

# Hampshire Challenge

## Explorer Participant's Guide

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### Key

RS - Recommended Section

Q - Squirrels

B - Beavers

C - Cubs

S - Scouts

E - Explorers

N - Network

# Hampshire Challenge - Leader's Guide

## What's the award about?

The Hampshire Challenge aims to nurture the skills of your young members while aiding dedicated volunteers, like yourself, in shaping a comprehensive program that centres on achieving the Top Awards for each section. This badge is applicable across all scouting sections and can be used as a launch pad for those struggling to get started on their Top Awards. All the requirements overlap, as detailed in the linking section of this document making finishing off other awards slightly less daunting - think of this as a Top Awards Jump Start for you and your young people :)

From the youngest of our Squirrels to the most seasoned Network member, as a team our objective is to provide support for you and your teams as you contribute to the development of more than 18,900 scouts in our county helping them gain Skills for Life. We would love to hear any feedback you have to improve this award as well as others along with any thoughts on how we can best support your groups and districts. If you do have any comments or queries, please email us at [challenge2024@hampshirescouts.org.uk](mailto:challenge2024@hampshirescouts.org.uk)

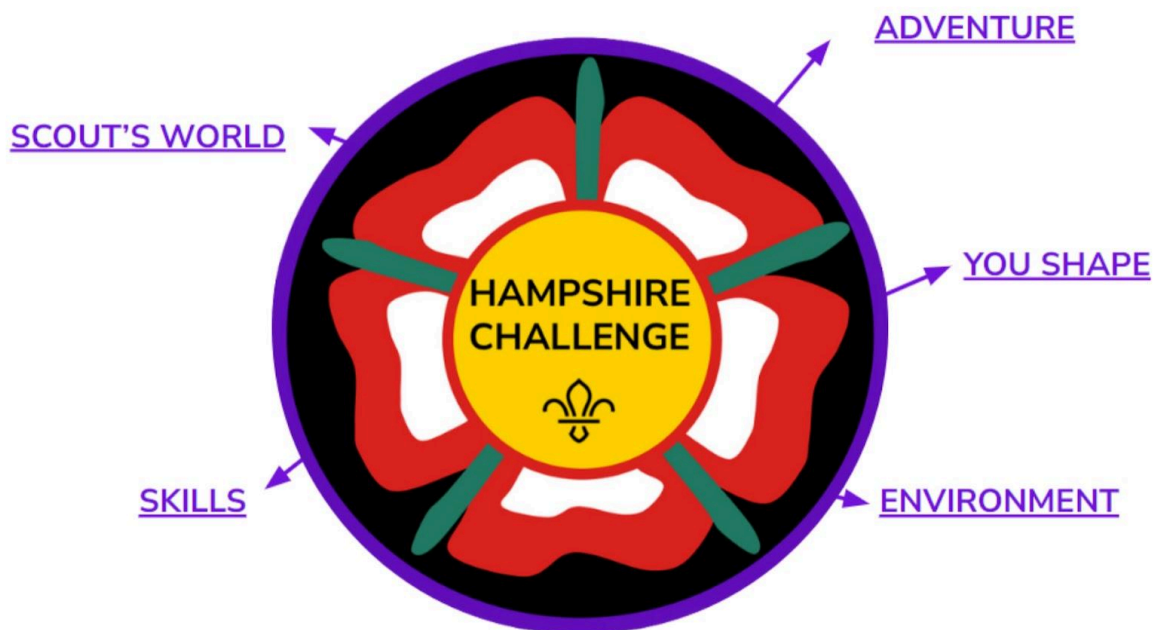
## How do you complete the award?

Step 1: Identify the requirements best suited to the young person you are working with

If you need help ensuring these are adapted to the young person's needs contact [challenge2024@hampshirescouts.org.uk](mailto:challenge2024@hampshirescouts.org.uk) for support

Step 2: Help the young person plan what they're going to do and track what they have already done

Step 3: On completing at least 2 criteria for each section, order the badge and present it!



# Badge Requirements

## Scout's World

Complete **at least two** tasks ideally recommended for your section or those above to complete this area. However, tasks undertaken should be a **personal** challenge which can be evaluated by a leader;s discretion.

