

# SPECIAL INTEREST BADGES



**SKILLS**



**PHYSICAL**



**ADVENTURE**



**COMMUNITY**



**ENVIRONMENT**

As part of your adventure you might explore new areas. We have badges for this too. You can earn a Special Interest Badge in five different areas:

- Personal Skill
- Physical Recreation
- Adventure Journey
- Community Involvement
- Environment



There is a list of ideas for badges under each heading; your Scouter will have this list. But you should also try to come up with your own! Special Interest badges take into account your personal interests and hobbies. They allow you to increase your skill or to acquire a new skill. As a Cub Scout you can earn up to three badges from each area of Special Interest.

## Special Interest Badges should:

1. Encourage and challenge you to learn new skills or develop new skills.
2. Increase your knowledge in particular areas.
3. Contain practical elements which will benefit you and others.
4. How you earn your badge is unique to you as a Cub Scout. You write out your challenge with the help of your Mentor (older Scout/parent/other Scouters).
5. Remember you earn the badge by doing your best.

## Getting started

Go to your Scouter, they will help you to decide which area to choose and how to get going. They'll help you to write down what you're going to do and how it fits in with the other badges you're doing.

You will agree on a mentor with your Scouter who will guide and encourage you.

## Here are some questions that you should ask yourself when you are planning your Special Interest Badge:

What Special Interest Area will I choose?

- What am I going to do?
- What steps do I need to take to do this?
- How long will it take me?
- Where will I do it?
- Do I need any equipment or adult help?
- How will I know that I have achieved what I set out to do?

Check your plan as you're doing your Special Interest Badge, to see that you're doing what you set out to do. Change the plan if you need to. Make sure you have given yourself enough time to finish it.

Always remember:

