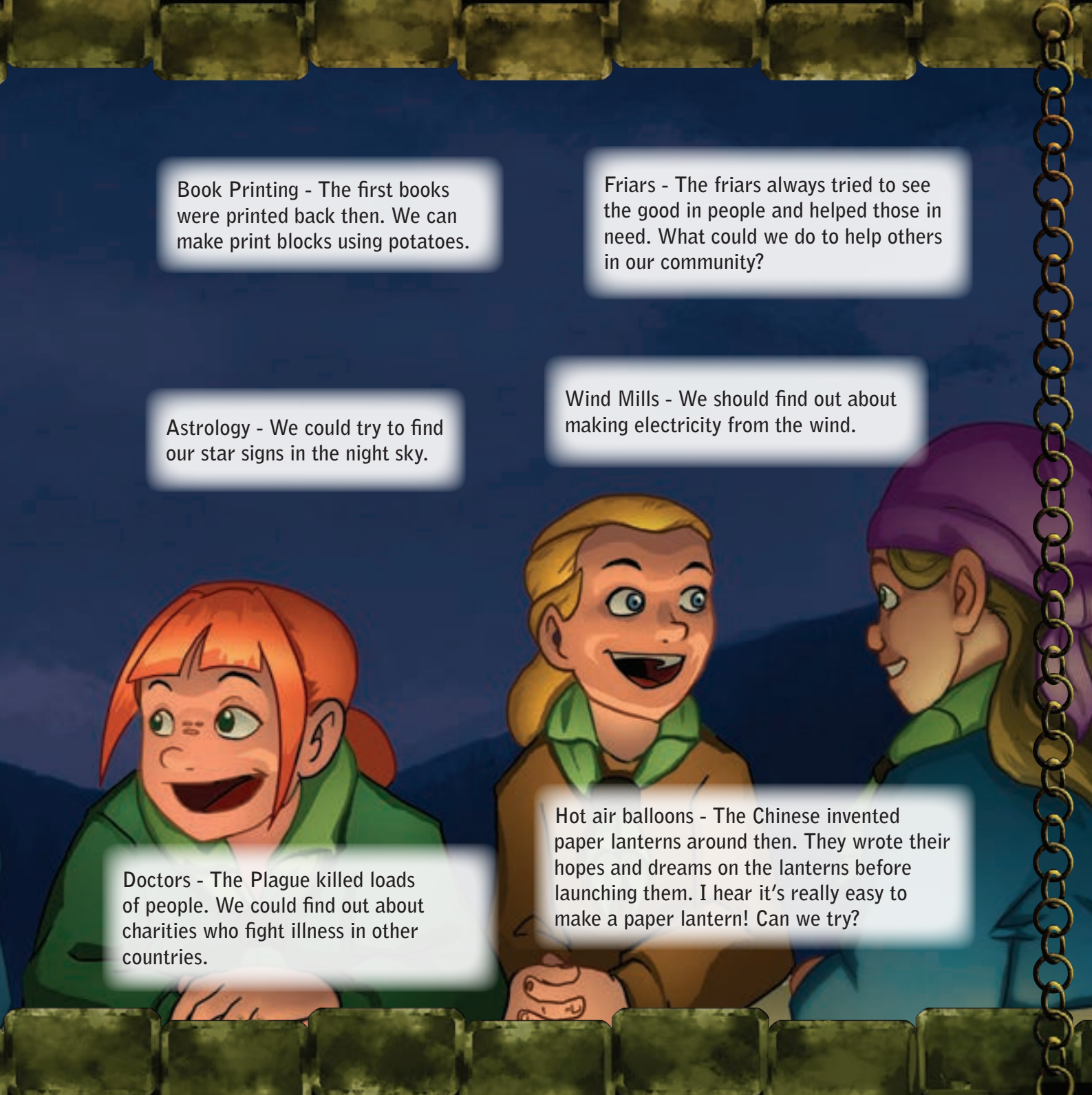
Friars - The friars always tried to see the good in people and helped those in need. What could we do to help others in our community?

Astrology - We could try to find our star signs in the night sky.

Wind Mills - We should find out about making electricity from the wind.

Doctors - The Plague killed loads of people. We could find out about charities who fight illness in other countries.

Hot air balloons - The Chinese invented paper lanterns around then. They wrote their hopes and dreams on the lanterns before launching them. I hear it's really easy to make a paper lantern! Can we try?



WHAT CONOR DID IN THIS LAND...

