

CUBS GUIDE TO THE GREAT INDOORS STAGED BADGE

cubs



Scouts



West Sussex
Programme Support





The Great Indoors Badge

The Great Indoors Badge is not just about learning new skills, this is about bringing out what is already inside you! The different stages allow you to share what you've learnt and find a way to support your community.

Scouts has been going since 1907 because we've learnt to adapt to all that happens around us. This is our first ever opportunity to share the Scouts experience wider than we ever have, as we invite all our Scouts and our non-Scout friends, to join in activities from The Great Indoors and earn The Great Indoors Badge.

Why are we doing this badge?

We're committed to our vision, by 2023 we'll have prepared more young people with skills for life, supported by amazing leaders delivering an inspiring programme.

The staged badge allows those to be involved in the journey for longer and the opportunity to monitor your own progress through all activities and stages.

Stage 1 - In Stage 1 you'll learn something new that can teach you something about yourself or the world around you.

Stage 2 - In Stage 2 you'll create a regular routine for yourself, and see how what you have learned can support your community.

Stage 3 - In Stage 3 you'll share what you've learned with someone else that can be used to help make the world a little better.

Who can get involved?

Anyone over the age of six and for the first time in history, this badge allows everyone to take part, regardless of whether they're a Scout or not.

How do I get involved?

You can take part in one stage or all three of the stages, the choice is yours.

There are nine activities in each stage and three stages in total, so that's 27 activities you can get involved in.

On the Great Indoors Badge page there are suggest activities to complete through your stages, however you can choose your own activity by using the links below. Remember to filter by your age group!

Practical skills - scouts.org.uk/activities/?type=Practical%20skills&setting=Indoors

Outdoor skills - scouts.org.uk/activities/?type=Outdoor%20skills&setting=Indoors

Physical activity - scouts.org.uk/activities/?type=Physical%20activity&setting=Indoors

Community engagement - scouts.org.uk/activities/?type=Community%20engagement&setting=Indoors

Social action - scouts.org.uk/activities/?type=Social%20action&setting=Indoors

International activities - scouts.org.uk/activities/?type=International%20activities&setting=Indoors

Creative skills - scouts.org.uk/activities/?type=Creative%20skills&setting=Indoors

Spiritual activities - scouts.org.uk/activities/?type=Spiritual%20activities&setting=Indoors

Nights away - scouts.org.uk/activities/tips-for-a-night-away/

Share #TheGreatIndoors on social media

We want to see your progress on social media, tag us, tweet us and share your pictures using the hashtag #TheGreatIndoors.

Facebook: /WSScouts Twitter: @WestSussexScout Instagram: wsscouts

Stage 1

In Stage 1 you'll learn something new that can teach you something about yourself or the world around you.

How to earn your badge:

Practical skills - Try one new practical skill that you can do from home

Find out how hot air balloons work by crafting your own and watching it fly up, up and away.

Outdoor skills - Try one new skill that would help you to explore or survive in the outdoors.

Work together with your family members to make a tasty and filling breakfast using a billy can, some beans, and a open fire.

Physical activity - Try one new physical activity that gets your blood pumping.

How silently can you creep? Go head to head against the guard in a stealthy game around you house

Community engagement - Learn about one local service or charity in your community that's helping people affected by the spread of COVID-19.

Make a video to show your local area how simple changes make communities accessible for all.

Social action - Do something that helps family members in your home.

Learn how to compost your food and garden waste or Build a bee hotel, and welcome these crucial critters to your meeting place or garden.

International - Play one traditional game from another country.

Learn a game from another country that's been affected by conflict, then think about your favourite games.

Creative - Try one creative activity that you've never tried before.

Make a glow-in-the-dark map of the stars, and discover what stars can be seen all over the world.

Spiritual - Try one craft, type of food, song or game related to a faith or belief that's not your own and learn about why it's important to that faith or belief.

Make your own pan flute, and learn about the Inca Sun God and the festival of Inti Raymi.

Nights away - Take part in a night away at home,

Try sleeping in a den you have built in your house or simply pitch a tent in your living room.

Want some more inspiration on activities you can do for Stage 1 follow the link below

<https://www.scouts.org.uk/staged-badges/the-great-indoors-badge/>



Stage 2

In Stage 2 you'll create a regular routine for yourself, and see how what you have learned can support your community.

How to earn your badge:

Practical skills - Practise one practical skill that you can do from home every day for a week.

Keep a diary as you care for an animal. It's up to you whether it's a pet, a wild animal, or even a farm animal.

Outdoor skills - Practise one skill that would help you to explore or survive in the outdoors every day for a week.

Take or make pictures that capture nature at its best, as we learn about connecting with the natural environment.

Physical activity - Practise one physical activity every day at home for a week.