No	RS	Activity
1.1	Q, B, C, S, E, N	Challenge another group to a competition in a chosen activity
1.2	S, E, N	Assist in running a district or county event
1.3	Q, B, C, S, E, N	Draw a map of your local area identifying community aid / hubs
1.4	Q, B, C, S, E, N	Book a visit to a local service station and find out about their work
1.5	S,E,N	Work with another unit (same section) to create a promo video
1.6	Q, B, C, S	Create a poster or video showing your sections community impact
1.7	Q, B, C, S	Visit your local food bank and complete a foodbank collection
1.8	Q, B, C, S, E, N	Link up with a local community group and support them
1.9	Q, B, C, S, E, N	Participate in a community impact project in your local area
1.10	Q, B, C	Take part in an awareness night Disabilities, Black History, Holocaust, LGBTQ+, Faiths, Countries
1.11	S,E,N	Run an awareness night for another section Disabilities, Black History, Holocaust, LGBTQ+, Faiths, Countries
1.12	C, S, E	Work in teams to give a presentation about a religion or scouting in another country
1.13	C, S, E	Explore the religious diversity of UK Scouting and learn about different promises
1.14	Q, B, C	Write and decorate a prayer or note of reflection about a local issue
1.15	S, E	Run a Scouts own service of reflection for your section
1.16	Q, B, C, S	Take part in faiths and beliefs treasure hunt
1.17	S, E, N	Become an advocate for a local charity and share what you learn about their work
1.18	Q, B, C, S, E, N	Learn about the celebrations of a religious event (not your own)
1.19	Q, B, C, S, E	Visit the section above you and find out what it is like
1.20	Q, B, C, S	Learn about the support available in your area and create a community hub map

## Adventure

Complete **at least two** tasks ideally recommended for your section or those above to complete this area. However, tasks undertaken should be a **personal** challenge which can be evaluated by a leader;s discretion.

No	RS	Activity
2.1	E, N	Complete a stage of your DofE
2.2	Q, B, C, S	Go on a camp or a sleepover
2.3	Q, B	Follow a trail or treasure hunt in a place that is new to you
2.4	Q, B, C, S	Spend an evening exploring what to pack for different adventures
2.5	Q, B, C, S	Build a den with natural materials that you can play in
2.6	Q, B, C, S	Go for a hike with a purpose and plan equipment
2.7	Q, B, C, S	Try a new adventurous activity such as abseiling or climbing
2.8	C, S, E, N	Sleep in something other than a tent or pitch your tent in an unusual place
2.9	Q, B, C, S, E, N	Try out SUP or another water activity that is new to you
2.10	Q, B, C, S, E, N	Take part in a JOTA - JOTI
2.11	Q, B, C	Take part in a 'Picnic in another country'
2.12	S, E, N	Run a 'Picnic in another Country'
2.13	S, E, N	Go on an International Adventure
2.14	S, E, N	Learn about Global Issues and have a debate night
2.15	S, E, N	Run an international night for a younger section
2.16	S, E, N	Explore somewhere using clues and challenges (e.g. Monopoly Run)
2.17	Q, B, C	Go on a themed walk or hike, such as a historical walk or nature photography hike
2.18	S, E, N	Plan and go on a themed hike, such as a historical walk or nature photography hike
2.19	S, E, N	Plan and go on a survival camp to help practise basic skills
2.20	Q, B, C	Attend a survival camp to help practise basic skills



## You Shape

Complete **at least two** tasks ideally recommended for your section or those above to complete this area. However, tasks undertaken should be a **personal** challenge which can be evaluated by a leader;s discretion.

No	RS	Activity
3.1	Q, B, C, S, E, N	Design an improved version of the Hampshire Challenge Badge
3.2	Q, B, C	Take part in a unit forum
3.3	S, E, N	Run a unit forum / brainstorming evening
3.4	S, E, N	Run an activity or night for a younger section
3.5	Q, B, C, S, E, N	Invite a Councillor, MP, MYP/DMYP, or similar to a meeting
3.6	C, S, E	Design a game or teach a new game to your section
3.7	B, C, S, E	Take part in a campfire and teach everyone a new song
3.8	Q, B, C, S, E	Have a say in planning your sections camp or sleepover
3.9	E, N	Run a Passport Camp for your group or help plan a Camp for a younger section
3.10	Q, B, C, S, E	Write a letter to a decision maker telling them why they should support Scouts
3.11	Q, B, C	Help plan part of the night
3.12	S, E, N	Help plan part of your programme
3.13	S, E, N	Run part of your night / programme
3.14	Q, B, C, S	Lend a hand in planning a camp
3.15	S, E, N	Plan a camp for your unit and run it (possibly on a Passport)
3.16	Q, B, C, S, E	Work with your group to refresh your code of conduct
3.17	S, E, N	Come up with something that could improve your nights or general programme
3.18	Q, B, C, S, E, N	Contribute to the planning or running of an outdoor adventure or hike
3.19	Q, B, C, S, E, N	Contribute to the planning or running of a fitness/wellness session for your group
3.20	Q, B, C, S, E, N	Contribute to the planning or running of a “green” activity

## Environment

Complete **at least two** tasks ideally recommended for your section or those above to complete this area. However, tasks undertaken should be a **personal** challenge which can be evaluated by a leader;s discretion.