Activity	Turas	Taisteal	Tagann
Crusades	Did a Readathon for Charity	Joined a campaign about caring for nature	Ran a petition for a local problem
Book Printing	Made block print of my name from potatoes	Visited local newspaper	Published a newsletter for my Six
Kings court	Had a debate in my Six about Scouts	Ran a debate match with other Sixes	Was in a Sixer Council on camp
Friars	Helped with the Tidy towns clean up	Helped clean up an area in town park	Helped paint local community hall
Music and Banquets	Made an instrument out of rubbish	Played a song with my musical instrument	Played a song with others
Astrology	Found my star sign in the night sky 	Found all the star signs in the night sky 	Made a map of the main stars constellations 
Knight Training	Made a poster for the den on the Promise	Did a Promise and law log	Wrote a story for the local newsletter
Wind Mills	Made a pioneer windmill with bamboo	Visited the local wind turbine farm	Made a wind turbine
Jousting	Played Gladiator Jousting	Made lances from old wrapping paper rolls	Played Knight Jousting with our lances
Hot Air Balloons	Made a paper Lantern	Launched a paper lantern	Designed and made my own lantern
Jesters	Learned how to juggle for parents night 	Did circus skills for parents' night 	Taught younger Cubs how to juggle 
Doctors	Was on a third world style camp	Did a fast for Charity	Helped raise money for the third world





Ahoy there! Welcome to the Caribbean!

The Caribbean Islands are full of adventure, hope, and challenges. Beach parties and festivals are ways to relax. Hunting for pirate treasure on adventures is fun. On these journeys we might find buried gold or cannibals, or even be shipwrecked. Do you think you're ready for an adventure?



Life on the islands included loads of celebrations of thanks for what nature provided. The main food was from the sea and fishing was a favoured past time

Voyages of Discovery meant people went searching for fortune on the high seas!

Tribes lived on the islands, many with different cultures. Some were hostile, but most were friendly.



Life onboard ship wasn't easy. It was hard to keep food from rotting. Not to mention handling rough seas, keeping an eye out for other ships, or sailing in shallow waters.



Pirates landed sometimes to make hideouts and to bury their treasure. Sometimes a pirate or sailor was shipwrecked on an island alone!

Caribbean

The Six gives suggestions of what you could do...



Voyages and Discovery - We should go on a day-out to discover a new place!

Treasure Island - Money has a strange effect on some people. Why is that?

Desert Island Survival – Can we learn about how to survive on our own? What challenges would we face?

Nature - What is this “Leave No Trace” programme?

Jamaican Celebrations - Can we have a Beach Party and showcase our talents?

Island Peoples - The Caribbean is full of different cultures. How many different cultures are in our town? Can we do a survey in our Neighbourhood?

Preservation - We could make a memory box of all the things we have collected on our Cub Scout Journey.

Weather Forecasting - Weather affects how I feel. We could keep a diary of the weather and how we feel. Or we could make a rain gauge!

Telescopes - Weren't they used to keep watch? How can we watch out for each other? On our next hike, we could use the Buddy System!

Fishing - We should all go on a fishing trip!

Sea Language - Pirates used their own slang. Can we invent our own language too?

Hammocks and Hideouts - Some times it's good to spend time on our own. I like to read in my spare time. I will make sure that I make time to read on our next activity.



What Eva did in this land...

Activity	Turas	Taisteal	Tagann
Treasure Island	Made a map of my area	Made a palm tree using pioneering poles	Made a time capsule
Preservation	Went on a history hike	My Six made jam	Made a poster to save water. Tap tips!
Desert Island	Built a shelter on the beach 	Made a signal fire 	Lit a fire by friction method 
Weather Forecasting	Kept a weather diary to see its effects on me 	Studied the clouds and the weather they made 	Made a wind vane for camp 
Voyages of Discovery	Looked for a new place to visit	Went on a mystery tour set by the Scouts	Found out about Tom Crean
Telescopes	Used the buddy system on a Hike	Made a kaleidoscope	Visited a large telescope
Nature	Learned the seven principles of LNT 	Went on a LNT nature walk 	Did a campaign about LNT awareness 
Fishing	Made a fishing rod from bamboo	Tried spear fishing with her six 	Cooked a fish in wet paper 
Jamaican Party	Had a Limbo contest in her Six	Made steel drums from tops of bins	Had a beach party
Hammocks and Hideouts	Made time to read on camp 	Went bird watching 	Made a secret shelter with my Six
Island People	Did a culture survey in school	Learned about another culture in my school	Linked up with a Cub on the JOTI
Sea Language	Made a camp slang for a weekend	Learned some morse code signals	Learned my name in Semaphore

Welcome to the Wild Frontier!



In the Wild Frontier you'll find settlers meeting the native peoples. Pioneers learned from the native people how to live off the land and respect the balance of Nature. They learned how to look out for one another. They had their values tested by living in a new land and meeting new people. They had to learn new skills and attitudes to survive in a whole new world.



Harvest Festivals were a way for giving thanks to nature for giving you food to eat.

The community gathered and stored food together. Fishing was one way they did this.

People used backwoods skills to survive in the wilderness by finding food and hunting animals.



The Elders in a native tribe were often the chiefs and medicine men. They healed people and led them on Spirit Quests through meditation.

Totem poles told stories about animals where the animals had special meanings. People used these stories and carvings to guide them.

The land was covered in forests without roads. People used canoes on rivers to get around fast.

frontier

The Six gives suggestions of what you could do...

Totem pole - We could make a totem pole and put our names on it! I wonder what my name means?

The Elders – Maybe we could have a party for all the old people?

Medicine Man - Didn't they do special dances? We could create our own instruments and dances.

Harvest Festival – We could grow our own vegetables and harvest them?

Animals – I have a pet that I look after! Can I bring it in and show the pack?