Have a hula-hoop challenge, testing your core and co-ordination.

Community engagement - Along with a responsible adult, talk to someone online about a local service or charity in your community that's helping people affected by the spread of COVID-19.

Discuss the different ways people might be disabled, and figure out how we can adapt the world so it's accessible.

Social action - From your own home, do something that helps friends or family elsewhere in the country.

Do you know the five ways to wellbeing? Explore how they relate to your life with a chatterbox.

International - Cook one traditional meal from another country.

Get a pizza the action while you cook an Italian classic

Creative - Take part in one creative activity every day at home for a week.

Learn about different types of music before designing posters for the best concert ever or Recreate an old photo, and see what difference a world of colour can make.

Spiritual - Try one wellbeing technique that you haven't tried before and practice it everyday for a week.

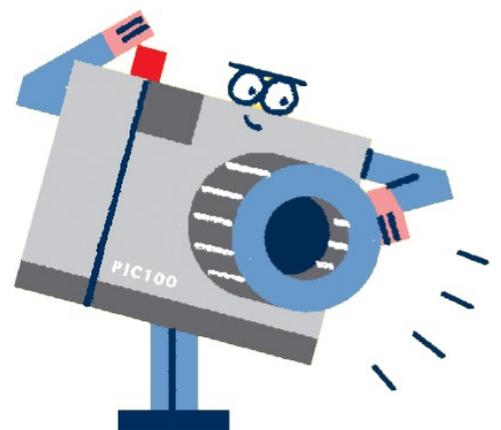
Use your fingers to create reflections (or prayers), then join them together to make a paper chain.

Nights away - Take part in a night away at home,

Try sleeping in a den or tent, indoors or in the garden – with someone else in your family.

Want some more inspiration on activities you can do for Stage 2 follow the link below

<https://www.scouts.org.uk/staged-badges/the-great-indoors-badge/stage-2>



Stage 3

In Stage 3 you'll share what you've learned with someone else that can be used to help make the world a little better.

How to earn your badge:

Practical skills - Teach someone else a new practical skill that you can do from home and use that skill together every day for a week. They might be in your household, or elsewhere if you can talk to them without leaving your home and alongside a responsible adult. This could be one of the activities you have tried in Stages 1 and 2.

Outdoor skills - Teach someone else a skill that would help you to explore or survive in the outdoors and use that skill every day for a week. They might be in your household, or elsewhere if you can talk to them without leaving home and alongside a responsible adult. This could be one of the activities you have tried in Stages 1 and 2.

Physical activity - Teach someone else one exercise and take part together every day for a week. They might be in your household, or elsewhere if you can talk to them without leaving home and alongside a responsible adult.

Community engagement - Create something that you can post online that celebrates a local service or charity in your community that's helping people affected by the spread of COVID-19. This could be showing how simple changes make communities accessible for all.

Social action - From your own home, do something that helps people you don't know who have been affected by the spread of COVID-19.

Make a Kindness Rock and show how a kind message can make all the difference when helping someone and write one for a friend in need.

International - Talk to a young person and their family who live in or come from a different country about their culture. Alongside a responsible adult, you could do this online, by phone or by post.

Creative - Teach someone in your household one new creative activity and take part together every day for a week.

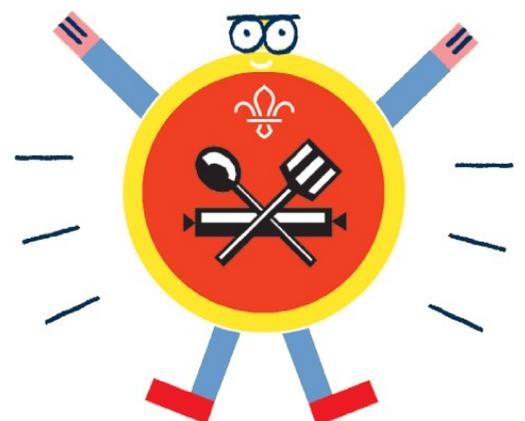
Create a mystery collection and give people clues. Will your friends guess what you're collecting?

Spiritual - Talk to someone who has a set of beliefs different from your own and learn about why those beliefs are important and meaningful to them

Nights away - At the same time as young people in other households, take part in a night away at home, sleeping in a den or tent, indoors or in the garden. If you can do so without leaving your home, connect with the other young people taking part in your 'night away'.

Want some more inspiration on activities you can do for Stage 3 follow the link below

<https://www.scouts.org.uk/staged-badges/the-great-indoors-badge/>



Info for adults

An adult's role here is to support the young person's learning and idea development, and to help the young person see the wider context in which they're doing the activities, rather than showing them how to do the activities. Here are some tips to help.

How this badge works

In each of the three stages there are nine different activities and there are four different ways in which these activities progress.

