



PROGRESS
BADGES

PROGRESS LEVELS	
	PIONEER SCOUT: INVESTITURE
	VOYAGEUR SCOUT
	1. Pioneer Scout
	2. Citizenship
	2. Leadership
	2. Personal Development
	2. Outdoor Skills
	3. Challenge Badges
	4. Year-Round Camper Section
	PATHFINDER SCOUT
	1. Voyageur Scout
	2. Citizenship
	2. Leadership
	2. Personal Development
	2. Outdoor Skills
	3. Challenge Badges
	4. Year Round Camper Section
	4. Year Round Camper Section
	CHIEF SCOUT'S AWARD
	1. Pathfinder Scout
	2. Standard First Aid
	3. Challenge Badges
	4. World Conservation Badge
	5. Investigate World Scouting
	6. 30 Hours of leadership
	6. Citizenship
	6. Leadership
	6. Personal Development
	6. Outdoor Skills
	CHALLENGE AWARD
	Pioneer Challenge Award (Brown)
	Voyageur Challenge Award (Green)
	Pathfinder Challenge Award (White)
	YEAR-ROUND CAMPER
	SUMMER
	WINTER
	SPRING/FALL
	WORLD CONSERVATION BADGE
	WORLD CONSERVATION BADGE
	1. Environment Challenge Badge
	1. Environment Challenge Badge
	2. Conservation Project
	3. Conservation Activity
	RELIGION IN LIFE
	Wolf Cubs (Yellow)
	Scouts (Green)
	YEARS OF SERVICE
	Year in Scouts
	Years in Wolf Cubs
	Years in Beavers
	Other



**VOYAGEUR
SCOUT**

VOYAGEUR CITIZENSHIP	
	1. Community Project
	1. Community Project
	1. Community Project
	2. What to do during Emergency
	3. Directions in Community
	4. Function of fire, police, etc
	5. Provincial Emblems
	6. Care of Canadian Flag
	7. Flag knowledge
	8. History of Scouting
VOYAGEUR LEADERSHIP	
	1. Plan outdoor activity
	2. Discuss Leadership styles
	3. Discuss community leader
	4. Discuss role of PL, APL, Scouters
	5. Plan skills or activity session
	6. Discuss COH and PIC
	7. Make a home fire plan
VOYAGEUR PERSONAL DEVELOPMENT	
	Sp1. Lead Spiritual Activity
	Sp2. Plan Scouts' Own
	Sp3. Attend service or Scouts' Own
	So1. Record use of Scout Law
	So2. Discuss adherence to Scout Law
	So3. Demonstrate peer pressure
	So4. Discuss Drugs & Alcohol
	In1. Explain goal setting
	In2. Set personal goals
	In3. Discuss personal goals
	Ph1. Understand personal hygiene
	Ph2. Understand Public Health
	Ph3. Explain value of exercise
	Ph4. Participate in sport
	Ph5/6. Fitness standard/program
VOYAGEUR OUTDOOR SKILLS	
	1. Camp 6 nights, 2 consecutive
	2. Hike/outing
	2. Hike/outing — 1 night
	3. Weather hazards & safety
	4. Prepare list of personal camp gear
	5. Discuss what to do if lost
	6. Prepare an Emergency Kit
	7. Environmental hazards
	8. Demonstrate safe use of camp gear
	9. Map & Compass use
	10. Develop an Environmental Code
	11. Environmental project
	12. Make fire, leave no trace
	13. Cook a meal outdoors
	14. Safe drinking water
	15. Campsite layout
	16. Tie Five Knots



**PATHFINDER
SCOUT**

PATHFINDER CITIZENSHIP	
	1. Identify flags
	2. Meet Government/legal official
	3. Explain operation of government
	4. Meet with member of service club
	5. Reporting of community damage
	6. Historic/business/history
	7. Community project
	7. Community project
	7. Community project
	7. Community project
	7. Community project
	7. Community project
	8. Communicate with Scout
PATHFINDER LEADERSHIP	
	1. Research local or world leader
	2. Plan and lead patrol activity
	3. Plan camping trip
	4. Teach younger Scout
	5. Leader for another youth group
PATHFINDER PERSONAL DEVELOPMENT	
	Sp1. Discuss spirituality/RIL
	Sp2. Lead Scouts' Own
	So1. Explore social interaction
	So2. Demonstrate personal grooming
	So3. Explore public health
	So4. Explore public safety
	So5. Research Drugs & Alcohol
	In1. Review goals & set new ones
	Ph1/2. Emergency First Aid
PATHFINDER OUTDOOR SKILL	
	1. Camp 6 nights
	1. Long camps
	1. Mobile camp
	2. Hike/trip
	2a. Hike/trip — 2 night
	2b. Hike/trip — Winter
	3. Demonstrate use of camp gear
	4/5. Plan camp menu
	6. Build & use a temporary shelter
	7. Lashings
	8. Demonstrate personal camp gear
	9. Identify birds & mammals
	10. Identify trees
	11. Identify flowers
	12. Demonstrate disposal of wastes
	13. Lead environmental project
	14. Demonstrate environmental code