The Sky above – The Stars were used to guide people on their travels. I wonder do we still use the stars today?





Meditation – We could have a Special Scouts Own about Nature.

Canoes - We could all build a model canoe from different things and see which ones float.

Community Spirit – We could collect food for the local animal shelter.

Backwoods skills – Brilliant!
If we go to the forest we can build bivvys and do some backwoods cooking.

Spirit Quest – My Sister has a dream catcher. She will show us how to make one if I ask her nicely.

Fishing - I heard there are very few fish left in our seas and rivers. Why is that? Can we help?

What Sean did in this land...

Activity	Turas	Taisteal	Tagann
Elders Day	Called to the local senior club with my Six	Held senior citizens party	Had a grandparents hike
Totem Poles	Painted a totem pole with my Six	Carved a wax totem and painted it	My Six made a totem pole of our totems
Medicine Man	Learnt how to do an Irish dance 	Made up a campfire medicine man dance 	Made a drum from old tins 
Harvest Festival	Picked strawberries with my Six 	Planted a seed and looked after it 	Grew a small garden 
Pet care	Brought in my pet dog to show others	Visited the local pet shop with my Six	Helped out on a farm with my Six
The Sky Above	Learned how to find north with the stars	Made a star map	Found the Latitude using the North Star
Meditation	Had a nature Scouts Own	Did martial arts mind Training	Tried yoga for a half an hour
Community Spirit	Made thank you cards for local 112 services	Did a collection for Animal shelter	Helped out at the Local Drama club
Canoe	Built a model canoe and tested it to float  	Learnt some new canoeing skills  	Went canoeing in Local river  
Backwoods Skills	Built a bivvy from all natural materials 	Started a fire without matches 	Learned how to cook without using pots 
Spirit Quest	Made a dream catcher with my sister	Made a Medicine Wheel and used it	Made a sacred space tent on a camp
Fishing	Studied the local river's wildlife	Went fishing using a DIY rod	Went out on a boat fishing trip



NOTES

This image shows a single sheet of white paper with horizontal blue lines, resembling notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

RECORD CARD

Name

Joined Scouting	Joined Cub Pack
Beaver Scout's Chief Scout Award	
Link: Beavers	Investiture
Completed Link	Completed
Activities & Date	Invested
	Date
	Venue

Chief Scout Award	
Link Cub Scout/ Scout	
Activities	
Hikes	
Overnights/ Other Events	

Personal Journey



Turas	Taisteal	Tagann

Adventure Skills

	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9
									
									
									
									
									
									
									
									
									

Special Interest Badges

Year 1	Year 2	Year 3

Chief Scout Award

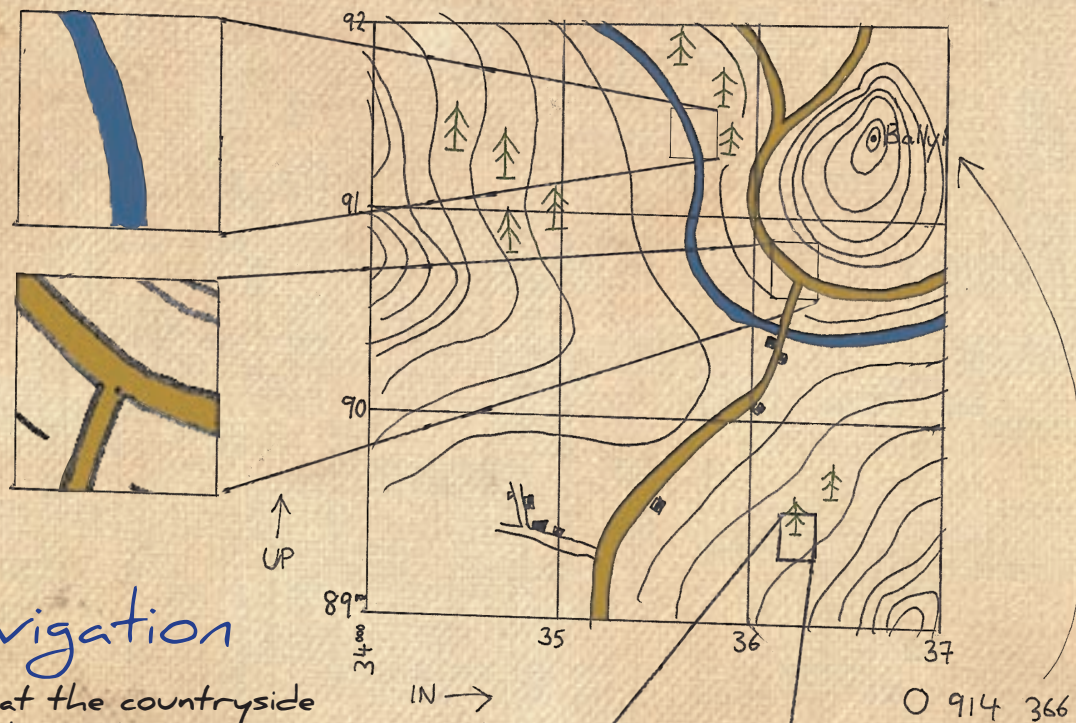
Part 1		
Part 2		
Part 3		
Part 4		
Part 5		
Part 6		
Part 7		

BOATMAN BADGES

Scouting		Knots	In the Water	Navigation
Bronze Boatman				
Bádóir 	Date Completed 	Demonstrate and explain the uses of: • Reef Knot • Round Turn and two Half Hitches • Figure of Eight	• Know the basic safety rules for swimming • Commit to improving your swimming ability • Wear the correct clothing and safety equipment for a half day water activity	Using a compass demonstrate: • Finding Magnetic North • Set a map or chart • Identify a position on a map or chart using a grid reference or coordinates
Silver Boatsman				
Bádóir Airgead 	Date Completed 	Demonstrate and explain the uses of: • Sheet Bend • Fisherman's Bend	Demonstrate how to: • Put on a life-jacket or buoyancy aid • Discuss when to use a buoyancy aid or a life jacket • Be able to enter and exit a craft correctly	Appreciate the differences between: • True North • Magnetic North • Grid North Using a compass find true north by means of a magnetic variation
Gold Boatman				
Bádóir Ór 	Date Completed 	• Coil a rope correctly • Heave a line from a boat or a raft • Have completed the Pioneering Adventure Skill to Stage two	• List the correct personal clothing and safety equipment for a half days water activity Participate in the following safety exercises during calm conditions • Falling out of the craft backwards • Be able to get back into the craft from the water	• Show how contour lines relate to height and shape of the land Using a compass demonstrate how to: • Take a grid bearing • Take a magnetic bearing • Convert a grid bearing to a magnetic bearing

Anchors	Parts of a boat	The Sea	Flags	Marine Motors
• Find out what an anchor is • Help to anchor a small boat	• Discover what a mast and rudder are • Find out about different repair projects being carried out by your Scouts	• Discover what the tide is • Be aware of the dangers posed by tidal currents when boating • Take part in two half day water activities	• Understand how to show respect for various flags	• Know the difference between an outboard and an inboard engine
• Discover two types of anchor used in Sea Scouting • Be able to choose an appropriate anchor for a given area	• Be familiar with the main parts of a rowing or sailing boat • Identify the standard parts, fittings and equipment of the craft • Participate in rigging and de-rigging of the craft on at least two occasions	• Appreciate why it can be difficult to signal for help when in distress on the water • Discover some basic signals used in an emergency situation on the water • Take part in four half day water activities	• Know the difference between at least two types of flags	• Understand the practical differences arising from using an inboard or outboard engine
• Help an older Scout to tie up a boat to a mooring buoy • Help to tie a boat alongside a jetty or a quay	• Know the main safety points relating to a particular craft • Discover what is meant by the following terms: belay ; aloft; aft; astern Discover what is meant by: • Hull • Galley • Deck • Alongside	• Appreciate the importance of allowing for tides when tying up a boat to a quay or a jetty • Appreciate the importance of weather forecasts • Discover the water cycle and other forces affecting the weather in your local area • Get a weather forecast before going on at least two boating activities	• Discover the difference between an ensign and a National flag	• Participate on at least four occasions with the maintenance or repair of Group equipment

Here are our notes from our journey,
they may help you!



Navigation

Look at the countryside around you to see if you can spot any landmarks such as roads, rivers or forests.

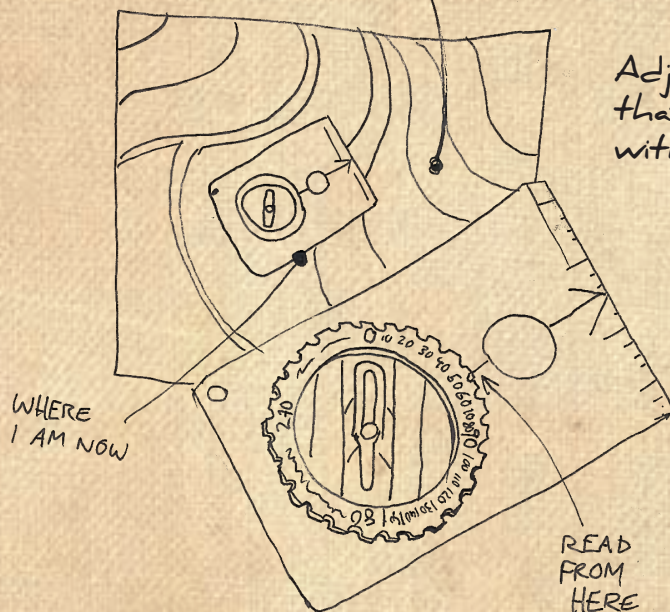
Using the key, see if you can find these on the map.

Turn the map around until the places on the map line up with the real features you can see. You should be able work out exactly where you are.



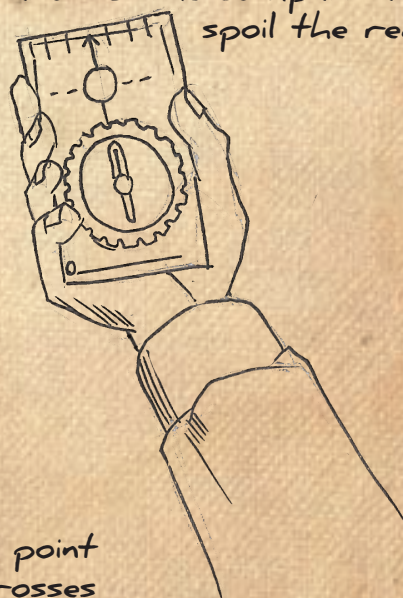
Tip: The symbols on the map give you a picture of what is in the area that you are looking at!

Look at a landmark. Imagine a straight line running from the centre of the compass to the landmark.



Adjust the dial of the compass so that the "N" mark on the dial lines up with the coloured tip of the needle.

Hold the compass level and flat. Keep it away from any metal objects, such as cameras. These may distort the magnetic field around the compass and so spoil the reading.



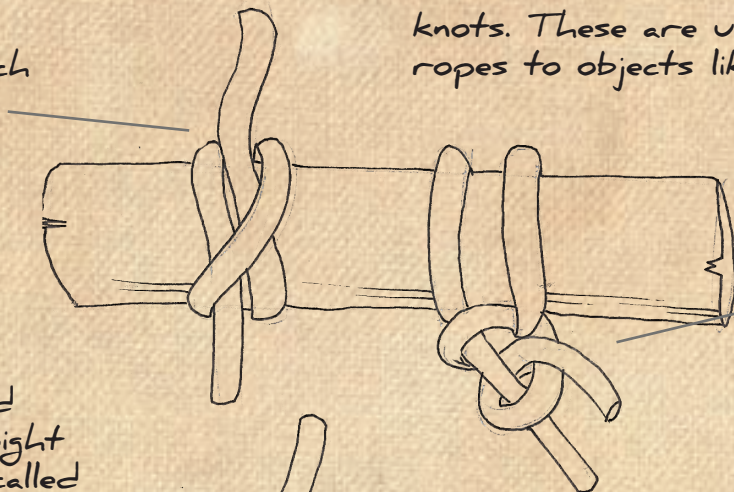
Allow time for the needle to settle. The coloured end will swing towards north.

On the compass, look at the point where your imaginary line crosses the dial. The number of degrees shown on the dial at this point is your bearing.

Ropework

A Clove Hitch knot and Round turn and two half hitches knot are fixing knots. These are used to secure ropes to objects like trees.

Clove Hitch



Round turn and two half hitches

The Bowline and figure of eight knots are called loop knots. These are used for making loops on a rope for activities like climbing and Sailing



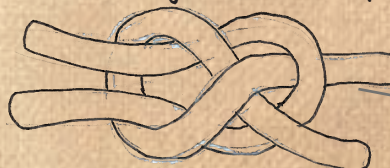
Bowline



Figure of eight

The Reef knot and the Sheet Bend are called joining knots as they are used to join two ropes together.

Reef Knot

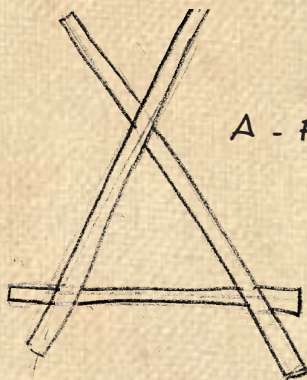


Sheet Bend

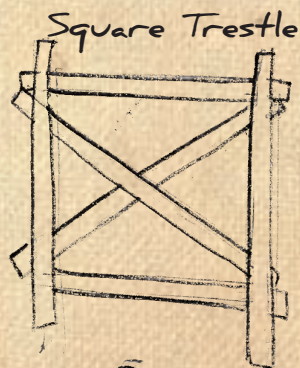
Lashings

Lashings are knots which use a combination of knots and wrapping to create a binding which holds poles together securely.

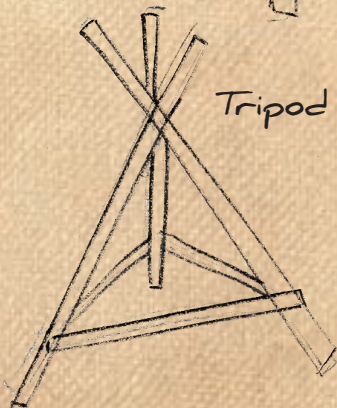
All pioneering structures are made using a number of simple forms - The A frame, square trestle and the tripod. These are stable and if made properly will not move out of shape. Once the basic shapes are constructed on the ground they are combined perhaps with a number of linking spars to provide a tower, bridge or similar structure.



