

# Chief Scout's Gold Award

---



## How to earn your award

Earn six activity or staged activity badges of your choice. They could be badges you gain outside of your normal meetings or ones you've achieved through your programme.

Complete the nine challenge awards. These are:

- [World Challenge Award](#)
- [Skills Challenge Award](#)
- [Creative Challenge Award](#)
- [Outdoors Challenge Award](#)
- [Adventure Challenge Award](#)
- [Expedition Challenge Award](#)
- [Teamwork Challenge Award](#)
- [Team Leader Challenge Award](#)
- [Personal Challenge Award](#)

## Top tips

If you haven't quite completed the challenges for the Chief Scout's Gold Award, you can complete them in your first term in the Explorer Unit.

You can wear your Chief Scout's Silver Award on your uniform until you achieve your Chief Scout's Gold Award.

# World Challenge Award

## How to earn your award

1. Choose an aspect of local community life and find out as much as you can about it. You could learn about:
  - local government
  - local history
  - different faiths and beliefs
  - types of farming found locally
2. Work with people or an organisation from a community. Take the chance to find an issue that your Troop could help with. It should be something that helps people and also helps you grow as a person. Plan and carry out the project with your Troop and others in the community. Then share what you learned from the activity with other people. Talk about how it helped other people and what you will do with the skills and experiences you have gained.
3. Plan, take an active part in and evaluate a local community service. Doing the service should take you at least six hours (not including planning and evaluating).
4. Take part in an activity which reflects upon and explores your own beliefs, attitudes and values (this may or may not include religious beliefs).
5. Take part in an activity that explores different beliefs and attitudes. You could look at fashion, music, sport or disability.
6. Give several examples of how you have kept your Scout Promise and Scout Laws.
7. Take an active part in an environmental project.
8. Investigate and try to make contact with Scouts in another country.
9. Take part in an activity that explores an international issue.

## Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#)

Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:

- Astronautics
- Astronomer
- Communicator
- Environmental Conservation
- Fire Safety
- Forester
- Fundraising
- International
- Lifesaver
- Local Knowledge
- My Faith
- Naturalist
- Smallholder

- World Faiths
- World Issues

For some inspiration, read the blog on the World Challenge Awards [here](#).

As well as the additional guidance below, Programmes Online contains lots of activity ideas that you could use to deliver this badge.

### **Identify an aspect of local community life and find out what you can about it**

When finding out about the local community the project should include some fact finding, a visit to or from the project and some sort of report back. You could be creative in the way that you do this, for example: theme a couple of evenings around a local visit including some follow-up activities; invite someone in to run an evening based around a community theme; get Patrols to make short videos or sketches about what they have learned; or complete a community action project (see below) which links to the community theme learned about for this requirement.

### **What issues affect you? Find out who you could talk to who can make a difference**

Scouts should be encouraged to think about issues which affect them within their local community, and which they may have an opportunity to influence. One way of completing this could be to invite a local councillor or other community figure in. Most towns and counties now have youth councils who express young people's views to local decision making bodies.

Remember that not every young person will be interested in campaigning to make a difference on an issue. Provided they know who they could talk to if they wanted to, they do not have to raise the issue to meet this requirement.

### **Plan, take an active part in, and evaluate, a local community service**

Make sure that Scouts are engaged in choosing what kind of community service they would like to do, and planning to do it. Activities within the Youth Involvement Toolkit can help you to engage Scouts with this element.

The time may be spent doing a number of different projects or by showing commitment to a single project over a longer period of time. Examples of community service could be running a fund-raising stall or game, delivering leaflets, gardening, helping with activities for younger children. Where possible the community service should link in with the local community life project.

### **Take part in an activity that demonstrates your understanding of your own faith or beliefs**

Scouting is inclusive of young people and adults of all faiths, humanists, atheists and those without an affirmed faith. It is important that all young people feel included and valued in Scouting and that their beliefs are respected. This requirement is about the young person's own faith or beliefs, rather than learning about other people's. An activity may include creating a space for young people to reflect on their personal beliefs, values and attitudes; or reflecting on what they need to feel happy and secure; or taking time to reflect and say thank you.

