

The logo features the word "EXPLORER" in a bold, sans-serif font. The letter "X" is yellow, while the remaining letters "E", "P", "L", "O", "R", "E", and "R" are white. The text is centered within a dark green, rounded rectangular shape. This green shape is overlaid on a larger, light yellow, rounded rectangular shape. The entire graphic is set against a blue background that has a vertical gradient, transitioning from a darker purple-blue at the top to a lighter blue at the bottom.

EXPLORER

Badges And Awards



Membership Award



- Joining Explorers from outside Scouting
- Requirements:
 - Describe the various options available locally to become an Explorer Scout
 - Show an understanding of the Scout Promise and Law
 - Demonstrate an understanding of local, national and international Scouting
 - After discussion with your Explorer Scout Leader, describe the Unit management and support available to you
 - Make the Scout Promise and accept the Scout Law



Moving On Award



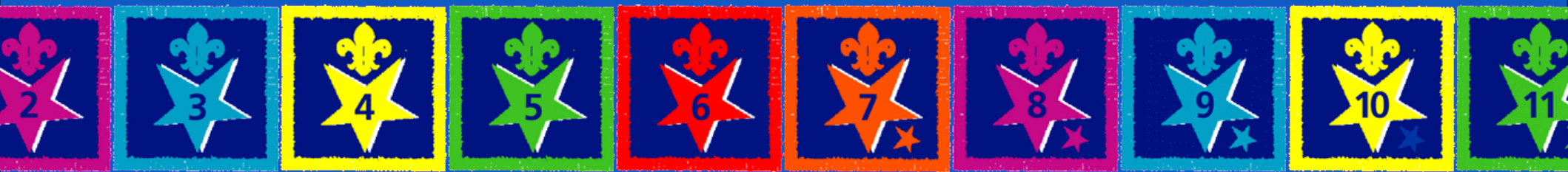
- Scouts to Explorers:
 - Register with your District Explorer Scout Administrator
 - Talk with Scout Leader about options available in Scouting
 - Take part in three activities with the Unit or Units
 - Talk to the Leaders of the Units that are of interest to you
- Explorers to Network:
 - Discuss with your Explorer Scout Leader the options available locally to be a member of the Scout Network
 - Talk to a member of a local Scout Network about joining
 - Describe the options available locally for becoming a member of the Scout Network
 - Make the Scout Promise and accept the Scout Law



Participation Awards



- Awarded each year, for taking part
- Carry over from previous sections
 - Wear the highest gained in previous section and add to it
 - Called “Joining In Awards” in Beavers and Cubs
- Still some old-style badges around:
 - Only wear one at a time





Duke of Edinburgh's Award



Three Levels:



Bronze



Silver



Gold

Four Sections (5 at Gold):



Volunteering

Undertake service to individuals or community



Physical

Improve in an area of sport, dance or fitness activities



Skills

Develop practical and social skills and personal interests



Expedition

Plan, train for, and complete an arduous journey



Residential (Gold only)

Stay and work away from home doing a shared activity



Duke of Edinburgh's Award



- Bronze (14+ years old)

Volunteering	Physical	Skills	Expedition
3 months	3 months	3 months	2 days, 1 night
All participants must undertake a further 3 months in the Volunteering, Physical, or Skills section			

- Silver (15+ years old)

Volunteering	Physical	Skills	Expedition
6 months	One for 6 months and the other for 3 months		3 days, 2 nights
Direct entrants must undertake a further 6 months in either the Volunteering or the longer of the Physical or Skills sections			

- Gold (16+ years old)

Volunteering	Physical	Skills	Expedition	Residential
12 months	One for 12 months and the other for 6 months		4 days, 3 nights	5 days, 4 nights
Direct entrants must undertake a further 6 months in either the Volunteering or the longer of the Physical or Skills sections				

Chief Scout's Awards

Queen's Scout Award



	Chief Scout's Platinum Award	Chief Scout's Diamond Award	Queen's Scout Award
Be a member of Explorer Scouts / Scout Network for	6 months	12 months	18 months
Nights Away	6 (at least 4 camping)	12 (at least 8 camping)	18 (at least 12 camping)
Duke of Edinburgh's Award	Bronze	Silver	Gold
Additional activities from International, Environment, and Values list	2 from different areas	2 from different areas, and not the same as for Platinum CSA	2 from different areas, and not the same as for Platinum or Diamond CSA

