

Manage your group's money better with **Equals Spend**

Petrol for a packed minibus. Tea and biscuits for weary leaders. Tents that don't leak. Enough baked beans to feed an army.

Staying on top of spending can be tricky - but it doesn't have to be. With Equals Spend, you can control your Scouting expenses much more easily - leaving you to get on with the fun stuff.

Here's how:

1 Give prepaid cards to your leaders

They can use their cards in shops or online, check their balance on the mobile app, and ask for more money with the tap of a button.



2 Keep an eye on their spending at all times

Track spending from anywhere with our web platform. See what your leaders are spending and top up their cards if needed. All in a flash - no waiting around.

3 It won't break the bank

Money doesn't grow on trees, so Equals Spend can help you manage what you do have, better. With no subscriptions or monthly fees, it's free to use too.



Equals
Spend

Head to equals.co/scouts to sign up or find out more.





Share your covers!

Go to scouts.org.uk/makedoshare to download the cover of this issue for you and your young people to colour in. We'd love to see what you do: send pictures to makedoshare@scouts.org.uk or share on social media using #MakeDoShare. Don't forget to share your pictures and experiences of doing the activities, too.

Make. Do. Share.

Contents: the arts issue

Help your young people to explore their creativity through writing, photography, acting, drawing, designing, coding, poetry and more

- 1** Make a colour wheel and use it to discuss different emotions, with Pokémon on **page 6**
- 2** You could win a signed football shirt, with the Manchester United Foundation on **page 8**
- 3** Have a discussion about sharing information online, with Nominet on **page 10**
- 4** Make a 'how-to' video to help others by using these top tips, with the British Army on **page 12**
- 5** Write a song that will help to increase your chances of survival, with Victorinox on **page 14**
- 6** Come up with a sketch or play that will encourage everyone to eat healthily, with Jaffa on **page 16**
- 7** Create a simple circuit with an LED to light up a piece of art you've made, with IET on **page 18**
- 8** Beavers can play charades to learn how recycling helps wildlife, while Scouts will become journalists to report on attitudes to recycling, with Recycle Now on **page 21**
- 9** Draw a comic strip to explain the science behind Scouts, with Rolls-Royce on **page 24**
- 10** Research, write and record a podcast, with the RAF on **page 26**
- 11** Make a scrapbook about how to care for an animal, with Pets at Home on **page 28**
- 12** Use some simple coding to create a digital design, with Raspberry Pi on **page 30**
- 13** Be inspired by nature to produce a creative work of art, with GO Outdoors on **page 32**

All information in this issue of Make.Do.Share. was correct at the time of publishing – please follow government guidance for up to date advice. If your group's meeting through Skype, Zoom or any other remote way, some of the activities featured can be adapted for this.

Make. Do. Share.

Published by Scouts
Gilwell Park, London E4 7QW
Tel: **0345 300 1818**
Fax: **0208 433 7103**
Email: makedoshare@scouts.org.uk

Read Make.Do.Share. online at
scouts.org.uk/magazine

Make.Do.Share. Editors
Joanna Bronziet, Rachael Stiles,
Sarah Kerry, Stephanie Steer

Senior Art Editor Richard Jenkins

Art Editors Guy Radcliffe, Robin Coomber

Photography Jesse Wilde

Cover illustration Tess Shearer

Special thanks to... Katie Farnish,
Laura Thorner, Georgina Barrett,
32nd Chingford Scouts, WWF

Account Manager Debbie Blackman

**Director of Immediate Media
Branded Content** Julie Williams

Copyright 2020. Scouts

Registered charity numbers:
306101 (England and Wales)
SC038437 (Scotland)

Please note that the views expressed
by members and contributors in the
magazine are not necessarily those
of The Scout Association.

Scouts 

**IMMEDIATE
MEDIA** ^{CO}

Make.Do.Share. is produced by Immediate Media Branded
Content, Eagle House, Colston Avenue, Bristol BS1 4ST
Printed in the UK by William Gibbons.

All rights reserved. Unauthorised reproduction in whole or part is
prohibited without written permission. Every effort has been made
to secure permission for copyright material. In the event of any
material being used inadvertently, or where it proved impossible
to trace the copyright owner, acknowledgement will be made in
a future issue.

Meet this issue's Wogglebox group



Apply for Wogglebox!

If your section would like to apply to become
our next Wogglebox reader panel, email
us at makedoshare@scouts.org.uk
explaining why we should pick you and
what makes your section unique
in under 100 words.

Good luck!

Photo: Jesse Wilde

Lyndsey Nassim, Assistant Scout Leader at 32nd Chingford Scouts, says: 'We have a vibrant Troop, with 35 Scouts. We enjoy a varied programme that we shape with our young people. This term includes a healthy balance of badge work, time spent outdoors, trips and expeditions and we encourage Scouts to achieve

their top awards. We're currently supporting local initiatives around the environment and homelessness.

'Our best adventure to date was our summer camp in Dorset at Scout Adventures Buddens, which saw every section of our group attend – all 79 of us! The week saw a trip to Brownsea Island,

a Jack Petchey Award presentation, cinema visits, trips to the beach, caving, bell boating, canoeing and swimming in natural lakes. We even managed visits to the UK's largest natural waterpark and Harry Potter World on the way home.

'It was an awesome week and we'll be talking about it for many years to come!'



Safety first

All activities must be safely managed. Do a risk assessment at scouts.org.uk/riskassessmentsmadesimple and take appropriate steps to reduce risk. Always get approval for the activity and have suitable supervision. See scouts.org.uk/adultratiois. For more activity rules and safety guidance, head to scouts.org.uk/safety and scouts.org.uk/a-z.

What colour do you feel?

Suitable for Cubs

You will need

- paper plates (one per person)
- pencils, colouring pencils, rulers, crayons, paints, paintbrushes, water
- split pins (one per person)
- card cut into arrows half the width of a plate, with a hole in the end

Instructions

1 Support the young people to divide their paper plates into six sections using a pencil and ruler, then fill in each section of their plates with a different colour. They could draw pictures to show what feelings the different colours represent to them. For example, red is associated with anger, blue is sad or calm, yellow often means happiness.

Encourage young people to share their feelings by creating a colour wheel



Meet Smeargle

Smeargle is a Pokémon that uses its tail to paint, sketch and copy the last move by an opponent in the Trading Card Game. The colour of the paint their tail produces changes depending on their emotions.

2 Help everyone make a small hole in the centre using a pencil, then use a split pin to attach an arrow.

3 Ask them to split into pairs or groups and ask if they would like to share which colours reflect their feelings by moving the arrow. To make it more fun, they could spin the arrows and see where it lands to help them decide which colours to talk about.

4 To take the activity further, if your young people have a collection of Pokémon cards from the Trading Card Game, challenge them to bring in their collections and display them in the order of the colour spectrum: red, orange, yellow, green, blue, indigo, violet. Encourage your young people to think about other collections they already have, or items they might be interested in collecting and why. How do they display the collections? What do they find interesting about them?



Time needed 35 minutes

Badge



Pokémon partners the Cub Collector Activity Badge

Partner

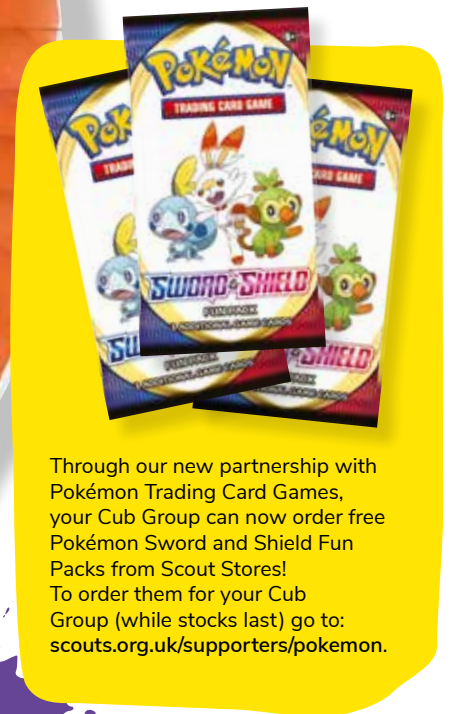


Outcomes

Young people will be supported and encouraged to explore and share their feelings by using colours to describe what emotion they are experiencing. This will help them to express themselves and build resilience.

More information

For more badge resources and activities go to scouts.org.uk/supporters/pokemon.



Through our new partnership with Pokémon Trading Card Games, your Cub Group can now order free Pokémon Sword and Shield Fun Packs from Scout Stores! To order them for your Cub Group (while stocks last) go to: scouts.org.uk/supporters/pokemon.

Design your own football shirt!

Challenge your young people to design a football shirt and they could have a chance to win a Manchester United FC shirt signed by players in the men's first team squad!

Suitable for all

Instructions

1 Give everyone a template and encourage them to be as imaginative as possible when designing the fronts and backs of their ideal football shirts. Think about how the design could be adapted for people with additional needs. For example, an autistic person may have sensory sensitivities and struggle with labels or textures (see autism.org.uk/sensory). Someone who finds coordination difficult or has limited use of their arms may find it more challenging to put on and take off clothes.

2 Using their templates, ask the young people to write notes and draw arrows next to their shirt if they need to explain any of its features, and to put their first name, age, section and group name.

3 Email or post the entries to the Scouts so that the Manchester United Foundation can select their favourite two designs (one for Beavers and Cubs, one for Scouts and Explorers). Afterwards you could display all the designs from different sections together in your meeting place. Good luck!

Top tip

To start work on the badge requirements and develop young people's leadership skills, why not plan and run a football match? Organise one at your next camp to get everyone warmed up and energised!

Before you kick off

Download a football shirt template at scouts.org.uk/supporters/manchester-united-foundation





Win a signed football shirt!

Send us your young people's designs and they could win a football shirt signed by Manchester United's men's first team squad! Email their entries to: designashirt@scouts.org.uk or you can post them to: **Design a Shirt Competition, The Scouts, Gilwell Park, Chingford, London E4 7QW** Deadline to receive designs: 15 August 2020. For further details and terms and conditions, go to scouts.org.uk/supporters/manchester-united-foundation.



Entry to this competition will collect personal data about young people. We take the obligation for personal data privacy seriously. You should ensure you have informed the parents/carers of the young people that their personal data will be passed to The Scout Association. The data you provide is managed and retained in accordance with our Data Protection Policy scouts.org.uk/DPPolicy. The personal data will not be shared with any third parties.

Time needed 30 minutes

Badge



The Manchester United Foundation partners the Scout Team Leader Challenge Award

Partner

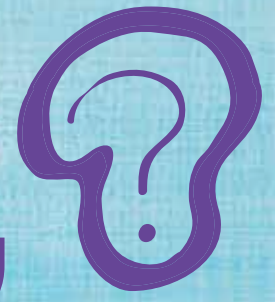


Learn more

Learn more about the new partnership with the Manchester United Foundation: scouts.org.uk/supporters/manchester-united-foundation.



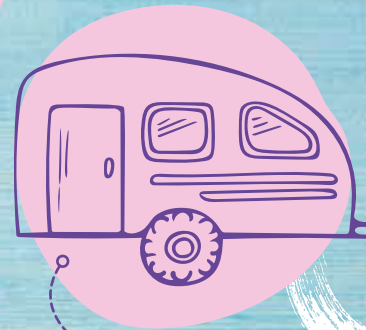
Hands up, hands down



Help young people make good choices about what and what not to share online by creating a handful of information about themselves and talking this through with the group



Favourite book?



Holiday memories



Suitable for all

You will need

- A4 paper (one sheet per person) that's thick enough so that both sides can be used
- pencils, colouring pencils, crayons
- scissors (Supervise young people. Store sharp objects securely, out of the reach of young people.)

Instructions

1 Ask everyone to draw around their hand, wrist and forearm with a pencil onto a piece of paper.

2 Next, everyone draws and writes everything that makes them unique inside their hand shape. This could include family, friends, pets, hobbies, school, interests, faith, holidays, books or anything else that's important to them. If there are any gaps, they could add patterns or coloured bands so the hand and wrist is completely full. Make sure they only write on one side of the paper.

3 Once the hands are finished, ask everyone to carefully cut them out. Adult helpers and young leaders may need to help with the cutting.

4 Everyone shows their hands to the group. Remind everyone that this is a safe space, and they can share this information if they feel comfortable. Ask one or two people who feel comfortable enough to talk through their hands and what the drawings and patterns mean.

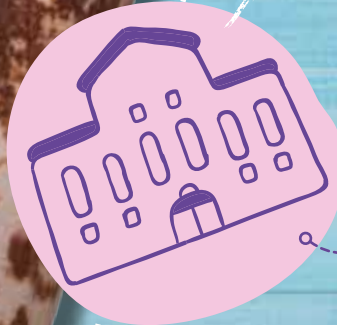
5 Everyone turns their hand over to the blank side and draws or writes the information they would feel comfortable sharing online with someone they don't know. For some people this might be nothing, for some it might be their first name or a gaming name and basic information like their age. Support the young people to decide, based on age and experience.

6 Everyone sits in a circle with their cut-out hands. Have a discussion about the activity and how it reminds everyone that although we have complex, busy lives, we don't have to share everything with everyone. We can decide what to share and with whom. Ask the group what would happen if someone they didn't know or someone online asked them a personal question, such as where they live or what their phone number is. Let them know it's OK to say no if someone wants to share some information or a picture of you online, and if someone asks you not to share their information or photos, that's OK too. Anyone can say 'no' politely and firmly, or check with a trusted adult if they're not sure.