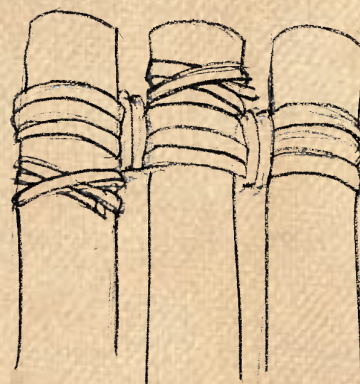
A - Frame



Square Trestle

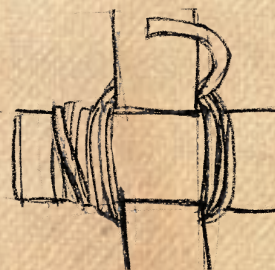
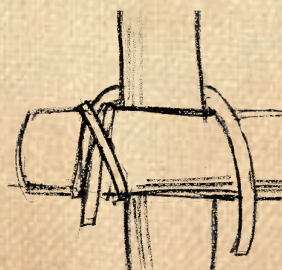


Tripod

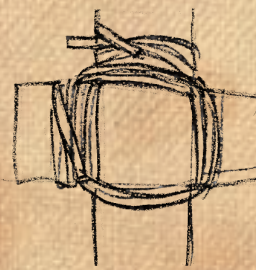
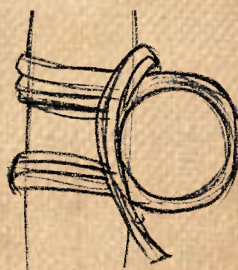


Tripod Lashing

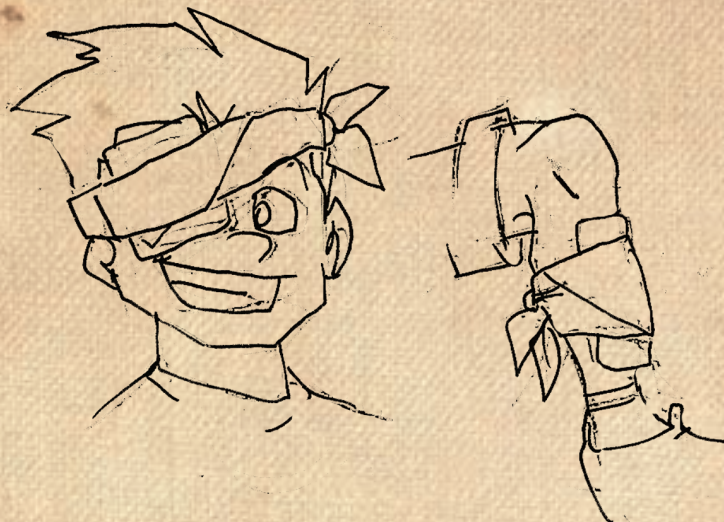
The square and tripod are the main lashings used in pioneering. We can build nearly anything with these!



Square Lashing



Emergency Services



There are some easy bandages that you can make with your neckerchief. Here are some we can do!

In an emergency know how to dial 112 or 999 and tell the operator which service you need. These calls are free.

The emergency services are

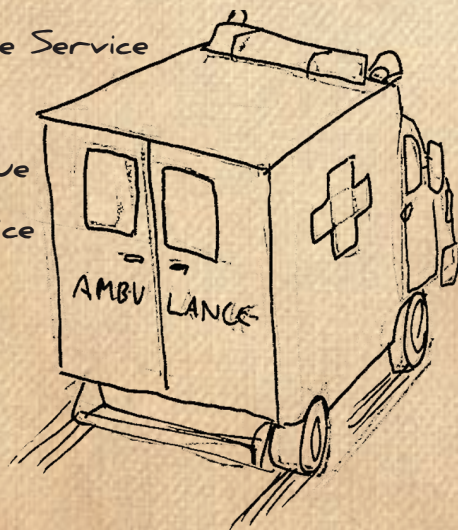
The Fire Brigade

The Ambulance Service

The Gardai

Mountain Rescue

Lifeboat Service



If someone is unconscious and is not breathing:
GET ADULT HELP AS SOON AS POSSIBLE

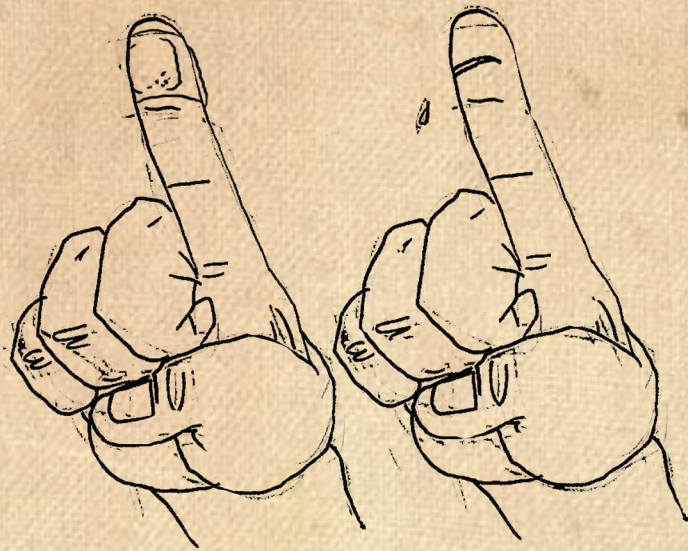


Safety in our Den:

Test our Fire Alarm

Know our Fire Drill

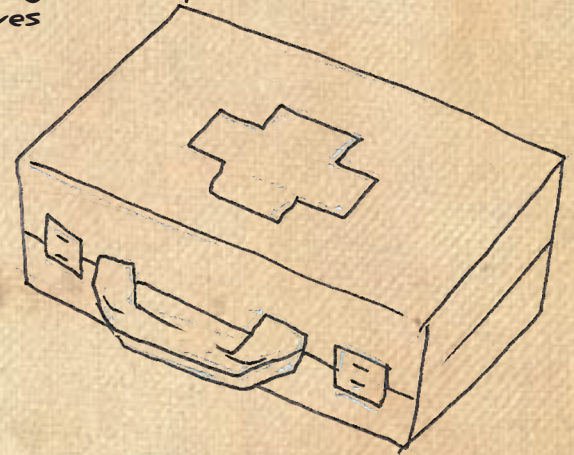
Know where to get help!



