

1 Navigate...your local area

Go for a walk with your Cub Scouts around the local area. Take it in turns to use one or more of the following methods of navigation:

- Written instructions
- Taped instructions
- Road signs
- Tracking signs
- Maps

Places and buildings are shaped by the landscape: port towns develop next to safe, natural harbours for ships. Houses built in valleys are often in long rows because of steep valley sides. Towns and villages grow up where there is work for people to do. Places that are easy to reach often grow more quickly because more people want to live there. What are the characteristics of your local area?

Programme Ideas

Introduce your local area

You'll probably be surprised how many of your Cub Scouts rarely walk around your local area. Many will probably know what it looks like from the passenger seat of a car – it will look different on foot! Talk to your Cub Scouts about how your local area has changed over time and where houses and shops have been built.

Arrange a challenge walk

Plan a 30-minute return route around your local area, with a central stop-off point that is suitable for holding a discussion with your Cub Scouts. The 30-minute route should be treated as two separate 15-minute journeys, with the first taking the Cub Scouts from your start point to the stop-off point and the second returning to the start point via a different route.

Each journey should be undertaken using one of your chosen methods of navigation. At the start point, give your Cub Scouts the first chosen method of navigation listed above and, with minimal guidance, allow them to locate the central stop-off point. On arrival at the stop-off point, give the second chosen method of navigation and again, with minimal guidance, allow them to return to the start point. Remember that this method should follow a different route to the first.

Hold a short discussion

Following your walk, discuss which method they found easiest to follow and why. Briefly discuss the other methods of navigation and how they might be used in different scenarios.

Your Cub Scouts map

Explain how the buildings, roads, rivers and parks complete a picture of their local area and how this picture will help them to complete their own maps.

Welcome

In today's world many young people undertake a wide variety of journeys, ranging from travelling to and from school, visiting relatives, holidays abroad and, of course, Cub Scout nights away! In addition, many things that we come into contact with have made long journeys – for example, food, clothing and electronics.

Navigation and exploration are exciting and dynamic topics that can take our Cub Scouts on journeys out of their meeting place and into local communities – coming into contact with new environments via new experiences.

We are all natural explorers; from early childhood we begin to navigate our surroundings. First we become familiar with our own environment and then we begin to explore other places and form perceptions beyond our direct experience. Navigation is an essential skill that will help young people to place themselves in the world.

Much of the Navigator Badge centres on reading, understanding and creating maps within the setting of your locality. Being aware of how to interpret maps and navigate is a skill that will provide Cub Scouts with the confidence and knowledge to make journeys safely and help to prepare them for the various terrains and hazards.

Using maps effectively allows us to make the most of a particular area and allows us to discover new surroundings. Ordnance Survey produces a wide range of maps, differing in scales, that can be used for a number of outdoor and adventurous activities.

There are four steps to running this award; they are:

Navigate...

- ...your local area!
- ...using a simple map!
- ...using a street map!
- ...to find treasure!

For each step of the way, we've provided some ideas on things to think about, things to do and things to discuss. You'll also find some useful contacts list at the back of this resource. Please think creatively about how you will approach this badge – it doesn't need four weeks to complete the four steps. You could run it as one activity, basing yourself in a local park for example, with easy access to your local facilities.

Good luck and have fun! Please do get in touch with the Cub Scout Office at Gilwell Park to let us know how you get on.

Useful contacts

HM Land Registry®

Land Registry Marketing (Press Office), 32 Lincoln's Inn Fields, LONDON, WC2A 3PH.

Phone: 020 7917 8888
Website: www.landreg.gov.uk

Ordnance Survey®

Customer Contact Centre, Ordnance Survey, Romsey Road, SOUTHAMPTON, SO16 4GU.

Phone: 08456 05 05 05
Email: customerservices@ordnancesurvey.co.uk
Website: www.ordnancesurvey.co.uk

Streetmap.co.uk

Phone: 01908 526270
Website: www.streetmap.co.uk

Street level mapping available on the Internet.

Explore Portal

www.explore.ordnancesurvey.co.uk/

Allows you to create and share routes.

MapZone

Website: www.ordnancesurvey.co.uk/mapzone

Website produced by Ordnance Survey which aims to teach mapping skills in a fun and interactive way.

Get-a-map

Website: www.ordnancesurvey.co.uk/getamap

Small-scale mapping available on the Internet.



A guide to the Navigator Activity Badge for Cub Scout Leaders

2 Navigate...using a simple map

By drawing a simple map, direct someone from their meeting place to a local railway station, bus stop, hospital, doctor, post office and so on.

For hundreds of years maps have helped people travel from one place to another. Maps are drawings of actual landscapes and features that use lines and symbols to represent real-life objects like roads, fields and buildings.

