

Special Interest Badges

Archery

Orienteering

Wilderness Experience

World Scouting

Languages

Tidy Towns

Mountain Biking

Patrol Camp Leadership

Sailing Adventure

Personal Fitness

Painting & Art

Community Radio

World Cultures

Navigation

Music

Dancing

Good Turn

Gardening

Photography

Nature Study

Recycling

Swimming

Cooking

Farming

Crafts

Soccer

Any subject or interest you like can become a Special Interest Badge



You design your own badge for what you are interested in

Any subject or interest can be used to develop a Special Interest Badge

There are five Special Interest Badge areas

Skills

This can be any new personal skill e.g. technical, mechanical, music, drama, arts & crafts

Adventure

This should be an adventure journey that includes something completely new i.e. a new location, new method of travel, etc

Physical

This can include any physical pursuit, activity or sport

Community

Being involved in your community. This could be a service type project and you should create a plan that outlines what you will do and who will benefit.

Environment

This can be any project that improves the environment in any way.



Adventure



Physical



Community



Skills



Environment



Special Interest Badges 'Bar'

- Whatever subject or interest you pick must be linked to one of the Special Interest Badge areas.
- A Scout may achieve recognition for the same Special Interest Badge Area up to three times in any one Section. You are awarded the badge the first time you do a Special Interest Badge and a 'bar' for each of the others in this Special Interest Badge area.
- You have to chance to do 15 badges in each Section
- The Scout keeps a badge until it is replaced by an equivalent in the next Section.
- Special Interest badges have different colour combinations for each Section.



Choosing a subject or interest

Below are some suggested subjects that have been aligned with the Special Interest Badge areas. There are many more ideas that can be included. No matter what subject or interest you choose it will fall into one of the areas, sometimes it will fall into two or even three areas.

Community Involvement	Personal Skill	Physical Recreation	Adventure Journey	Environment
Good Turn / Service	Photography	Archery	Cycling Expedition	Ethical living
World Cultures & Ways of Living	Entertaining	Orienteering	Wilderness Experience	Eco-energy
World Scouting	Film/video production	Athletics	Horseback Expedition	Organic Gardening
Guide / Interpreter	Home repairs	Ball Games	Sailing Adventure	Weather Watch
Heritage	Information technology	Climbing Wall	Canoe Adventure	Animal welfare
Health Awareness	Music & Dance	Gymnastics	Bivvy Adventure	Conservation
Representation	Painting / Art	Water Safety	Camp Leadership	Nature Study
Tidy Towns	Crafts / Sculptor	Personal Fitness	Back Packing	Carbon footprint
Disability Awareness	Cooking	Swimming	Journey in a Strange Land	Environmental Audit
Active Citizenship	Motors	Martial Arts	Mountain Journey	Recycling
Faith & Beliefs	Navigator	Triathlon	Extended Hiking Expedition	Food Production
Community Radio	Observer / Tracker	Caving	Exploring	Naturalist
Current Affairs	Leadership / Mentoring	Snorkeling / SCUBA	Camping	Sustainable Building
Campaigning	Public Speaking	Mountain Biking	Nature Study Expedition	River Care
Languages	Archeology	Body Surfing	Photography Safari	Local Beautification
Surveys	Creative Writing	Canoeing	Treasure Quest	Tidy Towns
Interculturalism	Farming	Rock Climbing	Overseas Project	Nature Reserve

Creating your Special Interest Badge



Step 1 - Pick your subject or interest

Step 2 - Decide what Special Interest Area your subject or interest falls into.

Step 3 - Design your challenge in consultation with your Scouter or Mentor

Step 4 - Complete the challenge in agreed time

Step 5 - Wear the badge with pride

The Challenge

When designing your badge it should :-

- Challenge you to learn new skills or develop existing ones
- Help to increase your knowledge of the particular area
- Contain a practical element which will benefit others.

A template is provided on the next page to allow you to set out your plan, which Personal Challenges you can undertake during the Special Interest Badge, and to help you look back at what you have achieved.

You can use another method to document your Special Interest Badge e.g. poster, diary, email, social networking website etc.

Check out how some Scouts have designed their Special Interest Badge later on in this document.

Which Special Interest Area are you going to work on?

