

ECHOES

Programme Resource

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Beaver Scouts: Our Colony, Our Flag

The challenge: Find out when your Beaver Colony started, learn a little about its history, and design a Colony flag to take on adventures throughout the year.



Meeting 1: Once Upon a Beaver Colony

Invite a long-serving Scouter or former Beaver to tell short stories about its past.

Introduce an old photo, scarf, badge or object for Beavers to investigate.

Create a simple timeline showing when the Colony began, something that happened in the past, and what the Beavers enjoy today.

Mark the 50th anniversary of Beaver Scouting in 2026 through a short storytelling or birthday activity.

Meeting 2: A Flag for Our Adventures

Lodges draw pictures of what makes their Colony special, such as animals, local landmarks, favourite activities and colours.

Choose a flag design together, ensuring each Beaver contributes.

Paint or decorate a fabric flag, adding the Colony name or establishment year.

Hold a short flag-raising ceremony and decide where the flag will travel first.

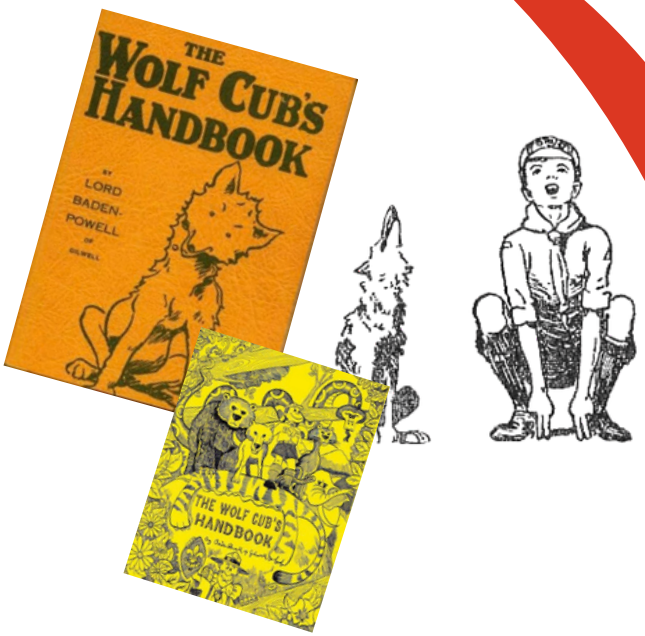
Take it further: Create an EPIC Flag Passport with one page for every adventure. Beavers can add photographs, stamps, drawings or a short description.

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Cub Scouts: Journey Through the Jungle

The challenge: Learn about how Cub Scouts came to be and incorporate elements of historical Cub Scout Programmes into an activity or camp (eg, Jungle Book camp, Irish language, Cub Scout chants).



Meeting 1: Cubs Through Time

Explore how Cub Scouting began, including its early links with The Jungle Book.

Set up discovery stations: old uniforms and badges, games, songs and chants, and Cub traditions.

Ask Sixes to examine what has changed and what remains familiar.

Create a simple timeline using images and short captions.

Meeting 2: The Lost Cub Programme

Each Six chooses a historical element to investigate and prepares a short activity for the rest of the Pack, such as:

A traditional wide game, adapted for today's Pack.

A Jungle Book-inspired trail with clues and challenges.

Learning an old Cub song or chant, or the Grand Howl.

Take it further: Hold an evening of games, stories and traditions. Sixes teach their activity to others, then discuss which traditions they would like to carry forward.

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Scouts: Messages to the Future

The challenge: Create a section Time Capsule including some details about all the things your section does today, the places you camp and the people in the section and lock it away for Scouts to look at 10 years or more into the future.



Try an activity that your section has never done before or hasn't done in a long time.

Meeting 1: What Will Scouts in 2037 Think of Us?

Patrols brainstorm what future Scouts might want to know about their section in 2026/27.

They investigate today's section membership, camping destinations, activities, equipment, badges, traditions and favourite memories.

Give each Patrol responsibility for one aspect of the time capsule.

Meeting 2: Build the Time Capsule

Suggested contents include a group photograph, letters to future Scouts, maps of favourite campsites, section statistics, drawings, badge designs and a description of a Scout meeting.

Agree on a suitable place to store the capsule, an opening date of 2037 or later, and arrangements for future Scouts to know it exists. You don't need to bury it!

Take it further: Search old logbooks, photographs or records for activities the section used to enjoy. Interview former Scouts and Scouters about their most memorable adventures and maybe copy one.

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Venture Scouts: Traditions That Last

The challenge: Create or revive a tradition in your Group, e.g, teach everyone a certain campfire song, make up a Group Camp tradition, create a Group log of summer camps, take a Group photo at an annual event, create a Linking Ceremony between Sections. Make a plan to ensure the tradition is kept going. Think big and think of a legacy!



Phase 1: Heritage Audit

Venture Scouts investigate Group's identity and existing traditions, speaking with Scouts from other sections, former members and Group leadership.

Prompts include: Which traditions are most valued? Which have disappeared? What would make the Group stronger? How could younger sections be involved?

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Venture Scouts: Traditions That Last

Phase 2: The Tradition Pitch
Small teams develop proposals and present them.

Potential projects include:
A Group campfire song or annual campfire ceremony.

A photograph taken in the same location every year.

A Group summer camp map or logbook.

A distinctive linking ceremony between sections.

An annual Group heritage adventure.

A shared Group flag ceremony at major events.



Phase 3: Make It Happen
Choose a tradition, develop a delivery plan, identify materials and responsibilities, and pilot it with other sections.

Phase 4: Make It Last
Prepare a *Tradition Charter*, recording what happens, when, who is responsible, what resources are needed and how future Venture Scouts can adapt it.

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Rover Scouts: The Living Archive

The challenge: Compile an element from the history of your Group from the last 10 years (eg, Summer Camp locations, Group Photos, other pieces of history) into a scrapbook, logbook or whatever format you choose. Ensure that there's room in it for years to come!



Phase 1: Choose the Story

The Rover Crew identifies an area of Group history worth preserving.

Options include summer camps, Group photographs, expeditions, significant milestones, involvement in the local community or the evolution of programme activities.

Define the scope of the project and agree on an accessible format.

Phase 2: Find the Evidence

Review existing photographs, reports, logbooks and newsletters.

Interview Group members, former Scouters and previous Rovers.

Construct a timeline, identifying important events and any gaps in the historical record.

Record where material came from and seek appropriate permissions for its future use.

EPIC CHIEF SCOUT'S CHALLENGE 26/27

Rover Scouts: The Living Archive



Phase 3: Build the Archive

Create a physical or digital collection. Potential formats include a scrapbook, digital timeline, interactive map of camp locations, recorded oral history collection or annually updated Group chronicle.

Each entry should include, where possible, the date, location, activity, people involved and a short explanation of its significance.

Phase 4: Hand It Over

Present the archive to the Group, invite corrections and contributions, and nominate an appropriate custodian.

Develop a simple annual update process so future Rover Crews can build on the project.