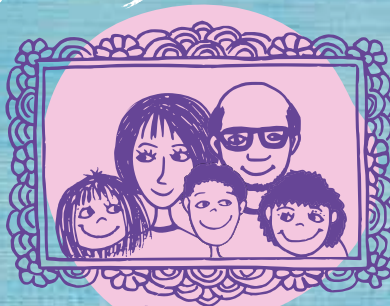




Name of your pets



What school do you go to?



Tell us about your family



What are your hobbies?

Online Safety

Supervise young people when they're online and give them advice about staying safe. For more guidance go to scouts.org.uk/staysafe and nspcc.org.uk/online-safety. For guidance on bullying go to nspcc.org.uk/bullying. If you've got concerns about a young person's welfare (including online experiences) go to archive.scouts.org.uk/media/996788/Yellow-Card.pdf.

Time needed 30 minutes

Badge



Nominet partners the Digital Citizen Staged Activity Badge

Partner

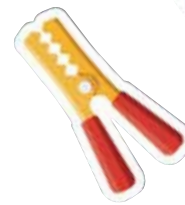
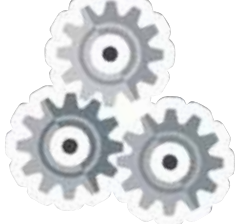


Outcomes

Young people will be supported to understand when it's not OK to share personal information with others online, and that there are things they might be happy to share in real life that they might not want to put out there for everyone to see. They will draw 'handfuls' of information to help them think about what they want to share and what to keep private.

More information

For more badge resources and activities go to scouts.org.uk/supporters/nominet.



Show and tell

Making a 'how-to' video about vehicle maintenance will help young people understand some basics of mechanics and learn new skills in film-making

Suitable for Scouts

You will need

- filming equipment, like a smartphone or camcorder
- equipment/tools for the task that's being filmed
- free in-phone editing software like InShot for Android, or iMovie for Apple

Instructions

1 Let everyone know that they will be working in teams to create a 'how-to' video, which demonstrates an aspect of mechanics that will help others to maintain a vehicle.

2 The young people should work in small teams to decide what their video is going to be about. They can cover any aspect of the badge requirements, such as how to refill windscreen washer fluid, tyre pressure, or explaining what's checked in an MOT. Go to scouts.org.uk/scouts/activity-badges/mechanic to find more ideas.

3 Once each team has decided what their video is about, support them in gathering all the information

they need and structuring their video to make it clear and easy to understand. It should demonstrate an understanding of the subject they're covering.

4 Before making their films, the young people should create a storyboard. This is a step-by-step visual plan of the video and will help them to think about the content. Get a template and example storyboard at scouts.org.uk/supporters/the-british-army or use a free online version at boards.com.

5 Some things to consider when planning the videos include: will they have narration or will someone be talking to camera? Will they add any graphics, text or diagrams, if possible? Will there be music? Will they have some talking to camera mixed in with close-ups of the process they are explaining?

Before you start

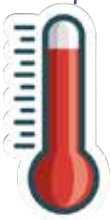
Find some top tips for making a video here: scouts.org.uk/supporters/the-british-army.





Summer car maintenance checklist

Why not keep it seasonal and make a video about how to look after a vehicle in hot weather or to avoid summer breakdowns? Go to scouts.org.uk/safety before carrying out these checks.



- Batteries are the number one cause for summer breakdowns. If your battery is more than three years old, consider replacing it before a long summer road trip.
- With many drivers travelling further in the summer, punctures can be more likely to happen so make sure you have a spare, and that the jack and wheel brace are in good working order.
- Wiper blades should show no signs of wear or splitting.
- Check the windscreen washer fluid levels and the washer jet adjustment.
- Check the oil and coolant levels (use the instructions in your owner's handbook).
- Make sure all exterior and interior lights are working.
- Check tyres for pressure, tread depth, and that they aren't cracked or aged.



Time needed 90 minutes

Badge



The British Army partners the Scout Mechanic Activity Badge

Partner



Outcomes

The young people will demonstrate that they understand the aspect of mechanics that they choose to focus on, by explaining it to someone else. They will also learn new skills, like creating video content, graphics, editing and storyboarding.

More information

For more resources and activities visit scouts.org.uk/supporters/the-british-army.

Safety first

Risk assessments must be carried out for this activity and safety must be built into the filming. Go to scouts.org.uk/riskassessmentsmadesimple. Leaders need to make sure young people doing the filming are safe, and the instructions explain to the viewer the risks and how to manage them safely.

Before completing this activity make sure you have suitable personal protective equipment (PPE). This could include eye or ear protection, gloves and anything else you need to protect yourself. You'll know what controls you need as a result of completing the risk assessment.

Survival singalong

Make up a song to keep spirits high and improve your chances of survival!

Top tip

Run this activity on your next long journey or during camp.



Wogglebox



Isla says:
'We really enjoyed the activity, especially making up new lyrics to a song we knew.'



Suitable for all

Instructions

1 Ask your young people to imagine that they're in a survival situation. Perhaps their bus has broken down, or they're wild camping when they get cut off by bad weather. Discuss ideas of the things they would do to increase their chances of survival and being rescued, like staying warm or rationing food.

2 Ask them how singing might also help in a survival situation; it could help to keep everyone's spirits up, help potential rescuers to locate your group, keep wild animals away and pass the time until help arrives. Singing also helps people remain calm in challenging situations. Being calm will help when making decisions and problem-solving.

3 In groups or all together, challenge everyone to come up with a song that would help them remember the

survival skills discussed in step 1. The song can be in any style. They could use a tune everyone knows and change the words so it's about survival and Scouts.

4 If you're running this on a camp, the group could make instruments using natural materials, like tapping sticks together or making a drum out of a tree stump.

5 Record your group singing their survival song on a smartphone and share it on social media for other groups to enjoy! (Get permission from parents/carers of everyone in the video before it's filmed and shared.)



Wogglebox



Erin says:
'I hope we get the chance to sing our song around a real campfire in the summer at Jamboree.'

Time needed 30 minutes

Badge



Victorinox partners the Scout Survival Skills Activity Badge

Partner



VICTORINOX

Outcomes

The young people will show that they know some basic actions to take while awaiting rescue that will help to keep them and their group safe and will help their rescuers in locating them. They will also have a go at songwriting and will work as a team to come up with some lyrics to help them remember some top tips for survival.

More information

For more badge resources and activities visit scouts.org.uk/supporters/victorinox.

Play with your food

Young people will write and perform a short sketch or play about why it's important to eat healthy foods

Suitable for Beavers and Cubs

You will need (per group)

- paper
- pens or pencils
- 5 props each (eg fruit and veg)
- costumes (optional)

Instructions

1 Have a discussion with your group about why it's important to eat healthy foods – what do they think are the main reasons? There's some information on the opposite page to help you in the Healthy for Life section.

2 Let them know that, in groups, they are going to write and perform a 5 minute fun play about eating healthily. Ask them to come up with some ideas and share the ones on this page to get them thinking. If some young people don't want to perform, they can be the writer or director, or be in charge of props or costumes. Make sure everyone has a chance to let their creativity shine.

3 Break everyone into smaller groups of 4–6 to come up with their own scenario or build on the suggestions provided, making them as fun as possible. This process could be carried out over several sessions.

4 Each group can use up to 5 props to bring their play to life, including different fruit and vegetables, like oranges. (Can anyone juggle?)

6 They will each perform their plays or sketches for the rest of the group. You could even invite friends and family to come and watch the show!

Illustration by Frederica Tumminello

Some scenarios

1 A scene at a family dinner table where a young person's convincing the grown-ups to eat their vegetables, instead of the other way around. They can ask leaders to be the adults, or use props like fake beards to be the adults.

2 The young people pretend they're presenting to parliament to get them to pass laws that encourage healthy eating.

3 A lighthearted debate where some young people could argue for a healthy lifestyle and some against.

4 An exercise class is acted, with one young person as the instructor, to show how much more energy you have when you eat fruit and vegetables.



Time needed 60 minutes

Badge



Jaffa partners the Beaver Health and Fitness Activity Badge and the Cub Our Skills Challenge Award

Partner



Outcomes

The young people will be exploring the importance of a healthy lifestyle and sharing this with others by putting on a short play about eating more fruit and vegetables. They will also gain experience of writing a script, designing costumes and (if they want to) performing in front of others.

More information

For badge resources, activities, and a Jaffa citrus fruit discount voucher for Tesco, visit scouts.org.uk/supporters/jaffa.

Healthy for life

Eating fruits and vegetables can help you to...

- maintain a healthy weight
- get important vitamins and minerals
- grow, develop and repair your body
- keep your heart healthy
- reduce the risk of diabetes
- make your teeth and bones strong

Source: NHS.

Learn more: nhs.uk/live-well/eat-well.



Electric art

Creating a piece of artwork that has a working electronic circuit will really 'light up' this activity...



Suitable for Scouts

You will need (per artwork)

- a thin piece of A4 card
- pencils, colouring pencils, crayons, felt tips
- old newspapers or magazines
- glue stick
- scissors (supervise young people and store all sharp objects securely, out of the reach of young people)
- cocktail sticks
- flashing LED capable of working with a supply of approximately 5V
- soldering iron and solder (optional)
- electrical tape
- safety glasses if using soldering iron
- 3 x AA batteries (1.5V each)
- 3-AA battery holder with red and black flying leads
- on/off switch (optional) eg a toggle or slide switch

Instructions

1 Let your group know that they're going to create pieces of art that have an electronic circuit built into the design. Ask them to bring in old newspapers, magazines and pictures of favourite cartoon characters, films, bands, pets or sports stars to create a collage. Alternatively, they can draw their own pictures or copy a famous piece of art.

2 Encourage them to think creatively about where they could position a flashing LED within their artwork, to make it look as interesting as possible. It could be a flashing eye or nose, a football going into the net, a star or planet in the night sky, or the centre of a flower.

3 Split everyone into groups or pairs. Ask the young people to create their artwork on their pieces of A4 card.

4 Once the artwork's complete, support them to add the flashing LED. Using a cocktail stick, they need to carefully make two small holes where they want the LED to go (one for each leg) then push the legs through the holes. Ensure the legs don't touch each other, as this could cause a short circuit!

5 Next, the flying leads from the battery holder should be connected to the LED. A soldering iron is the best way. Be very careful using soldering irons. Read the safety information at the bottom of this page. Firstly, twist the exposed end of the red flying lead around the long leg of the LED. Place the heated soldering iron tip on this point and apply solder until the joint is made. Alternatively, without a soldering iron, once twisted the flying leads can be joined to each LED leg by tightly wrapping each twisted joint with electrical tape. Repeat the process for the black flying lead and short leg of the LED.

6 Ask the young people to put the 3 AA batteries into the battery holder, ensuring that the positive (+) and negative (-) sides of each battery line up with the positive and negative connections marked on the holder. The LED should then start to flash!

7 To make the activity more challenging, an on/off switch could be added to the circuit, or even an additional flashing LED. The emphasis is on creativity – what artwork could you produce that incorporates the flashing LED for extra visual effect or interest? Tape can also be used to stick the battery pack and LED to the back of the artwork to hold them in place.

8 Take pictures or videos of the final artworks and share them with other groups on social media to inspire others.

Time needed 60 minutes

Badge



IET partners the Scout Electronics Activity Badge

Partner



Outcomes

The aim of this activity is to make a piece of artwork that has a working electronic circuit, adding interest to the final piece. The young people will be challenged to get creative by incorporating art with electronics.

More information

For more badge resources and activities visit scouts.org.uk/supporters/iet/.

Safety first: soldering

Soldering irons produce a lot of heat. Never touch the tip of the soldering iron on anything other than the things you're soldering and use tweezers or clamps to hold things in place. Never solder near flammable gases or liquids or combustible materials such as wood, textiles, or paper. Make sure there's a fire extinguisher and a first aid kit (with items to treat burns) nearby. Wear non-flammable clothing, gloves, safety goggles, and closed-toe shoes. Cover your arms and legs to prevent burns and remove loose clothing (such as scarves). Work in a well-ventilated area to avoid inhaling fumes and keep food and drink away from the working area to avoid contamination.

Scouts 

FLIPOUT

COME AND EXPERIENCE THE UK'S
BEST TRAMPOLINE AND ADVENTURE PARKS

**20%
OFF**

ALL 1 & 2 HOUR JUMP SESSIONS
FOR **ALL SCOUTING GROUPS**

* MUST BE ABLE TO SHOW YOU ARE A SCOUT ON ARRIVAL



FIND YOUR NEAREST STORE: WWW.FLIPOUT.CO.UK
OR VISIT: WWW.FLIPOUT.CO.UK/SCOUTS

Act out for action

With a game of charades, young people will explore the challenges facing animals around the world and how recycling can help to protect them

Marine turtles get tangled in plastic pollution that's in the sea. They also eat plastic bags because they mistake them for their favourite food: jellyfish.

Time needed
30 minutes

Badges



Recycle Now partners the Beaver Global Issues Activity Badge

Partner



Outcomes

The young people will explore the importance of recycling because it can contribute to protecting the environment and habitats that animals need to survive.

More information

For badge resources, activity ideas or to find out more about the Recycle Now campaign, visit scouts.org.uk/supporters/recyclenow.

Encourage your young people to find out what packaging, including plastics, can be recycled from home using the Recycle Now recycling locator at recyclenow.com/local-recycling.

Suitable for Beavers

You will need

- a print out of the species list
- a print out of the species with the clues, facts and threats they face

Before you start

Go to scouts.org.uk/supporters/recyclenow to download a list of endangered species, and the clues, facts and the threats they face.* Cut up the list of the endangered animals and put them in a hat, box or similar container that can be used for the young people to select a piece of paper.