What is your project? Describe what you want to do and the steps to get there

What do you hope to achieve doing this badge? How will you know you are finished?

Which Personal Challenges will this help you with?

At the end: How did your plan go? What did you learn from it?

Special Interest Badge Design template



Planned Start Date:

Planned Finish Date:

Signed (youth member):

Signed (Mentor):



Sample Project: Active Citizenship

Barry is a 9 year old who has just joined Cub Scouts in Waterford. His Dad is involved in the annual Spraoi festival in Waterford. Barry would like to take part in the festival by helping designing a part of the street theatre parade.

The project, agreed between the Scouter and Barry is:

- Barry will find out what the theme and requirements are for taking part in the street theatre parade this year. Barry and his fellow Cub Scouts will then decide on a design for the piece, based on what would be appealing to young people of Cub Scout age.
- Barry will learn how to design the costumes and other elements of the piece and how to act out the piece of street theatre.
- Barry will take part in the Spraoi in the Park parade on the final day of the festival.



Sample Project: Archery

Alan is an 11 year old Cub Scout. He is a War Hammer collector and loves the different weapons in it. His favourite characters are the archers who have various weapons. He wants to try and make some of them like the crossbow and long bow.

The project, agreed between the Scouter and Alan is:

- Look for pictures of how different armies in history used the weapons and see how he could remake them.
- Make a crossbow from the designs he finds and try firing it at a target.
- Make a Long Bow and try firing an arrow as far as he can. He should also try adjusting the bow to see do the changes make the arrow go farther.





Sample Project: Information Technology

Jim is a computer 'gamer'. However his computing skills are not the best. Originally, he thought that the computer badge was about gaming. In discussion with his Scouter it was agreed that perhaps his general knowledge of using a computer would be a better challenge for him at this stage.

The project, agreed between Jim and the Scouter (with the Six) is:

- Find out about word processing programmes and produce a guide to a game he has played to help a friend overcome the challenge or obstacle of the game.
- Find a simple sound editor programme on the web, download under supervision, and use it to edit a piece of music or recording.
- Find out how to upload pictures and music and create a short slideshow for a Scouts Own.
- Using a drawing programme, make a Six Logo. Then print it off on transfer paper and make a Patrol Flag or print it on a T-Shirt.



Sample Project: Conservation

Fiona is a 10 year old Cub Scout. In school she heard about countries suffering from drought. She asked her Scouter about this and what she can do about this. Her Six is also interested in doing something.

The project, agreed between the Scouter and Fiona's Six is:

- Do a survey about how much water we use in a day.
- Visit a local water treatment plant and see what is involved in making water acceptable to drink.
- Run a campaign in the Six about what everybody can do to cut down on wasting water and make them conscious of how much they use.





Sample Project: Faith & Beliefs

Abigail is an 11 year old Cub Scout who is Jewish. On a recent trip to Dublin her Six had a discussion about bagels and their origin. They asked Abigail could they learn more about her religion and other common things that have a Jewish origin. Her Scouters said she could do this as a project.

The project, agreed between the Scouter, Abigail and the Sixer is:

- Ask her family about her family history and when they came to Ireland and what they did when they first started a living.
- Look at the daily things that she and her Six uses that have Jewish connection and why they were so specific to Judaism.
- Visit her synagogue and talk to her Rabbi about the role and duties of a Jewish Child.



Sample Project: Good Turn/Service

Andrew is a 10 year old Cub Scout. His older sister has cystic fibrosis and is getting involved in the campaign to increase services for people with cystic fibrosis in Irish hospitals. Andrew would like to do something to help her.

The project, agreed between the Scouter and Andrew is:

- Find out about cystic fibrosis, how it impacts on the sufferer and what can be done to help them.
- There are a number of traditional games which can help build empathy among Cub Scouts for people with debilitating illnesses. Andrew's Scouter can help him introduce these to the Cub Scouts and Andrew can lead his Six in these.
- Andrew will find out about Cystic Fibrosis Ireland (CFI) and their services. Invite his sister and a speaker from CFI to talk to the whole Scout Group.





Sample Project: Nature Study

Conor is a 10 year old Cub Scout. He lives in the countryside and has recently noticed a lot of rabbits running around the garden. Conor is curious about these animals and where they have come from.