Once skin is broken blood can escape and infection can get in. Therefore it is very important to keep the wound clean.

This is what we have in our First Aid Kit:

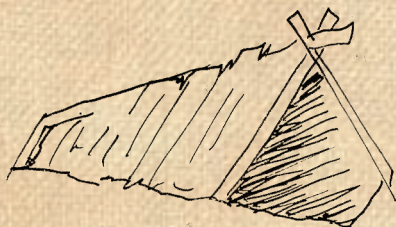
Ring Bandage, Antiseptic Wipes, Support Bandage, Blunt Nosed Scissors, Triangular Bandage, Safety Pins, Plasters, Gloves



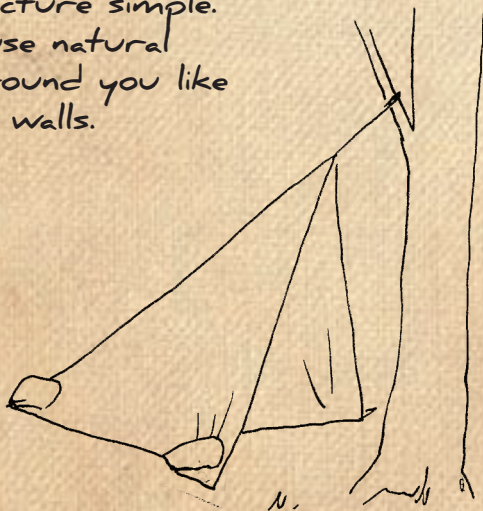
Hypothermia is when you get dangerously cold. To prevent this happening wear layers of warm clothes and change them if they get wet. Shivering is a sign that you are getting cold.

Backwoods

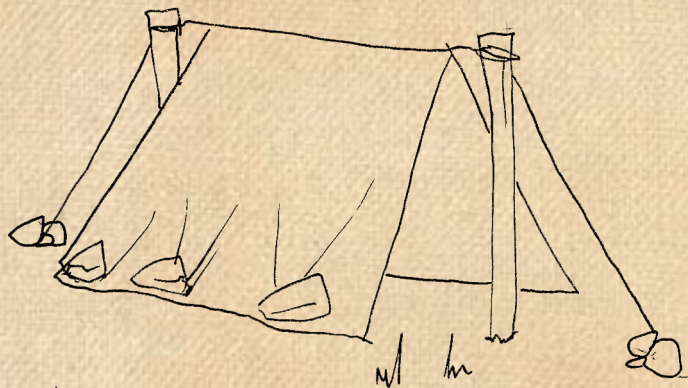
Bivvy shelters are easy to make. The main thing that comes in handy is a bivvy sheet. You can get this in any hardware shop. It's like a tarpauline sheet.



When building it, keep the structure simple. Try to use natural things around you like trees or walls.



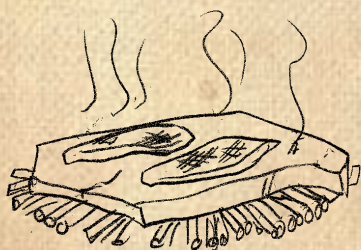
When building the shelter make sure not to break trees or other plants!



When you are finished tidy up after you and check to make sure you didn't damage anything. That's the proper Backwoods way!!

Lighting a fire the "Leave No Trace" way you use a LNT fire sheet. Then you put some wet sand or gravel from a stream or river on it.

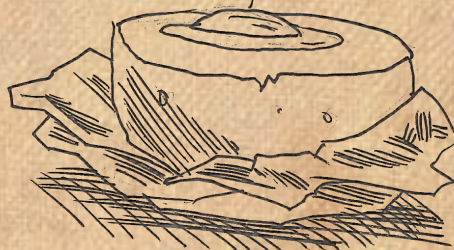
Now you can build a small safe fire on that pile without damaging the ground!