### **Take part in an activity that explores different beliefs and attitudes**

When getting a Scout to explore how others may have different attitudes to their own any topic can be used. The topics can be as diverse as local cultures, different types of music, football teams, political parties, fashion etc.

### **Give several examples of how you have kept your Scout Promise and Scout Laws**

When asking Scouts to give examples of how they have kept their Scout Promise and Scout Laws, ask them how they think they have done their best, and how they have kept different elements. This doesn't need to be an in depth analysis of every element of the Promise and Law – a few different examples are fine. You could use activities that explore the meaning of the Promise to complete this requirement, Scouts could explain their understanding to new members in preparation for investitures, they could keep a diary or photo diary, or could do a speed dating style event where they have three minutes to tell someone else how they have kept their Promise and Laws.

### **Take an active part in an environmental project**

This project should be something that helps the environment, and could be based around the Scout meeting place or activity centre, in the community, or a private area. You could link with a local environmental organisation to complete this.

This environmental project could be linked to your community action project for requirement 3, but does not have to be.

### **Investigate and try to make contact with Scouts in another Country**

Making contact with Scouts in another country can be done a number of ways, for example through Nights Away in the UK or overseas, the internet, pen pals, Jamboree-on-the-Air (JOTA), Jamboree-on-the-Internet (JOTI), programmes run by WOSM, or linking with groups that are part of British Scouting Overseas or Branches of The Scout Association.

### **Take part in an activity that explores an international issue**

Examples of international issues which could be explored include: trade, health, water and sanitation, environment, conflict, refugees, peace, tourism, homelessness, poverty, animal welfare or conservation. Scouts should be able to show an understanding of the issues involved, how the issues affect the UK and other countries, and be able to take some relevant action.

# Skills Challenge Award

How to earn your award



1. Regularly take part in physical activities over a period of four to six weeks. Keep a record showing your improvement. Your goal could be to develop in an activity or successfully complete a challenge.  
Physical activity/challenge suggestions:
  - circuit training
  - football skill training
  - aerobic routine
  - synchronised swimming routine
  - Zumba aerobics
  - tap dancing
  - team sports.
  - charity swim
  - long distance cycle ride
  - incident hike
  - athletic event
  - pool life-saving test
  - dance competition.
2. Show you understand why eating a sensible diet and getting enough sleep is important.
3. Do some research so that you can explain the dangers and harmful effects of smoking, alcohol and drugs.
4. Learn and use at least five of these skills:
  - Mend or customise an item of clothing.
  - Cook and serve a two-course meal, for at least four people.
  - Fix a puncture or a dropped chain on a bike.
  - Wash up after a meal, making sure everything is clean and dry.
  - Use a washing machine to wash a load of clothes.
  - Iron your uniform shirt.
  - Change a lightbulb, in a ceiling light.
  - Set a heating timer and thermostat as needed for the time of year.
  - Clean a toilet, hob or oven.
  - Do another similar home skill.
5. Take part in at least three activities that require a number of problem solving skills.

## Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#)

Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:

- Air Researcher
- Air Spotter

- Angler
- Athletics
- Athletics Plus
- Circus Skills
- DIY
- Electronics
- Hobbies
- Librarian
- Martial Arts
- Mechanic
- Media Relations and Marketing

# Creative Challenge Award

## How to earn your award

1. Over a period of time, take part in at least four creative activities. Some of these should be new to you. You could try:
  - music
  - photography
  - wood or metalwork
  - needlework
  - cooking
  - website design
  - dance.
2. Show that you have developed your skills in one of these activities. Show that you know how to use any equipment safely.
3. Use your creative ability to produce something that promotes a Scouting activity or an event.
4. Construct a model using materials like a plastic kit or recycled items. Alternatively, make a useful item from wood, metal or plastic.
5. Show how to use social media or the internet in a creative and safe way. Explain why it's important to use them safely.
6. Take part in a performance. You could try:
  - magic tricks
  - gymnastics display
  - campfire sketch
  - street dance
  - plays
  - concerts.



## Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#)

Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:

- Artist
- Craft
- Entertainer
- Model Maker
- Photographer
- Writer

# Outdoor Challenge Award

How to earn your award



1. Take an active part in at least eight nights away as a Scout. Four of the nights should be camping. While you're away, work with other Scouts do the other tasks on this list.
2. With others, pitch and strike your tent.
3. Lead, or help to lead, a group of Scouts to set up a well-organised site. It should include sleeping tents, food and equipment stores, a fire or stove, kitchen and eating area.
4. Prepare and light an open fire or set up a suitable stove. Use it to prepare, cook and serve a meal safely.
5. Understand the three points of the Countryside Code. Show what action you can take to follow the code.
6. Find out why personal and campsite hygiene is important. What should you do to be hygienic?
7. Using knots that you have learned, build a simple pioneering project, object or camp gadget.
8. Explore the environment of your camp and make sure you know where everything is. Respect the environment you are in and, at the end of the camp, leave the site as you found it.
9. Find out what accidents and incidents can happen outdoors or during your camp. Show how you would deal with them.
10. Show how to use an axe, saw or knife safely. You can choose any or all of these tools.
11. Complete at least four of these tasks:
  - Provide a service commitment to the site for about an hour.
  - Take part in a wide game.
  - Take part in a campfire or other entertainment.
  - Working with others, successfully complete a two-hour activity or project.
  - Plan a balanced menu for a short camp.
  - Lead the cooking of a meal for the group.
  - Show that you know the safety precautions for using lamps and stoves.
  - Cook a backwoods meal with the group.
  - Build a bivouac and sleep in it.
  - Show how to pack a rucksack correctly, with appropriate kit for the camp or event.

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#).

Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:

- Activity Centre Service
- Camper
- Chef
- Meteorologist
- Pioneer
- Quartermaster
- Survival Skills

To complete this award Scouts need to have spent at least eight nights away within Scouting. These nights away could be over any number of occasions, and at least four of them should be camping.

A camp or residential experience provides lots of opportunities for doing activities that you wouldn't be able to do on a normal meeting night. Scouts could go away with their own Troop, with another Troop, or as part of a Group, District or County event. They should take an active part in the experience, and need to complete requirements 1-9, and four from the optional list (over the eight nights away) in order to gain the badge.

# Adventure Challenge Award

## How to earn your award



1. Take part in four different adventurous activities. At least two of these activities should be new to you and you should try to do them on at least two separate occasions. You could try:
  - abseiling
  - canoeing
  - caving or potholing
  - climbing
  - cycling
  - dragon boating
  - gliding
  - hillwalking
  - hiking
  - hovercrafting
  - mountain boarding
  - night hiking
  - orienteering
  - paragliding
  - pony trekking or horse riding
  - powered aircraft
  - pulling
  - rafting
  - sailing
  - snowboarding
  - stunt kiting
  - sub-aqua
  - surfing
  - water-skiing
  - windsurfing.
2. Show how you have developed your skill and expertise in one of these activities. Show that you know the safety issues involved, and that you can use any equipment needed for the activity safely.
3. Learn about any environmental issues caused by your activity. Take steps to reduce any harm to the environment.
4. Research other ways you can take part, or develop your skills, in your chosen activities. Follow up your research with action!

## Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#)

**Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:**

- Caver
- Climber
- Dragon Boating
- Equestrian
- Master at Arms
- Parascending
- Power Coxswain
- Pulling
- Snowsports
- Water Activities

# Expedition Challenge Award

How to earn your award



1. Take part in either an expedition or an exploration over two days with at least three other Scouts. This should include a night away at a campsite or hostel.
2. Take an active part in planning the expedition. Do any training you need and be well prepared. Training should include:
  - planning a route, including rest and meal stops. Being able to work out how long it should take you to travel that route.
  - choosing suitable equipment for an expedition. You might consider tents, stoves, rucksacks, walking equipment, emergency equipment, first aid kit, wet weather gear, appropriate food and a camera.
  - navigation and using things like maps and timetables for your expedition. You might want to brush up on using an Ordnance Survey or similar map, a compass, a GPS device, a street map or A-Z, and rail or bus timetables.
  - knowing what to do in an emergency.
1. During the expedition or exploration:
  - play a full part in the team
  - use a map or other navigation device to keep track of where you are
  - cook and eat at least one hot meal
  - do a task, investigation or exploration as agreed with your leader.
2. Produce an individual report or presentation within the three weeks following your expedition. You could present your work as a project, performance, video recording, oral presentation, blog or website.

Each young person participating in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#).