The project, agreed between the Scouter and Conor is:

- Conor's uncle is a vet so he will find out about rabbits: how they live, what they eat, breeding etc. Conor will also find out 2 differences between rabbits and their close cousins, hares.
- Conor's uncle and the local pet shop owner will help Conor learn how to care for a rabbit as a pet. A pet rabbit should only be bought from the pet shop - do not take in a wild rabbit.
- Skinning rabbits is part of Scouting's backwoods programme. Conor will learn this skill from a Scouter or an older Scout.
- Conor will also keep a pet rabbit, following his uncle's advice, and follow its progress to maturity as through a photo collection which he will present to the Scout Den



Sample Project: Orienteering

Paul is a good athlete and he has discovered that orienteering would be a good activity to take part in as it combines Scouting skills with his love of cross country running. He has visited an orienteering event that was run in his school and has a good idea of what orienteering is about.

After a talk with his Scouter they agreed the following project.

- Paul is to learn how to use a map and compass.
- Paul is to find out about orienteering maps and be able to show others how they differ from standard Ordnance survey maps.
- Paul is to enter into a competitive orienteering event either through his school or a Scout organised event.
- Paul is to setup a simple orienteering activity with the help of his Six at the next camp.
- Paul is to explore orienteering clubs in his area and see what is required to become a member and get active in the sport.





Sample Project: Photography

Brendan has a camera that his dad gave him. His dad is a member of the local camera club and he goes on outings with him. He likes photography and has shown his Scouter some of his work. His Scouter is impressed by what he has done and together they discuss how to devise a challenge for Brendan. Brendan would like to explore sports photography as he has already seen some 'brilliant shots' in a photography magazine.

The project, agreed between the Scouter and Brendan is:

- To find out who are the best sports photographers in the world - this is to be done via a web search. Brendan will produce a photo album of his favourite pictures.
- To find out locations and events that he could go to and take some sports picture.
- Go to an event of his choice and take a series of photographs that will depict that sport. The photographs are to be displayed for the Cub Scout Section.
- Using at least 2 sports photographs - use a photo editing programme and create motion and blurring effects to enhance the 'feel' of the image.



Sample Project: Navigator

Sean is a 9 year old Cub Scout from an inland Scout Group. He loves stories about the sea and the explorers who found foreign countries. He wants to know how they found their way at sea.

The project, agreed between the Scouter and Sean is:

- Learn about some of the explorers and pick one to focus in on. See what kind of ship they used and what routes they took.
- With your Six or family visit a ship and see can you visit the bridge.
- Show that you can read a land map and use a compass.





Sample Project: Wilderness Experience

Barbara has an interest in nature and wild places. She watches nature documentaries and would love to go to Africa sometime. She also likes the idea of camping in wild places and living off the land. She has taken part in a survival adventure last summer on camp.

The project, agreed between the Scouter and Barbara is:

- Barbara will spend some time studying the wild places and wilderness areas that are in Ireland and explore one nearby.
- At the next Cub Scout camp, she should build a small shelter with members of her Six and sleep out under the stars.
- On a camp or hike she should compile a menu of foodstuffs and cook all the items backwoods style - members of her Six can help and join in.
- Barbara should learn how to light a fire using flint and steel and be able to light a fire using this method.
- Barbara is to learn about the mammals that live in Ireland and take photographs of animal tracks she has found in the wild and identify them.



Sample Project: World Culture & Ways of Living

Jane is an 11 year old Cub Scout. A family from Ghana have moved into the house next door. They arrived with very little English as French is the official language in Ghana. Jane invited the 11 year old twins from the family to her Cub Scout meeting but Jane is worried about how the twins will fit in and wants to be able to help them do this.

The project, agreed between the Scouter and Jane are:

- Pick two different cultures living in the community and find out what they find different and challenging about living in Ireland (e.g. language, food, getting a job, missing home).
- Use your skills to help the integration of the new cultures into the community e.g. assist with a meeting promoting Scouting to minority communities, cook a traditional meal of the culture/community in question.
- Assist in a promotional campaign to advertise Scouting among minorities in your area and aim to have more young people from minority groups in your area in the Group by the end of the year.