Instructions

1 One at a time, ask a young person to pick out a piece of paper with the name of an endangered species on it and then challenge them to act out the species by making sounds and movements they think it would make.

2 The rest of the group try to guess what species the performer is pretending to be. If they're having trouble, a leader or the young person acting it out can share the clues, or the first letter of the animal.

3 Once its identity is revealed, ask the group what they can tell you about the animal. Then a leader or the young person can share the facts and threats facing them.

4 Discuss the threats to wildlife if we don't recycle. For example, packaging could end up in the ocean and harm sea life. Recycling reduces the amount of natural resources we need, which helps cut carbon emissions and reduce the harmful impact on the environment.



Journalist for a day

Young people will investigate attitudes towards recycling and then create a news story based on their findings



Wogglebox



Jacob says:
'I liked learning how to reduce the impact on our planet. It was fun to interview people, too.'



Did you know?

- **25** is the number of plastic drinks bottles it takes to make a fleece top.
- **79%** of the plastic waste that's ever been produced is still in our environment.
- **60%** of UK households are recycling more than they were a year ago.
- **51%** of UK households throw one or more items in their rubbish bin that could have been collected for recycling in their area.



LIVE

**BREAKING
NEWS**



Fact or fiction?

Check out our guide to spotting fake news at scouts.org.uk/news/2019/september/how-to-spot-fake-news and download an Evidence Pack from Sense about Science here scouts.org.uk/evidencehunter.



Suitable for Scouts

You will need

- paper
- pens and pencils
- felt pens and colouring pencils
- access to a computer and design software, if possible – you could try free options like Lucidpress

Instructions: session 1

1 Discuss the importance of journalism with your young people. Where do they get their news? Do they get news from newspapers, online, TV or radio? Are they aware that some news sources may have some bias? Do they know how to spot fake news? How can they get important opinions/issues/topics heard when there is so much content? Some news outlets focus more on environmental issues like recycling and climate change – can they name any?

2 Explain that they are going to be journalists for the day to find out what their friends and family think about recycling and gather a variety of views.

3 During the first meeting, the young people should plan carefully what questions they are going to ask, such as open questions (when the answer could be anything) and closed questions (which have a 'yes' or 'no' response). Help them to explore what they want to find out. Some example questions could include: Do you think recycling is important? Why do you think it's important to recycle? Do

you think the actions of one person can make a difference? Is there anything you want to recycle but you don't know how?

4 Throughout the following week they can interview friends and family and record their responses (with their consent) by using a voice recording app, a tape recorder or by writing notes. Make sure you keep your interviewees' names anonymous. Use titles like 'Scout' or 'local community member' instead.

Session 2

6 Once they have the responses, they can use the views they've gathered to create the front page of a newspaper or website that highlights how important it is to recycle. They should think of a catchy headline based on the results, and use layout, images and text to make it eye-catching. To give a balanced and non-biased view of recycling, young people should include a few facts and stats on the front page, alongside stories from their interviews. There's some information on this page to get started.

7 The young journalists could share their news stories with the wider community to help raise awareness of the importance of recycling. Ask them why it's important to share news and access it, to think about who reads it and the impact this has, and why it's important to factcheck. They could include a link for finding out what can be recycled: recyclenow.com/local-recycling.

Time needed 90 minutes over several sessions

Badge



Recycle Now partners the Scout Environmental Conservation Activity Badge

Partner



Outcomes

The young people will explore the importance of recycling and share what they have learned with their peers, friends, family and community to spread awareness of an environmental issue.

More information

For badge resources, activity ideas or to find out more about the Recycle Now campaign, visit scouts.org.uk/supporters/recyclenow.

Comic chemistry

Investigate the science behind some favourite Scouts activities and create a comic strip to show how they work

Suitable for Scouts

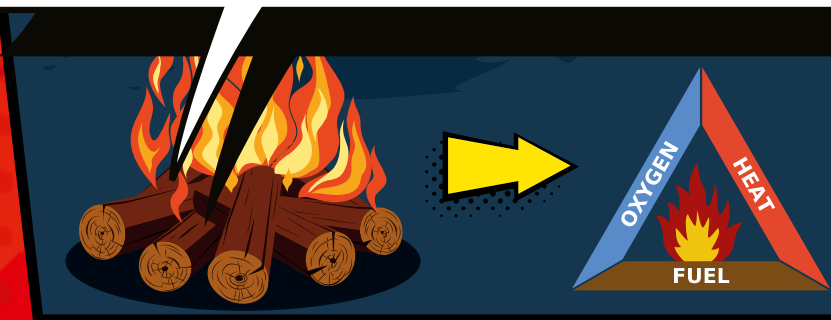
You will need

- paper
- pencils, colouring pens/pencils
- examples of comics (eg Marvel, The Beano)
- comic strip template

Before you start

Download a comic strip template:
scouts.org.uk/supporters/rollsroyce

1 Explain to the young people that they will be designing a comic strip that explains the science behind an element of Scouting. This could be building a fire, pioneering, kayaking or their favourite hobby, like sport, which involves biology, or music, which is based on maths and is created by sound waves.



2 During a session, ask them to research their chosen activity or hobby to find out how it works, making a list of the most important points. They should go into detail to show that they understand. YouTube has lots of useful videos that explain the science behind things.

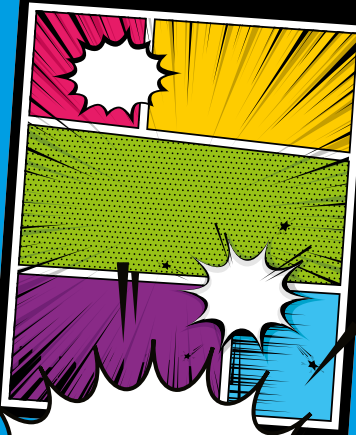


The science of Scouts

Find out about the science behind some Scouts activities, like kayaking and archery, here: scouts.org.uk/britishscienceweek.

4 Now that they understand the science behind them, encourage the young people to take part in the activities they have explored.

COMIC



3 At the next session, they'll transform their list into a step-by-step comic strip, with captions to explain each stage. A comic strip looks a bit like this page!



Time needed 45 minutes

Badges



Rolls-Royce partners the Scout Scientist Activity Badge and Cub Scientist Activity Badge

Partner

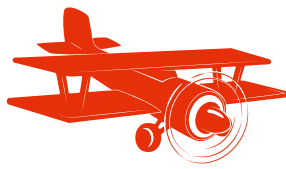


Outcomes

The Scouts will gain a thorough understanding of the science behind their favourite Scout activities or hobbies and turn this knowledge into a visual explanation.

More information

For more badge resources, activities and safety guidance visit scouts.org.uk/supporters/rollsroyce.



Be a podcaster

Young people will explore the expanding world of podcasting by planning, recording, editing and sharing an episode

Did you know?

Podcasts are a growing industry. Around 7.1 million people in the UK listen to them each week – up 24% between 2018 and 2019. (Ofcom)



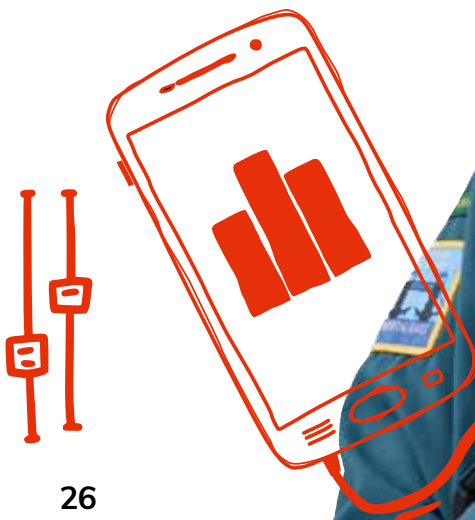
Questions to ask yourself first...

- 1** What is my podcast about and what is it not about?
- 2** How can I make my topic clear and interesting?
- 3** How will I grab the interest of my listeners right away?
- 4** What do I want my audience to remember afterwards?



Online Safety

Supervise young people when they're online and give them advice about staying safe. For more guidance go to scouts.org.uk/staysafe and nspcc.org.uk/onlinesafety. For guidance on bullying go to nspcc.org.uk/bullying. If you've got concerns about a young person's welfare (including online experiences), go to archive.scouts.org.uk/media/996788/Yellow-Card.pdf.





Suitable for Scouts and Explorers

You will need

- paper
- pens or pencils
- computer or laptop with internet access
- smartphone or voice recorder
- headphones
- free audio editing software like Audacity (audacityteam.org)

Instructions

1 Have a discussion with your group to find out what they know about podcasts and if they listen to them. What is a podcast? What are they

about? Where can you listen to them? What makes you want to listen to them? What have they noticed about the podcasts they like? Eg is their format scripted, storytelling, factual, interview or conversational? You could listen to a few excerpts of different podcasts, using our list in the spring 2019 issue of Scouting magazine: scouts.org.uk/springtermmagazine.

2 Share with the group that they are going to have the opportunity to record their own podcasts about an aspect of aviation. Split everyone into small teams: they will work together to create their podcasts.

3 Explore ideas for what the podcasts could be about. Topics

and formats could include: talking about different types of aircraft, what impact the weather has on flight, interviewing somebody who has flown an aircraft, or a time you visited an air museum and what you learned.

4 In the teams, support everyone to plan, record and edit their podcasts by using the information and links provided on this page.

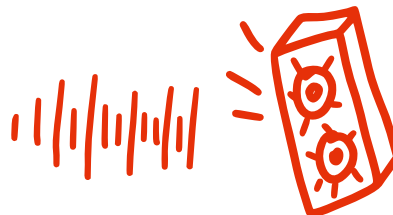
5 Share your podcasts with others by publishing them on the website of your group, district or county for everyone to enjoy!

Top tips for making a podcast

- Practise recording your first name and the name of your section, asking questions and recording someone responding, while wearing headphones to make sure the sound is coming through.
- Upload the recordings to a computer or laptop and familiarise yourself with using editing and mixing software. There are lots of tutorials online (see below).
- Have a list of any sounds you want to record, as well as the interview, such as the sound of aeroplanes or an airport.

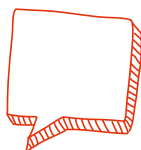
What's a podcast?

A podcast is an audio series of content that can include news, storytelling and many other things. When you subscribe using your mobile device, new episodes are downloaded automatically.



Where to find more help and advice for making podcasts:

- bit.ly/soundpractice
- yr.media/diy/diy-toolkit-how-to-make-a-podcast/
- buzzsprout.com/how-to-make-a-podcast



Zoom in

Learn more about the wonders of aviation with the RAF's podcasts about their aerobatic team, The Red Arrows. Head to bbc.co.uk/sounds and search 'Red Arrows'. Users need to register and sign in and must be over 13 years old. If under 13, a parent or guardian must give permission on their behalf.

Time needed 90 minutes over several sessions

Badge



RAF partners the Air Activities Staged Activity Badge

Partner

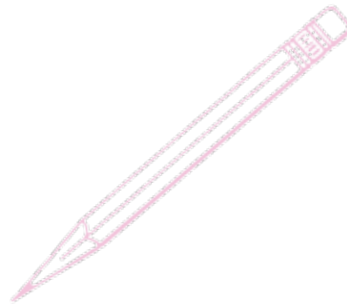
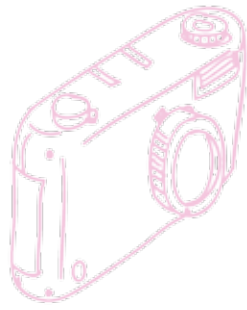
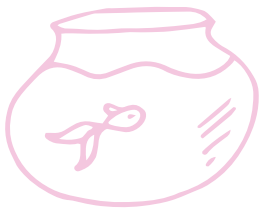


Outcomes

Young people will explore the increasingly popular medium of podcasts. They will discover different formats and learn about an aspect of air activities by gaining the new skills needed to help them to make their own.

More information

The Royal Air Force (RAF) is passionate about equipping young people with the skills they need to soar. With the Air Activities Staged Activity Badges, Beavers, Cubs, Scouts and Explorers can explore the secrets and science of flight. To learn more go to scouts.org.uk/supporters/RAF.



Animal snaps

Young people will learn photography and scrapbooking skills while helping to take care of an animal

Suitable for Beavers and Cubs

You will need

- camera or smartphone
- empty scrapbook
- pens, pencils, colouring pencils
- printer (optional)
- glue

1 Ask your young people if they have ever helped to look after an animal and what they think animals need to be healthy and happy.



Company: some animals like it more than others...

2 Share the 5 welfare needs from Pets At Home to spark ideas (you'll find them on this page) and ask the young people why they think these things are important for animals.



5 welfare needs for animals

1. A safe place to live
2. Food and water
3. To behave naturally
4. The right company
5. Good health



3 Let everyone know that, in their own time, they're going to be recording each stage of helping to care for an animal by taking pictures and making a scrapbook. (They can help to look after domestic pets, farm animals or wild animals like birds, fish or hedgehogs.)



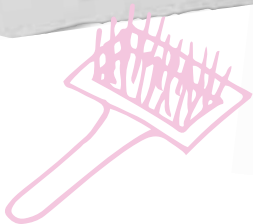
4 Support your group of animal-lovers and offer advice on how to capture the feeding, grooming, playing, cleaning and the other tasks they need to do throughout the time they are helping to look after the animal. If they don't have access to a camera or smartphone, they could draw pictures. If you don't have a printer, you could try an app like Free Prints that provides a number of prints for free. Check their website for terms and conditions and postage costs.