1. Increase in mastery (getting better at something)
2. Increasing the scale of interaction (in house, across households or communities)
3. Increase of social interaction (learn about something, talk to someone else about it and engage a community)
4. Variety (trying out distinct but related activities)

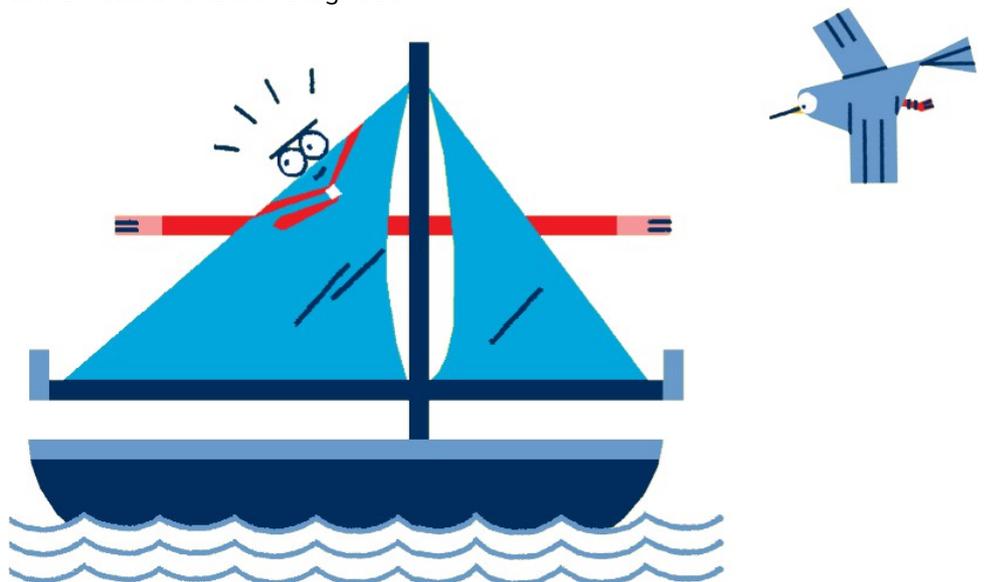
Top Tips

What these activities are

- These activities can show a young person they're part of something bigger and help with feelings of isolation. Taking part is a way of belonging to something bigger. It's a bigger space than just your home, it's a bigger community than just your household.
- These activities help young people understand that learning happens out of the classroom as much as in it. If a young person doesn't thrive in school, let these activities build pride, confidence and achievement in a different setting.
- It's not about getting things right; it's about doing new activities and spending time with others. So, there's no right or wrong way of doing things, or right or wrong results. Experimentation is better than doing it right first time

How can you approach these activities

- It's better to ask who, what, why, where and how questions, rather than showing how the activity works. How did you get that to happen? What do you think might happen? Where are you going to use this next?
- These activities can help with structure in a young person's life – encourage them to do the activities at the same time each day or you can ask them to create their own timetable.
- These activities can help families to bond as household groups. Find ways you can make these into group activities, even with people outside of your household, according to Government safety guidelines.
- These activities help build a sense of achievement. Clearly state that the activity is something a young person can achieve, will be rewarded, and that individual efforts are recognised.



Tips for a night away

A night away doesn't have to be spent in a tent.

A night away doesn't have to be spent in a tent. You could sleep in your meeting place or even in a local museum. Indoor nights away need volunteers to hold the lowest level of Nights Away Permit because they're more straightforward to run. This means they can be a good choice for your first nights away from home.

Often, people theme their nights away. A theme ties the event together – you can apply it to activities, decorations, and even the clothes everyone wears. You could theme the camp around a badge (for example, a space themed camp to complete the Astronomer Activity Badge), or you could pick something random like a story everyone knows.

When everyone starts to arrive, most people will probably be excited and eager to explore. It's often best to start off by asking everyone to decorate the space or play an energetic game to burn off some energy and settle in. It's also useful to make sure the sleeping area is laid out before it's time to go to bed (if you can), so this could be a good way for everyone to feel at home.

It's also a good idea to think about when everyone will arrive – would it be easier to ask them to eat a meal before they come, to give you more time for activities? If everyone arrives just after they've eaten their evening meal, you could spend some time outside stargazing (or exploring with a short walk) before bedtime.

During the day, use outdoor space as much as you can. Try to keep activities and energy levels balanced, with some time to burn off energy and some time to calm down and rest. Avoid too much waiting time between the activities – you might want to have a few activities or games people can pick up at any time to fill in the gaps.

Some people choose to split activities into bases that everyone visits. This means that everyone has the chance to get stuck in to the activity, and helps people bond as a team.

On your last day, try not to finish too late. You should leave plenty of time for everyone to tidy up, pack away, go home, and rest!

