

6th Richmond Hill Cub Pack

Badges and Awards

- **Canadian Path**
encourages youth
development
- **Badges & Awards**
demonstrate the youth
progression in Scouting
life

Adventure skills for all:

If adventure is our overall theme, why not make it across the board?

- 1.Camping
- 2.Aquatics
- 3.Vertical skills
- 4.Paddling
- 5.Hiking
- 6.Scout Craft
- 7.Winter Skills
- 8.Sailing
- 9.Emergency Aid



Stage 1 -9 / starts at Beavers.



Outdoor Adventure Skills Badges

- 9 stages in each skill pathway
- Present a progressive standard for all youth members
- Stages not aligned with section
- Must start from stage 1 in each skill
- As a guideline, Cub Pack reference to stages 2 & 3 of each skills
- Requirements in each stage of skill
- Competency assessment by Scouter

Outdoor Adventure Skills Badges

« Stages

Home
Cub Edition

Account
6th Richmond Hill

Search

Search

Help

Pack Links

Schedule

Emails

News Feed

Reports

Website

Files

Current Member

Seeonee Award 20%

OAS Stages 6✓

Camps × 6n

Service × 9h

Env Projects × 2

Hikes × 5

Virtual Events × 1

Parent Participation ...

Other × 11d

« prev

Camping Skills 2

Status

In progress

Requirements (Show all details)

☐

2.1. I can explain the importance of following directions at camp.

☒

2.2. I can list what personal gear to bring on an overnight camp.

☐

2.3. I can look after all my personal gear while at camp.

☐

2.4. I can explain what clothing to bring on an overnight camp.☐☐☒☐☐☐☐☐☒

next »



Show on Uniform

Share

Print

Related Events -

Show only attended events

Yes No

2025-2026

▲×1n Fall Camp (Scheduled)

2025-11-22 → 2025-11-23

★

2024-2025

▲×1n Cubs Summer Camp (No participants)

2025-06-14 → 2025-06-15

▲★

▲×1n Summer Camp (No participants)

2025-05-12 → 2025-05-13

▲★

▲×1n Winter Camp

2025-02-15 → 2025-02-16

★

In Progress

Outdoor Adventure Skills Badges



EN / FR | MyScouts | Careers | Help | Search 

SHOPVOLUNTEERDONATEJOIN

ABOUTPROGRAMSSAFETYRESOURCESCAMPSNEWS & EVENTSCOUNCILSSTRATEGY



OUTDOOR ADVENTURE SKILLS

What is the Outdoor Adventure Skills Program?

The Outdoor Adventure Skills program is an invitation for Scouts to try something new—to be outside more, testing themselves with progressive challenges while remaining within their capabilities to stay safe. In short, it's about having life-changing experiences.

Each Outdoor Adventure Skills pathway is divided into nine stages with a badge awarded for each stage; however, the purpose of the OAS program is not the badge. Rather, the Outdoor Adventure Skills should be seen as tools to support the Plan-Do-Review process—for example, organizing an activity that matches the level of skills that the participants have, or evaluating the amount of growth a person experienced in a particular skill set they wanted to expand on.

COMPETENCIES & REQUIREMENTS

 Donate

www.scouts.ca/programs/sections/outdoor-adventure-skills.html

Personal Achievement Badges

- ❖ Provide opportunities for youth to pursue their own personal interests on an individual basis
- ❖ Not a requirement for any Top Section Award
- ❖ 16 badges connected with Program Areas
- ❖ Follow the Plan-Do-Review process
- ❖ No set requirements, each badge has an Objective supported by guidelines

Personal Achievement Badges



Personal Achievement Badges

- ❑ The adventure activities to be completed for the badge must be done specifically for the badge
- ❑ Credit is not given for something already completed at school or in another group
- ❑ Completing the adventures for the badge must be exciting, fun and challenging for the youth

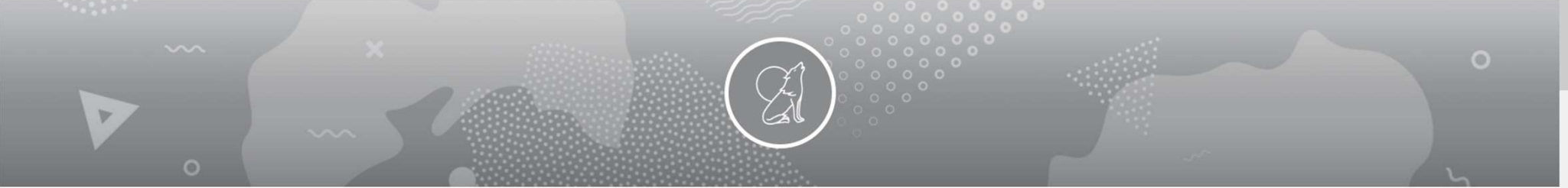
Personal Achievement Badges



EN / MyScouts | Careers | Help | Search 

SHOP VOLUNTEER DONATE JOIN

ABOUT PROGRAMS SAFETY RESOURCES CAMPS NEWS & EVENTS COUNCILS STRATEGY



PERSONAL ACHIEVEMENT BADGES – CUBS

As Cubs, we explore the **Jungle** with help of characters and settings from *The Jungle Book*. Explore the Program Areas as you learn more about the different Personal Achievement badges you can earn as a Cub.

How to start your PAB journey 

Earning a Personal Achievement badge might seem like a big job, but all you have to do is Plan, Do, Review!