No	RS	Activity
4.1	Q, B, C, S, E, N	Complete a service project at a campsite or in the local community
4.2	Q, B, C, S, E, N	Get involved in an ongoing local environment project
4.3	Q, B, C	Create a new machine to improve the environment using recycling
4.4	Q, B, C	Complete an art project about the environment made from recycled materials
4.5	S, E, N	Help a younger section participate in an environmental project
4.6	Q, B, C, S, E, N	Work with another section in an environmental project
4.7	Q, B, C, S, E, N	Plant flowers or trees in your local community
4.8	Q, B, C, S	Make and put up bird feeders
4.9	S, E, N	Clean up litter along a hiking trail
4.10	E, N	Organise a clothing/uniform swap to reduce waste.
4.11	Q, B, C, S	Make posters about an environmental issue and how people can help
4.12	Q, B, C, S, E, N	Take part in / organise a fundraiser for an environmental charity.
4.13	Q, B, C, S, E, N	Conduct a survey of local wildlife and report findings to a conservation group.
4.14	Q, B, C, S, E, N	Take part in or lead a "Leave No Trace" camping trip or adventure
4.15	Q, B, C, S, E, N	Set up an eco-brick project to reduce plastic waste in your group
4.16	S, E, N	Take part in a DIY workshop on making reusable bags from old clothing.
4.17	Q, B, C, S, E, N	Take part in a DIY holiday decorations eco-friendly workshop
4.18	Q, B, C, S, E, N	Build a bug hotel to install at your meeting place or garden
4.19	Q, B, C, S	Learn about the wildlife in your local area
4.20	Q, B, C, S	Create a local green space map highlighting eco-friendly spots