5 Once they've cared for an animal for the required period, it's time to make the scrapbooks. The young people should include notes to explain everything they did throughout the process and why.



Play is important to keep pets happy and healthy.



Time needed

60 minutes

Beavers should help to care for an animal for one month, Cubs for two months

Badges



Pets At Home partners the Beaver Animal Friend Activity Badge and the Cub Animal Carer Activity Badge

Partner



Outcomes

Young people will discover the important things animals need to be healthy and happy while helping to take care of a domestic pet or farm animal. They will document the process by taking photographs or drawing pictures and turning this into a scrapbook. They will also develop empathy while exploring their creativity and learning new skills.

More information

For more badge resources and activities visit scouts.org.uk/supporters/petsathome.

When coding and art collide

In this interactive art project, young people will use the Scratch 3 Pen extension to draw colourful patterns by writing code and then entering numbers to produce different results

Suitable for Scouts

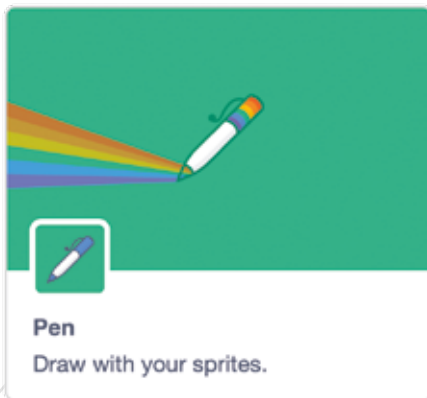
Instructions

1 Go to rpf.io/scratch-new in a web browser to create a new Scratch 3 project.

2 To use the Pen blocks in Scratch 3 you need to add the Pen extension. Click on the 'Add Extension' icon in the bottom left of the screen:



Click on the Pen Extension:

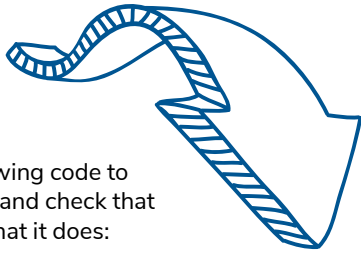
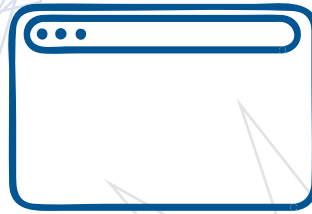


You will see a new set of blocks for drawing with the Pen:



3 Open up the Variables section and click 'Make a Variable' to create new variables that are called: 'steps', 'increase' and 'degrees':





4 Add the following code to the cat sprite and check that you understand what it does:

```

when clicked
  hide
  set steps to 0
  ask "How many steps should I grow by?" and wait
  set increase to answer
  ask "How many degrees should I turn?" and wait
  set degrees to answer
  pen up
  erase all
  go to x: 0 y: 0
  pen down
  repeat until touching edge
    change pen color by 10
    move steps steps
    turn degrees degrees
    change steps by increase
  
```

The sprite won't be visible in this project so you can add your code to the cat sprite and hide it. The Pen will stop drawing when the sprite touches the edge of the screen; making the sprite small means it will keep drawing right to the edge.

The pattern will spiral out from the centre. The 'increase' variable tells the Pen how much to grow the spiral each time.

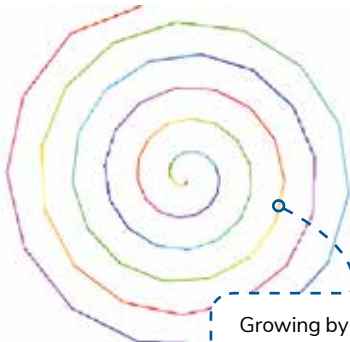
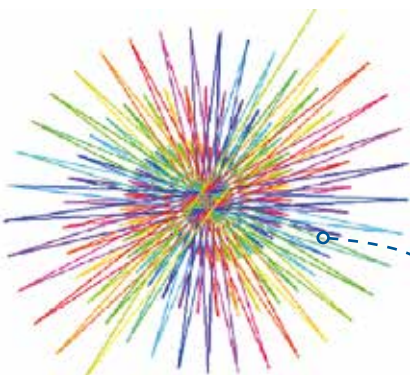
The Pen will turn (rotate) before it draws a new line. The 'degrees' variable tells the Pen how much to turn.

Before drawing a new pattern you need to clear the previous pattern and move the Pen back to the middle. Moving the Pen up stops it drawing while it moves.

The Pen will keep drawing until it hits the edge of the stage.

Each time round the loop, the Pen colour will change slightly and the Pen will move, drawing as it goes, and then turn. Then the number of steps is increased so that the Pen draws a slightly longer line the next time round the loop.

5 Now click the green flag and try out your project. For the best results, choose a number below 10 for the steps to grow by, and a number below 180 for the number of degrees to turn by.



Growing by 1 step and turning by 25 degrees gives this pattern.

Growing by 3 steps and turning by 175 degrees gives this pattern.

The Pattern Pen is a Raspberry Pi Foundation project that's available for everyone. You can find detailed step-by-step instructions with more information at rpf.io/pattern-pen-project. See the completed project at rpf.io/pattern-pen-soln.

Time needed
60 minutes

Badge



Raspberry Pi partners the Digital Maker Staged Activity Badge

Partner



Outcomes
This project meets Digital Maker Staged Activity Badge Stage 2 requirement: create a piece of interactive or animated digital art using software.

More information
Scouts has partnered with the Raspberry Pi Foundation to produce resources for this badge. For more information visit scouts.org.uk/supporters/raspberrypi.

Inspired by nature

Take your young people on a hike to create an artistic project that reflects the feelings brought about by their surroundings



Adventurer and Scout Ambassador Megan Hine

Megan tells us how climbing mountains can build resilience: 'A mountain is shaped, just like us, by the hardships it experiences on a daily basis. But, unlike us, the mountain can't ask for help. Every single one of us goes through ups and downs in life, but when the downs outweigh the ups it's time to ask for help.' Watch the full video at scouts.org.uk/meganhinefacebook.



Nature Photographer of the Year
An annual competition

Untitled landscapes
Abstract paintings by Etel Adnan

A Light Exists in Spring
A poem by Emily Dickinson

What a Wonderful World
A song by Louis Armstrong

Nature Cure
A memoir by Richard Mabey about the healing power of nature

Suitable for all

You will need

- notebooks
- pens and pencils
- crayons and colouring pencils
- phone with sound recording abilities (optional)
- camera phone (optional)

Instructions

1 Discuss with your young people that artists, writers, poets and others have been inspired by nature for centuries. Let them know that they will be going on a hike to a natural location or green space where they will be challenged to create their own poem,

piece of descriptive writing, drawing, abstract painting, recording or short film inspired by the natural world around them. It could be something else – ask them if they can think of other ways of expressing how they feel about nature.