There are many different types of maps, from simple sketch maps that you can draw yourself to the very detailed Ordnance Survey maps of Great Britain.

Programme ideas

Set the scene – take a tour

You can build upon what was learnt during the first step of this badge when you looked at your local area. You will need to set the scene and introduce your Cub Scouts to where all of the public facilities are located.

If you can get out and about – then do! Take your Cub Scouts on a short walk or minibus ride (depending on distances involved) so that you can point out the public facilities that you will be using in this activity.

If you can't get out, then think of new ways to set the scene. Use large maps, software packages such as Microsoft® AutoRoute® or websites such as www.streetmap.co.uk; this way you can link with other activity badges.

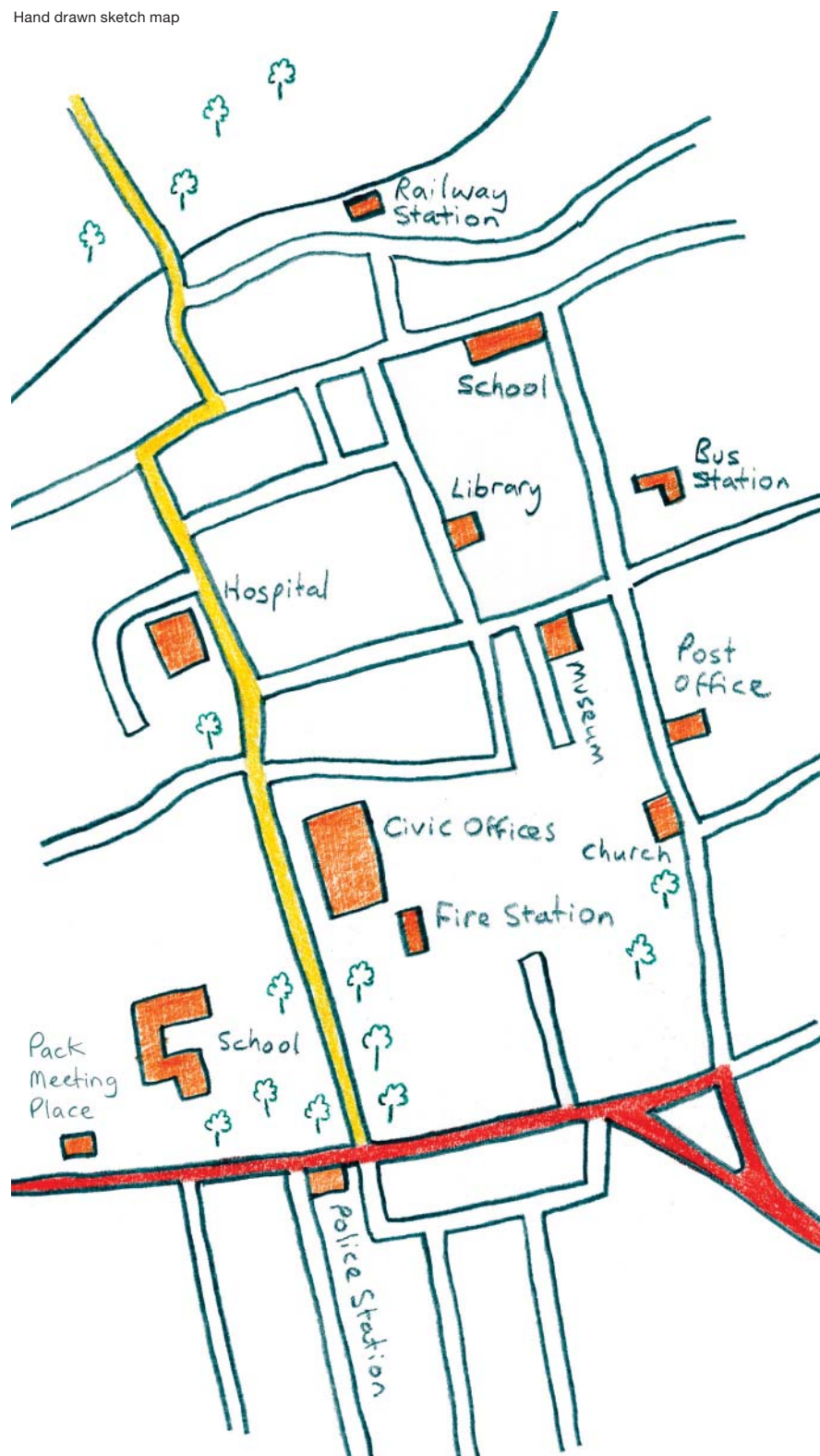
Use the blank hand drawn sketch map – encourage your cubs to produce their own detailed map – like the one shown here. They can use the stickers to mark important locations. The map can also be folded using instructions from MapZone.