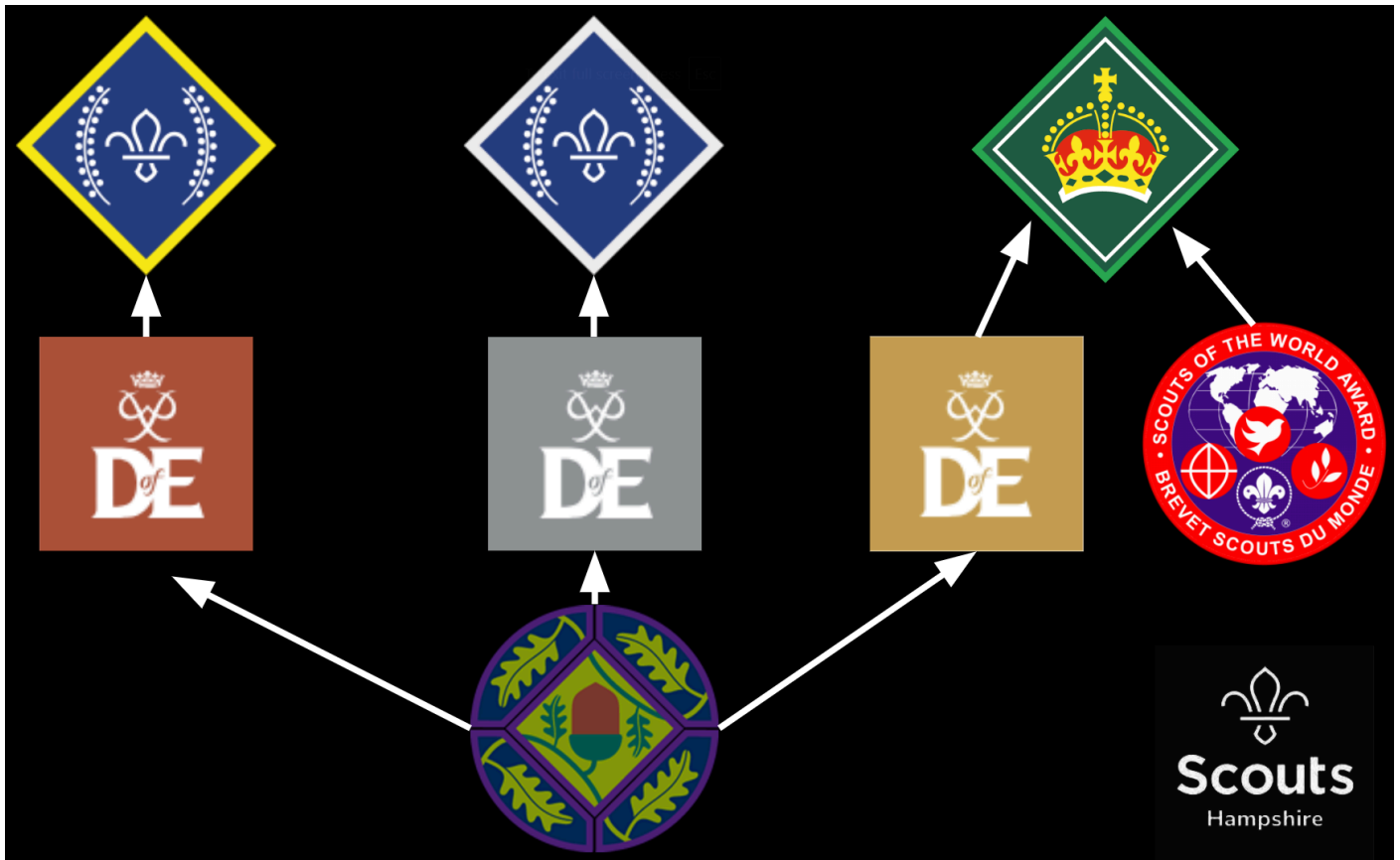
## Skills

Complete **at least two** tasks ideally recommended for your section or those above to complete this area. However, tasks undertaken should be a **personal** challenge which can be evaluated by a leader;s discretion.

No	RS	Activity
5.1	E, N	Gain an Activity Permit
5.2	Q, B, C, S	Cook a meal on a small camping stove
5.3	C, S, E, N	Try at least three different fire lighting techniques
5.4	Q, B, C	Help with a Household chore
5.5	C, S	Iron your uniform and roll a necker
5.6	B, C, S	Learn how to pitch a tent
5.7	S, E, N	Cook a £5 budget, balanced meal
5.8	C, S, E	Achieve an Activity Plus / Instructor Badge
5.9	S, E, N	Learn a new skill and master it over 6 months
5.10	C, S, E, N	Give a presentation on something that is important to you
5.11	Q, B, C, S, E, N	Learn basic sign language or teach it to a younger section
5.12	S, E, N	Get involved in a fundraising support group at district level
5.13	Q, B, C, S, E, N	Use pioneering skills to build a camp gadget
5.14	Q, B, C, S, E, N	Complete a stage of first aid training or the Module K in the Young Leader Scheme
5.15	Q, B, C, S	Learn the basics of another language and how to say the promise in it
5.16	S, E, N	Create an activity to help young people not in Scouts learn a Scouts skill
5.17	Q, B, C, S, E, N	Learn about money skills and budgeting
5.18	Q, B, C, S	Improve your sewing abilities
5.19	Q, B, C	Learn what the different parts of a map are important for
5.20	C, S, E, N	Demonstrate your ability to read a map



# Awards Springboard



## **Explorers - Chief Scout's Platinum Award**

1. Be a member of Explorer Scouts for at least six months
2. Complete six nights away as an Explorer Scout of which four must be camping  
[2.1 / 2.3 / 2.8 / 2.13 / 2.19 / 2.20 / 3.9 /](#)
4. Complete two activities with either an International, Community or Values theme  
[1.7 / 1.8 / 1.9 / 2.10 / 2.12 / 2.13 2.15 / 4.1 / 4.5 / 4.7 / 4.9 / 4.10 / 4.12 / 4.13 / 4.14 / 4.15 / 4.17 / 4.18](#)
5. Hold the Bronze Duke of Edinburgh's Award or Platinum Challenge equivalent  
[2.1](#)

## **Explorers - Young Leader Belt**

1. Attend and complete all Young Leader training modules
2. Plan and run a minimum of three games with the section you are volunteering with. At least one game should take place indoors and one outdoors.  
The games should be varied, incorporating at least two different types of leadership style (Modules B and C) and three different types of games; for example some games may be more energetic and active, while others may be more creative or reflective (Module E)  
[3.6](#)
3. Plan and run an activity (not a game) with the section you are volunteering with.  
The activities should include planning and organisation, delivery and gathering any equipment or materials needed  
[3.4 / 3.13 / 3.18 /](#)
4. Take the section's programme ideas to a programme planning meeting.  
This mission should include asking the young people in the section to contribute their ideas to the programme, capturing the ideas and suggestions from the young people and exploring how these could be incorporated into their programme and attending and contributing to a meeting (eg programme planning meeting, leaders' meeting, District, County/ Region or Area meeting)  
[3.3 / 3.12 /](#)
5. Take responsibility for organising and running part of the section programme. This mission should include planning and organising a selection of activities on a theme, delivery of those activities and evaluation and review of the activities with the section  
[3.12 / 3.13](#)