## Further information

To make completing the award a meaningful challenge, the area visited for either option should not be well known to the Scouts.

An expedition is a journey with a purpose. The expedition should involve travelling for at least four hours on each day, by foot, cycle, canoe, horse or other agreed means.

An exploration is a purpose with a journey. The exploration should involve travelling for at least ninety minutes to reach the destination, by foot, cycle, public transport or other agreed means. Scouts could explore somewhere in the UK or abroad. Having reached the destination, at least five hours of investigation should be carried out over the two days, following up on previously undertaking research.

For either option, Scouts must have appropriate adult supervision bearing in mind their age, experience, the terrain and activity. As a minimum, such supervision should involve a visual check at

the beginning and end of the day, and an adult being available in the local area. It would not usually be an appropriate challenge for the Scouts to be accompanied at all times by an adult.

The level of supervision should be considered as part of the risk assessment and Scouts should have a clear plan for if things go wrong, including knowing how to contact one of the leadership team and emergency services if necessary.

Scouts who have particularly enjoyed this Challenge Award may like to try these Activity Badges:

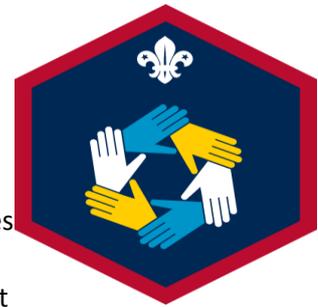
- Air and Sea Navigation
- Cyclist
- Geocaching
- Hill Walker
- Orienteer

## Teamwork Challenge Award

How to earn your award

This award should be done over a period of at least three months.

1. On at least three separate occasions, be part of a Scout team, where you work together to achieve a goal.
2. Give at least three examples of when you've been in different types of teams. Explain your role in those teams.
3. Take part in at least three teambuilding activities that you have not tried before.
4. Take an active part in at least four Troop or Patrol Forums. At each forum, express your views on at least one item being discussed.



### Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on flexibility

## Team Leader Challenge Award

To achieve this badge you need to hold the Scout Teamwork Award, and complete these requirements over a period of at least three months:



1. Successfully lead a Scout team at a camp or all day event. You need to:
  - look after the whole Patrol / team,
  - help individuals in your team if they need it,
  - make sure that your team achieves the goal you have been set.
2. Help a new Scout to be part of the Troop with an understanding of what is expected of them.
3. Help another Scout to develop a Scouting skill.
4. Represent the views of other Scouts (for example at a Patrol Leaders' Council or something similar) and report back to them afterwards.

### Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#).

# Personal Challenge Award

## How to earn your award

Complete two personal challenges that you agree with your leader.

You should choose one of the challenges and your leader will choose the other.

The challenges must be different from the ones you did for your Beaver and Cub Personal Challenge Awards.



## Flexibility

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities. For more information and practical tips see our guidance on [flexibility](#)

## Guidance

The challenges should be things that you find difficult but can overcome with some effort and commitment. They can be to do with any part of your life, for example home, school or Scouts.

Here are some example challenges to help you think about what you could do. You don't have to pick a challenge from this list, you should choose to do something which is personal to you.

- Look after a new Scout for half a term
- Talk about a topic you are interested in in front of your Patrol
- Bring the right equipment to Scouts every week for a term
- Remember to brush your teeth twice a day for two weeks
- Show good behaviour at Scouts for 3 weeks in a row
- Try something new that you have put off trying before
- Represent the views of your Patrol to other people
- When on Scout camp deal with insects in your tent calmly
- Take your dog for a walk every day for two weeks, even if it's raining
- Volunteer to do something before you are asked, and complete the job with a smile

To complete this award Scouts should discuss possible personal challenges with their Leader or a Young Leader. It may also be helpful to discuss them with the Scout's parents.

The emphasis is on the young person having some ownership of this. One of the challenges should be primarily the Scout's choice, and one the Leader's choice.

Challenges should be individual, part of 'growing up' and require some kind of personal commitment. For example a shy Scout's challenge could be to look after a new Scout for half a term or to talk about a subject in front of the rest of their Patrol; or a forgetful Scout's challenge could be to remember to bring the right equipment for activities every week for a term or to brush their teeth at least twice a day.