OUTDOORS

OUTDOORS	
	ADVANCED TRIPPING
	1: 12 nights camping, including 2 3-night
	2: Lightweight meals
	3: Knowledge of equipment
	4: Packing
	5: 2 Outdoor badges or YRC
	6: Instruct Scouts or Cubs
	7: Lead Patrol Camp
	8: Environmental Camping
	EXPLORING
	1: Expedition
	1: Expedition
	1: Expedition
	2: Map and Compass
	3: Risk management & safety
	4: Evaluate trip
	PIONEERING
	1: Knots
	2: Lashings
	3: Pioneering Project
	3: Pioneering Project
	WEATHER
	1: Weather observations
	2: Weather map use
	3: Weather advice
	4: Observations during outing
	4: Observations during outing
	WINTER SCOUTING
	1: Winter Activity
	1: Winter Activity
	1: Winter Camp
	2: Knowledge of winter gear
	3, 7: Winter Hazards
	4: Survival Kit
	5: Meals for Winter
	6: Winter Fire
	PADDLING
	Sa1: Safety knowledge
	Sa2: PFD usage
	Sa3: Use of throw bag
	Sa4: Self-rescue
	Sa5: Canoe-over-canoes
	Kn1: Parts of boat
	Kn2: Care and handling of boat
	Kn3: Basic First Aid
	Kn4: Transport Canada regulations
	Sk1: Paddling skills
	Sk2: Rock boat
	Sk3: Pivot boat
	Sk4: Paddle straight line
	Sk5: Demonstrate strokes
	Sk6: 10km trip



HOME & FAMILY
SCIENCE & TECHNOLOGY

	HOME & FAMILY
	BUILDER
	1, 2: Building project
	1, 2: Building project
	COOKING
	1abc: Canada Food Guide
	2: Meal hygiene
	3: Prepare menu for patrol
	4: Cooking safety
	5: Make meal for patrol
	6: Make meal for family
	FAMILY CARE
	1: Look after self, family
	2: Daily routine
	3: Basics of nursing
	HOME REPAIR
	1, 2, 4: Home repair project
	1, 2, 4: Home repair project
	1, 2, 4: Home repair project
	1, 2, 4: Home repair project
	3: Maintenance of tools
	PET CARE
	1: Look after pet for 6 mounts
	2: Needs of pets
	3: Pet laws
	4: Cruelty to animals
	5: Health risks
	6: Visit veterinary hospital
	SAFETY
	1: Know how to get help
	2: Classes of fires, extinguishers
	3: Electrical safety
	4: Plan for house fire
	5: List of hazards
	6: Storage of chemicals, medicine
	7: Bicycle safety
	8: Carbon monoxide poisoning
	9: Poisonous plants
	SCIENCE & TECHNOLOGY
	COMPUTER
	K1: Definitions of terms
	K2: Describe how computers store info
	K3: Programming languages
	K4: Software development
	P: Computer use
	P: Computer use
	P: Computer use
	I: Initiative
	E1: Software piracy
	E2: Use of computers
	ENGINEERING
	SCIENCE



ATHLETICS
CULTURE & SOCIETY
ENVIRONMENT

ATHLETICS	
	INDIVIDUAL SPORT
	SWIMMING: AQUAQUEST 11
	TEAM SPORT
	WATER SPORT
	WINTER SPORT
CULTURE & SOCIETY	
	ARTIST
	CULTURAL AWARENESS
	1: Learn about culture
	2: Lead cultural activity
	3: Prepare cultural food
	HANDICRAFT
	HERITAGE
	1: Show how to find information
	2: History project
	3a: History of Scouting
	3b: History of Scout Troop
	4: Importance of place
	5/6: History of Natives
	LITERARY ARTS
	MODELLER
	MUSIC
	PERFORMING ARTS
	PHOTOGRAPHY
SPECIAL NEEDS AWARENESS	
ENVIRONMENT	
	AGRICULTURE
	FISH & WILDLIFE
	1: Wildlife management
	2: Hunting regulations
	3: Wildlife improvement project
	FORESTRY
	1: Investigate forestry concerns
	2: Investigate forest ecology
	3: Forest improvement project
	HORTICULTURE
	1/2/3: Tend garden for year
	4: Explain garden techniques
	5: Present about garden
	NATURALIST
	1: Explain ecology
	2: Identifications
	3: Knowledge of wildlife
	RECYCLING
	1: Discuss recycling
	2: Report on recycling
	3ab: Recycling project
	SOIL/WATER MANAGEMENT
	1: Investigate soil/water
	2: Investigate soil composition
	3: Visit farm, marsh, etc