Chief Scout's Awards

Queen's Scout Award

International

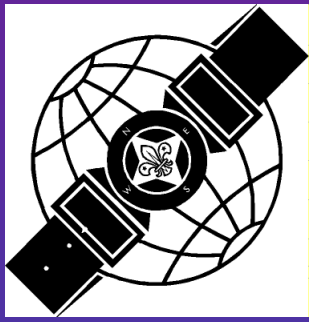
- Complete your Explorer Belt.
- Complete your International Friendship Award.
- Take an active part in a project with an overseas aid organisation, such as UNESCO.
- Take an active part in a camp in another country, for instance, a Jamboree or Moot.
- Take an active part in an International Camp in the United Kingdom.
- Take part in a project at a campsite abroad, for example, as part of a Euro-Steps project or Camp America.
- Complete the Passport for Europe with your Unit.
- Organise a series of programmes for your Unit on an international theme.
- Organise a series of programmes for another Section on an international theme.
- Complete any activity of a similar nature agreed beforehand with your leadership team.

Environment

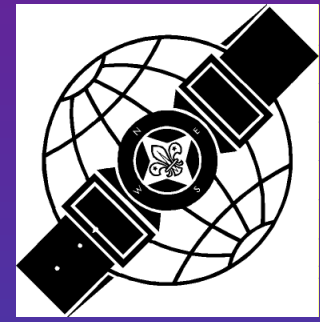
- Complete your Group Environment Badge.
- Assist some Cub Scouts or Scouts in gaining their Global Conservation Activity Badge.
- Take an active part in an environmental project with another organisation.
- Take an active part in an environmental project in your local community.
- Choose a current environmental issue to research, and then present your findings to your Unit.
- Complete an environmental project and make a formal report of your findings.
- Complete an environmental impact assessment of an activity the Unit is undertaking and act on your findings.
- Organise a series of programmes for your Unit on an environmental theme.
- Organise a series of programmes for another Section on an environmental theme.
- Complete any activity of a similar nature agreed beforehand with your leadership team.

Values

- Complete your Group Faith Badge.
- Take a regular part in activities at your place of worship.
- Take an active part in a project examining your own faith, for example a retreat.
- Take an active part in a project examining a faith other than your own.
- Plan and carry out an act of worship for your Unit or another group in Scouting.
- Choose a current issue to research, such as health or crime, and then present your findings to your Unit.
- Assist some Cub Scouts or Scouts in gaining their Faith Activity Badge.
- Organise a series of programmes for your Unit on a values theme.
- Organise a series of programmes for another Section on a values theme.
- Complete any activity of a similar nature agreed beforehand with your leadership team.



Explorer Belt



- Available to Explorer Scouts aged over 16 and members of the Scout Network
 - Plan and train for an international expedition as part of a small team
 - Travel to another country of their choice and travel through that country over ten days
 - Complete a major project of their own choice
 - Complete around ten smaller projects
 - Keep a notebook or diary during the expedition
 - Take part in a debriefing after the expedition
 - Make a presentation about the expedition.



Activity Badges



- Activity Centre Service
- Air Activities
- Athlete
- Aviation Skills
- Advanced Aviation Skills
- Aviation Skills training options
- Canoeing
- Caving
- Climbing
- Community
- Creative Arts
- Hill Walking
- Lifesaver
- Motor sports
- Mountain Biking
- Nautical Skills
- Advanced Nautical Skills
- Nautical Skills training options
- Navigation
- Performing Arts
- Physical Recreation
- Public relations
- Quartermaster
- Racquet Sports
- Science and Technology
- Scouting Skills
- Skiing
- Snowboarding
- Street Sports
- Water Activities



Staged Activity Badges



- Available in all sections

- Emergency Aid 1-5
- Hikes Away 1, 5, 10, 20, 35, 50
 - For Explorer Scouts: at least 5 hours of activity
- Information Technology 1-5
- Musician 1-5
- Nights Away 1, 5, 10, 20, 35, 50, 75,
100, 125, 150, 175, 200
- Swimmer 1-5



Activity Plus Badge



- Awarded for developing skills or knowledge to a higher level than required for the activity badge
- Available for any activity badge except:
 - Staged Activity Badges
 - Aviation Skills, Advanced Aviation Skills
 - Nautical Skills, Advanced Nautical Skills
- Target to be agreed with leader before working towards the plus badge

Partnership Awards

- International, Faith, Environment
- Complete a relevant project with other sections or organisations
- Available across all sections, but not transferred on moving section



More Information....

- Leaders
- <http://www.scouts.org.uk/explorers/resources/>
- <http://www.scoutbase.org.uk/6to25/explorer/badges/>

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