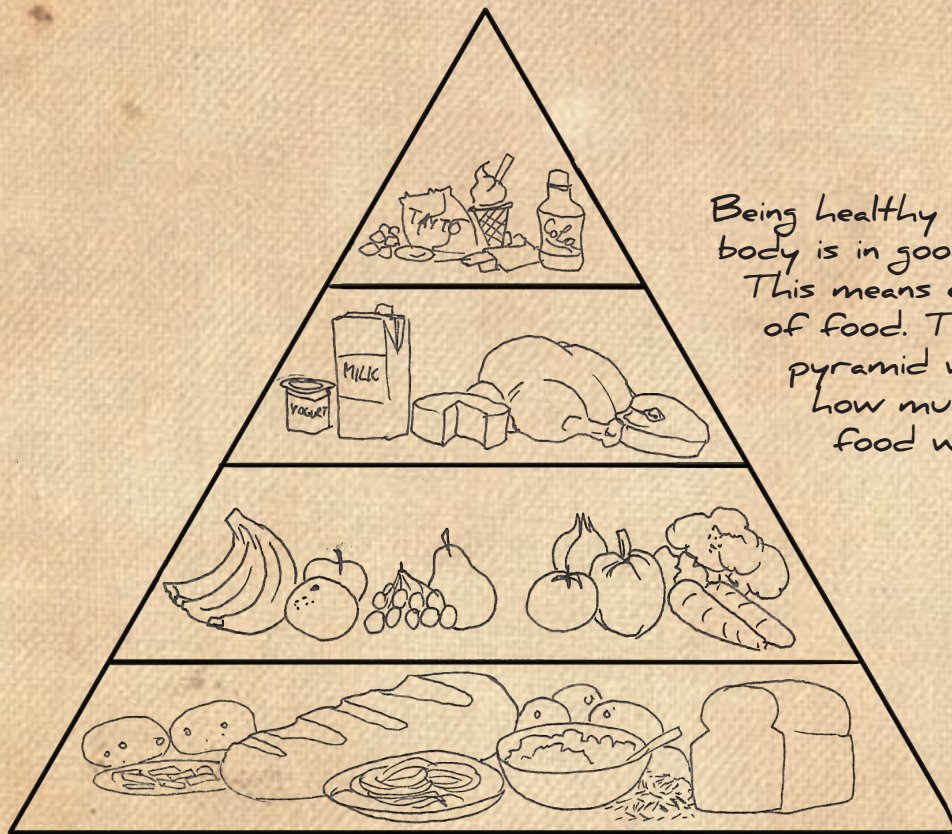
The secret to successful backwoods cooking is to build a good fire that will provide hot embers, for it is on embers that we cook - not flames.



We tried to make our own dishes like these skewers and this egg in an potato!



Health & Well Being



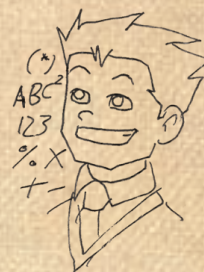
Being healthy and well means your body is in good working order. This means eating the right types of food. This is the Food pyramid we use to remember how much of each type of food we should be eating.

You also have to stay fit by exercising regularly. Now this is the fun part!





This is how we spend our day. You would be surprised at how much time we sleep and how much time we spend eating. That is why we try to get in as much fun in the day as we can!



We like to spend some time on our own as well. We do this by reading a book on camp or just checking out the forests that are close to our camps but we don't go too far away.



Ceremonies

Ceremonies are big in Scouting. We have our own special ceremonies like the swim up from Beaver Scouts, a Scout's Own, our planning ceremony and flag break. Don't be afraid to try to come up with your own ceremonies.

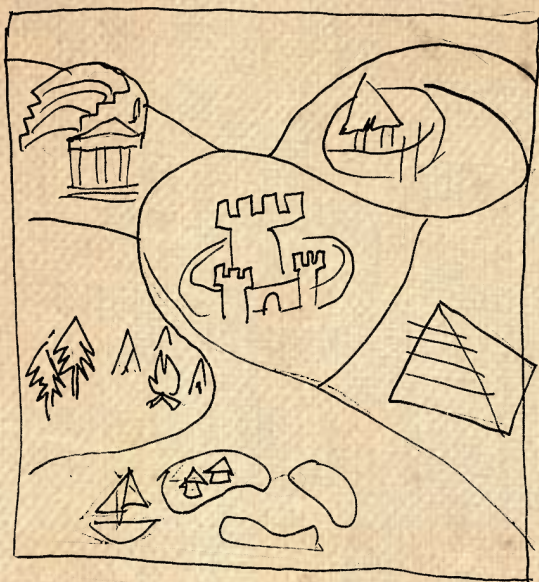


For our Beaver link we use stepping stones that our Sixers put on the ground for the Beavers to cross over on.



At a Scout's Own we like to hear stories about famous people and the adventures they had. Our Scouter normally helps us with these. He says there's a special message in each story!





The World map of the lands of Adventure is handy for picking what we want to do.

We like our Flag ceremony and it is a big thing to be picked to raise the flag. We mainly do this on camp but also bring the flags to our meetings.





Your journey doesn't stop when you visit all the lands. Now you get a chance to meet an Irish Legend - Tom Creen! Tom visited the Antarctic three times and had many amazing journeys. In scouts Tom will bring you through activities and challenges to do.

To complete the link a Patrol Leader and their Scouter will visit your meeting. The following week you will visit a Scout meeting with your Scouter. Attend two more meetings and a Scout activity and you will be ready for Scouts. Your journey in Scouting continues in Scouts. Have Fun!



Scouting Ireland
Larch Hill, Dublin 16.