## Explorers - You Shape Award

### **Central**

Choose one thing you'd like to change, improve or deliver and make it happen

### **Plan**

One of the following:

1. Plan a district event.

[1.2](#)

2. Think of a way to help people get better at something outside Scouts and share your idea in a Unit Forum.

[3.2 / 3.3](#)

3. Plan a whole programme to aid Explorers achieve a skill, goal, or badge

[3.12](#)

4. Create an activity to help young people not in Scouts learn a Scouts skill.

[1.2](#)

### **Lead**

One of the following:

1. Help a new adult volunteer complete their induction.

[NA](#)

2. Lead a session for another Explorer Unit.

[3.13](#)

3. Lead a Unit Forum for your Unit.

[NA](#)

4. Lead a two night camp with no adult volunteers. You'll need a Nights Away Events Passport.

[3.15 / 3.9](#)

### **Represent**

1. Work with a someone to research and propose something to improve Explorer Scouts

[3.3 / 3.17](#)

2. Identify potential adult volunteers and tell them about the benefits of helping in Scouts

[5.10](#)

3. Take part in a project that uses skills you've learned at Scouts to help your community

[1.8 / 1.9 4.1 / 4.2 / 4.5 / 4.6 / 4.7 / 4.10 / 4.12 / 4.13 / 4.14 / 4.15 / 4.16 / 4.17](#)

4. Work with someone to lobby a decision maker about an issue that affects Scouts

[1.11 /](#)

## Explorers / Network - Chief Scout's Diamond Award

1. Be a member of Explorer Scouts or the Scout Network or both for at least 12 months.
2. Complete 12 nights away as an Explorer Scout/Network (8 camping)  
[2.1 / 2.3 / 2.8 / 2.13 / 2.19 / 2.20 / 3.9 /](#)
3. Complete 4 activities from the International, Communities and Values list  
[1.7 / 1.8 / 1.9 / 2.10 / 2.12 / 2.13 / 2.15 / 4.1 / 4.5 / 4.7 / 4.9 / 4.10 / 4.12 / 4.13 / 4.14 / 4.15 / 4.17 / 4.18](#)
4. Hold the Silver Duke of Edinburgh's Award or complete Diamond Challenge equivalent  
[2.1](#)

## Explorers / Network - King Scout's Award

1. Meet the age requirements
2. Complete 18 nights away as an Explorer Scout/Network (12 camping)  
[2.1 / 2.3 / 2.8 / 2.13 / 2.19 / 2.20 / 3.9 /](#)
3. Complete 6 activities from the International, Communities and Values list  
[2.1 / 2.3 / 2.8 / 2.13 / 2.19 / 2.20 / 3.9 /](#)
4. Make a presentation covering all elements of your award to a suitable audience  
[5.10](#)
5. Hold the Gold Duke of Edinburgh's Award or complete KSA Challenge equivalent  
[2.1](#)
6. Ensure each element is signed off by an appropriate assessor  
[NA](#)

## Outdoors in 24

Build a den_____	2.5
Sit around a campfire_____	3.7
Sleep in a tent_____	2.2 / 2.8 / 2.19 / 5.6 /
Cook something Outdoors_____	5.7 / 5.2
Go fruit picking_____	NA
Make some wild art_____	4.3 / 4.4 / 4.15 / 4.16 / 4.17
Try forest bathing_____	NA
Watch the clouds_____	NA
Go Stargazing_____	NA
Get as muddy as possible_____	NA
Play a wide game_____	3.6
Try an activity with snow or sand_____	NA
Have a picnic_____	NA
Plant something_____	4.7
Fly a kite_____	NA
Go for a walk in the rain_____	NA
See a waterfall_____	NA
Have an adventure on wheels_____	NA
Go paddling_____	2.9 / 2.7
Hike or walk with a journey stick_____	2.6 2.18
Watch the sunrise or sunset_____	NA
Learn to recognise 10 leaves_____	NA
Do something good for wildlife_____	4.7 / 4.8 / 4.9 / 4.14 / 4.18 / 4.19
Spot 10 different birds_____	NA