Hold a short discussion

Talk about how difficult your Cub Scouts have found it to produce their maps and what problems they encountered.

This step could be conducted at the same time as step one – while you are out and about in your local area.

Hand drawn sketch map



3 Navigate...using a street map

Using a local street map, find certain roads and places of interest as requested by a Leader.

Street maps can come in a variety of forms – A-Z® maps, local town maps, tourist information leaflets or information boards in city centres. It's important that we are able to use these maps and identify facilities and places of interest from the symbols that are commonly used.

Programme ideas

Map-reading techniques

It would be a good idea at this point to introduce your Cub Scouts to 'proper' maps. For this step, the important aspects on which to concentrate will be using grid lines and identifying mapping symbols. Start off with simple grids drawn on paper and show Cub Scouts how to use four-figure grid references to locate an area on a map. Draw standard map symbols on the grid so that your Cub Scouts can start to become familiar with locating facilities. Once your Cub Scouts are happy with a simple grid, move on to using an actual map.

Grid reference quiz

Split your Cub Scouts up into teams and give each team a copy of the same street map. You must ensure that there are lots of features such as police, fire or ambulance stations, schools, hospitals, places of work, shops, recreational areas or main roads. You will also need to ensure that your map is equipped with grid lines and you may need to give each team time to produce a key for the map symbols. One at a time, call out each facility that you would like your Cub Scouts to find; for each facility, ask each time, to find it and make a note of the grid reference.

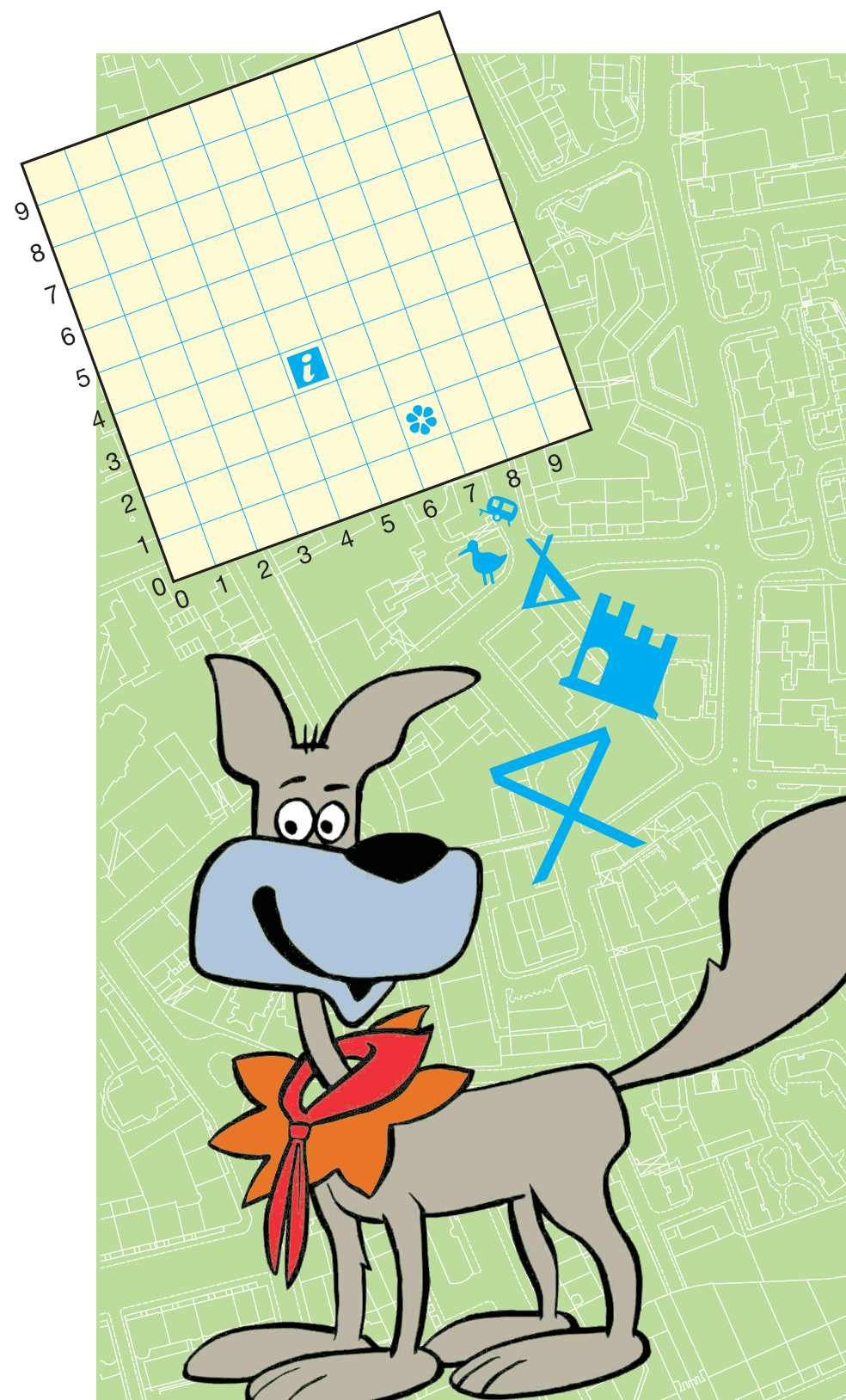
Ensure that you create a 'fun' environment; where possible, use visual aids and sound effects and ask the Cub Scouts to name their team. You could always set up your meeting place like a set of a television quiz.