2 Have a discussion about the best place to go in order to find inspiration – do they have any ideas of natural spaces you could hike to?

3 Halfway through the hike, everyone can settle down and work on their project. If the weather isn't very good, they can create the artwork

back in the meeting place. If it's too tricky to transport painting equipment and other art supplies, suggest that they make a sketch to paint later, or take pictures that they can use to create a drawing or painting.

4 When creating their artwork, remind everyone to really take in their surroundings. Use the tips on this page for a mindful hike and to help young people use their senses to create their art. Paying close attention to all our surroundings and being in the moment can also be really good for our mental health and wellbeing.

Safety first

Hiking and walking

Terrain zero is recommended for this activity. Follow the guidance at scouts.org.uk/terrainzero or from the adventure page at scouts.org.uk/a-z.

Outdoor activities

You must have permission to use the location. Always check the weather forecast and inform parents and carers of any change in location.

All activities must be safely managed. Do a risk assessment (scouts.org.uk/riskassessmentsmadeeasy) and take appropriate steps to reduce risk. Always get approval for the activity and have suitable supervision (see scouts.org.uk/adult ratios) and an Intouch process (scouts.org.uk/intouch).

Time needed 90 minutes

This activity can count towards young people's Hikes Away badge and would also be great to do on an overnight camp for the Nights Away badge.

Badges



GO Outdoors partners the Hikes Away and Nights Away Staged Activity Badges

Partner



Outcomes

The young people will go on a hike and spend time outdoors, improving wellbeing and valuing the outdoors. They will channel their feelings and observations into drawing, painting, writing, poetry or other artistic outlet.

More information

For badge resources, activities and event opportunities visit: scouts.org.uk/supporters/go-outdoors.

Find your inner artist with a mindful hike

Breathe:

Concentrating on breathing can make us feel calmer and help us to smell our surroundings.

Listen:

Can you hear birdsong, and if so what does it sound like? Can you hear traffic? Does that affect the way you feel? What else can you hear?

Touch:

Put your hands on the trees, pick up a pebble, and run your hands through the grass to get in touch with nature.

Look:

Sit or stand quietly and see what you can see. Are the leaves moving in the trees? Are there any animals moving around? What colours can you see?



GRAVITY
ACTIVE ENTERTAINMENT



SCOUT BOOKINGS

Experience Trampolining,
Rock Climbing and
loads more!

SCOUTS SAVE
40%
ON ORIGINAL PRICE



Leaders, bring your Scout Group and you'll find your way to **real adventure!**
Plus get a **FREE leader place** with bookings of six or more, and everyone gets
free socks worth £2.50 and unlimited juice during the visit.
WOW! You can work towards those all important badges!

OFF PEAK
MON-FRI
£5.95

PEAK
SAT-SUN
£7.95



www.gravity-uk.com

Our partners

Beavers



Gruffalo Explorers
Beaver My Outdoor
Challenge Award
[scouts.org.uk/supporters/
gruffalo-explorers](https://scouts.org.uk/supporters/gruffalo-explorers)

Cubs



Pokémon
Cub Collector Activity
Badge [scouts.org.uk/
supporters/pokemon](https://scouts.org.uk/supporters/pokemon)

Scouts



Army
Scout Mechanic
Activity Badge
[scouts.org.uk/
supporters/the-
british-army](https://scouts.org.uk/supporters/the-british-army)



IET
Scout Electronics
Activity Badge
[scouts.org.uk/
supporters/iet](https://scouts.org.uk/supporters/iet)



**Manchester United
Foundation**
Scout Team Leader
Challenge Award
[scouts.org.uk/
supporters/
Manchester-united-
foundation](https://scouts.org.uk/supporters/manchester-united-foundation)

Beavers & Cubs



Pets at Home
Beaver Animal
Friend and Cub
Animal Carer
Activity Badges
[scouts.org.uk/
supporters/
petsathome](https://scouts.org.uk/supporters/petsathome)



Jaffa
Beaver Health and
Fitness Activity Badge
and the Cub Our Skills
Challenge Award
[scouts.org.uk/
supporters/jaffa](https://scouts.org.uk/supporters/jaffa)

Beavers & Scouts



Recycle Now
Beaver Global Issues
Activity Badge [scouts.
org.uk/supporters/
recyclenow](https://scouts.org.uk/supporters/recyclenow)



Recycle Now
Scout Environmental
Conservation Activity
Badge [scouts.org.uk/
supporters/recyclenow](https://scouts.org.uk/supporters/recyclenow)



UK Space Agency
Scout Astronautics
Activity Badge
[scouts.org.uk/
supporters/uk-
space-agency](https://scouts.org.uk/supporters/uk-space-agency)

Cubs & Scouts



Rolls-Royce
Cub Scientist Activity
Badge [scouts.org.
uk/supporters/
rollsroyce](https://scouts.org.uk/supporters/rollsroyce)



Rolls-Royce
Scout Scientist
Activity Badge
[scouts.org.uk/
supporters/rollsroyce](https://scouts.org.uk/supporters/rollsroyce)



UK Power Networks
Scout Local
Knowledge
Activity Badge
[scouts.org.uk/
supporters/
ukpowernetworks](https://scouts.org.uk/supporters/ukpowernetworks)

Staged activity badges



Royal Navy
Time on the Water
Staged Activity
Badge [scouts.org.
uk/supporters/royal-
navy](https://scouts.org.uk/supporters/royal-navy)



Nominet
Digital Citizen Staged
Activity Badge
[scouts.org.uk/
supporters/nominet](https://scouts.org.uk/supporters/nominet)



Raspberry Pi
Digital Maker Staged
Activity Badge
[scouts.org.uk/
supporters/raspberrypi](https://scouts.org.uk/supporters/raspberrypi)



GO Outdoors
Nights Away and Hikes
Away Staged Activity
Badges [scouts.org.
uk/supporters/go-
outdoors](https://scouts.org.uk/supporters/go-outdoors)



RAF
RAF Staged
Activity Badge
[scouts.org.uk/
supporters/raf](https://scouts.org.uk/supporters/raf)



Victorinox
Scout Survival Skills
Activity Badge
[scouts.org.uk/
supporters/
victorinox](https://scouts.org.uk/supporters/victorinox)



Warhammer
Scout Model Maker
Activity Badge
[scouts.org.uk/
supporters/
warhammer](https://scouts.org.uk/supporters/warhammer)

Additional sponsors



Flipout [scouts.org.uk/
supporters/flipout](https://scouts.org.uk/supporters/flipout)



Gravity [scouts.org.uk/
supporters/gravity](https://scouts.org.uk/supporters/gravity)



Equals
equals.co/scouts



GET INVOLVED

YOUR DESIGN
HERE

colours

SCOUTS

GET CREATIVE