

# Introducing the new Explorer programme



## Activity Badge Sample Requirements

Create - Create a new piece of equipment or accessory that can be used for an action sport of your choice.

Solve - Create a plan to beat your personal best in an activity, whether it's running, jumping, or throwing, and track how you improve over time.

Mobilise - Help your local campsite to plan and implement one way they can be more inclusive and accessible.

Experience - Take part in a caving trip.

Solve - Look at different safety equipment, discover and discuss how we use it and what each item does.

Mobilise - Look at how charities talk about Mental Health. Create and share a way to encourage open conversations about feelings.

Create - Explore an avenue or medium of your choice and create a piece of work that reflects you as a person.

Experience - Build some mock interviews for another person in your Unit.

Discover - Investigate the life and impact of an explorer.

Mobilise - Organise, plan, budget and execute a fundraising initiative such as a coffee morning, trivia night or sponsored event.

Create - Develop a digital resource like a podcast episode, infographic, or short video about a global issue.

Solve - Create and act out realistic emergency scenarios in a hill environment, using appropriate equipment and techniques.

Discover - Learn about different coaching techniques, like how to break down skills or keep a group motivated.

Experience - Take an active role in leading a camp, event, project or session.

Create – Design a personal budget for a month, including income, savings, and essential expenses.

Solve - Come up with an idea to mitigate human impact on the environment and enable humans and nature to coexist more effectively.

Mobilise - Plan and perform a coordinated flash mob, combining drama, dance, or music to surprise and engage.

Discover - Investigate how pioneering projects or inventions have become essential to modern architecture.

Experience - Take a closer look at an engine and learn how to care for it.

Mobilise - Find out about light pollution and how this can affect our exploration of space.

Solve -Act out a realistic survival situation, such as getting lost while hiking or being stranded after a storm, demonstrate how you'd respond.

Create - Produce a team-led presentation or demonstration, that teaches others a skill activity or idea.

Discover - Find out about the history of a water activity, or an inspirational person who takes part in water activities.

Experience - Create a piece of content that aims to positively influence your community or raise awareness of an issue.

Mobilise - Support someone who's new to your hobby by helping them get started and stay motivated.

Solve - Learn and practise decision-making tools like exit plans, refusal skills, and knowing when to ask for help.

Create - Develop a resource, event, or story that inspires others to embrace new experiences and thrive in uncertainty.

## ANSWERS

**Action Sports Create** - Create a new piece of equipment or accessory that can be used for an action sport of your choice.

**Athletics Solve** - Create a plan to beat your personal best in an activity, whether it's running, jumping, or throwing, and track how you improve over time.

**Camper Mobilise** - Help your local campsite to plan and implement one way they can be more inclusive and accessible.

**Caver Experience** - Take part in a caving trip.

**Climber Solve** - Look at different safety equipment, discover and discuss how we use it and what each item does.

**Communication Mobilise** - Look at how charities talk about Mental Health. Create and share a way to encourage open conversations about feelings.

**Creative Arts Create** - Explore an avenue or medium of your choice and create a piece of work that reflects you as a person.

**Employability Skills Experience** - Build some mock interviews for another person in your Unit.

**Exploration Discover** - Investigate the life and impact of an explorer.

**Fundraising Mobilise** - Organise, plan, budget and execute a fundraising initiative such as a coffee morning, trivia night or sponsored event.

**Global Issues Create** - Develop a digital resource like a podcast episode, infographic, or short video about a global issue.

**Hill Walker Solve** - Create and act out realistic emergency scenarios in a hill environment, using appropriate equipment and techniques.

**Coach Discover** - Learn about different coaching techniques, like how to break down skills or keep a group motivated.

**Leadership Experience** - Take an active role in leading a camp, event, project or session.

**Life Skills Create** – Design a personal budget for a month, including income, savings, and essential expenses.

**Naturalist Solve** - Come up with an idea to mitigate human impact on the environment and enable humans and nature to coexist more effectively.

**Performing Arts Mobilise** - Plan and perform a coordinated flash mob, combining drama, dance, or music to surprise and engage.

**Pioneering Discover** - Investigate how pioneering projects or inventions have become essential to modern architecture.

**S.T.E.M Experience** - Take a closer look at an engine and learn how to care for it.

**Space Mobilise** - Find out about light pollution and how this can affect our exploration of space.

**Survival Skills Solve** - Act out a realistic survival situation, such as getting lost while hiking or being stranded after a storm, demonstrate how you'd respond.

**Teamwork Create** - Produce a team-led presentation or demonstration, that teaches others a skill activity or idea.

**Water Activities Discover** - Find out about the history of a water activity, or an inspirational person who takes part in water activities.

**Content Creation Experience** - Create a piece of content that aims to positively influence your community or raise awareness of an issue.

**Hobbies Mobilise** - Support someone who's new to your hobby by helping them get started and stay motivated.

**Personal Safety Solve** - Learn and practise decision-making tools like exit plans, refusal skills, and knowing when to ask for help.

**Try New Things Create** - Develop a resource, event, or story that inspires others to embrace new experiences and thrive in uncertainty.