Make a wall display

If you have the resources, you could put a large street map on the wall of your meeting place and ask all of the Cub Scouts to pick a facility and locate it on the large map. You could end up with a large plan of your local area that would be very useful for other activities.

Hold a short discussion

Talk with your Cub Scouts about how easy they have found reading maps. Where some facilities are easier to find than others, discuss. It might also be interesting to see if the map you are using differs from the actual locality; this would give you an idea of how rapidly your local area is developing.



Some facts...did you know?

Fact one

The area of the United Kingdom is:

- 244 022 square km
- 94 216.988 square miles
- 24 402 105 hectares

The United Kingdom includes Great Britain and Northern Ireland. This figure includes the area of Shetland Islands and Rockall.

Fact two

The highest point in Great Britain is Ben Nevis in the Highlands of Scotland, at 1 343 metres or 4 406 feet.

Fact three

The tallest building in Great Britain is Canary Wharf on London Docklands. It is 243.8 metres or 800 ft high.

Fact four

The longest place name without a hyphen in the world is Llanfairpwllgwyngyllgogerychwyrndrobwlllantysiliogogoch, which when translated means 'St. Mary's church in the hollow of the white hazel near a rapid whirlpool and the church of St Tysilio of the red cave'.

Pronounced Clan-vire-pulk-gwin-gill-go-ger-ick-win-drawb-oolk-clan-ti-sillyo-go-go-gok. It is located in Anglesey at grid reference SH5371. It is shown as Llanfair PG on Roads 6, OS Travel Map series (Wales/Cymru & West Midlands) and Lanfair Pwllgwyngyll on OS Landranger Maps 114 and 115.

Fact five

The distance from John O'Groats to Land's End is 602 miles (as the crow flies) – from the trig pillar at John O'Groats to the trig pillar at Land's End.

Or 876 miles as calculated by using *AutoRoute*.

Taken from Ordnance Survey's Geo Facts.

4 Navigate...and find treasure

Help plan, or take part in, a treasure hunt using clues, directions and signs to reach an unknown destination.

This is an ideal way to complete this badge. Treasure hunts will give you a chance to allow your Cub Scouts to take on some planning responsibilities and to have some fun! You'll also be able to incorporate some more skills – such as tracking. It would be good if you could lead your Cub Scouts to finding some appropriate 'treasure' – how about a small gift or certificate to congratulate them on completing the badge. You can still have a formal presentation of the badge later on.

Programme ideas

Set the scene

Introduce your Cub Scouts to some of the mentioned methods of navigation – take them through tracking signs and give them some examples of clues. Carefully explain the activity and any boundaries – especially if you're conducting this outside.

Planning

You could involve all your Cub Scouts in planning a treasure hunt. Split them up into groups and ask each group to plan a hunt. Each group could use a different method – signs, clues and directions. Once each group has finished planning, they could take it in turn to follow each of the treasure hunts.

Have you seen a sign?

Using the normal tracking signs, lay out a treasure hunt; ideally, you could conduct this outside – but inside can be just as good. You could prepare some cards or laminated sheets with several copies of each sign for your Cub Scouts to use.

Follow the clues

Ask your Cub Scouts to put together a treasure hunt, guided by clues. Suggest around 5 to 10 stages. At each stage there should be a clue, rhyme or anagram that leads to the next. Cub Scouts may need a bit of help with this one; be prepared to lend a hand – but see how they get on first.

Let Snaggle show you the way

Why not use our mascot? Snaggle could direct your Cub Scouts around the course using a variety of techniques. You could prepare some sheets with pictures of Snaggle and a space for Cub Scouts to write or draw directions to outline the route. You could even give your Cub Scouts some mini-Snaggles to hide along the route; the group that finds the greatest number wins the challenge.

Your Cub Scouts map

You can use the maps created in step 2 to plan virtual treasure hunts.