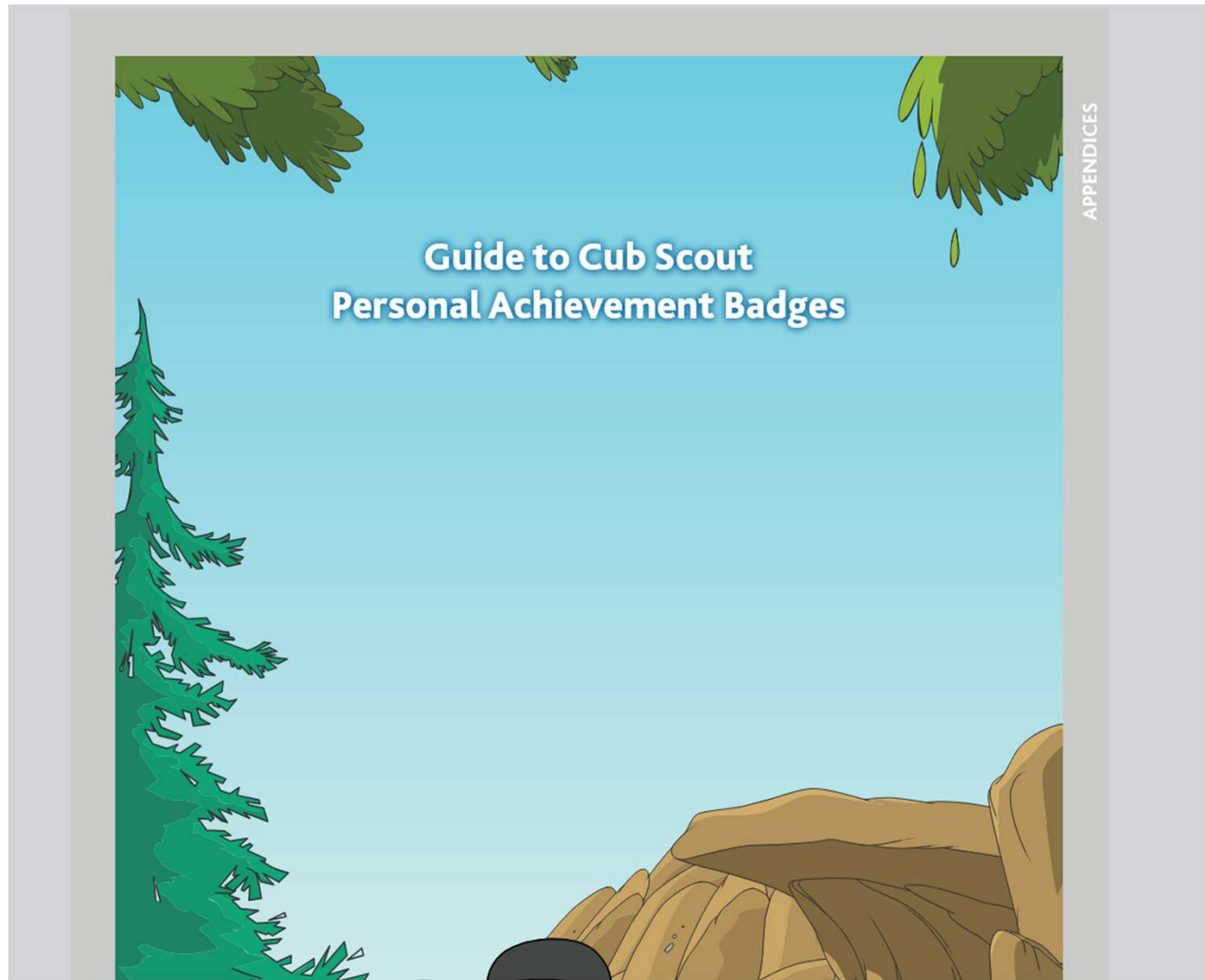
1. Pick your badge – there are 16 for you to choose from!
2. Plan your adventures – big, small, or somewhere in the middle. With help from a parent, Scouter or older youth, plan four adventures related to your badge.



 **Donate**

www.scouts.ca/programs/personal-achievement-badges/personal-achievement-badges-cubs.html

Personal Achievement Badges



scoutsca.s3.amazonaws.com/2022/06/cs-pab-guide.pdf

Awards

- **Top Section Seeonee Award**



- **Religion in Life Award**



Top Section Seeonee Award



- Completion of a successful Cub Scout journey
- Reflect on their personal journey and Outdoor Adventure Skills attained
- Commit volunteer hours of service
- Develop a project that serves their community

Top Section Seeonee Award



Requirements:

- 10 OAS Badges (Including completed in Beaver Scouts)
- 15 hours Volunteer Service Hours
- Seeonee Award Project (Plan-Do-Review)

Top Section Seeonee Award



Process

1. Submission of the form by December 31
2. Present the project plan
3. Execute the project by April 30
4. Review the whole project and Present to all youth about the project

Top Section Seeonee Award



Community Volunteer Hour Examples

- Assist neighbors who have needs, e.g. senior, handicapped
- Sending greeting cards to seniors
- Food or clothes drive
- Cooking food for church

Top Section Seeonee Award – Progress (ScoutsTracker)

Award

Seeonee Award

Status –

In progress Change

Requirements

Personal Progression

☐ 1. Review your personal progress with your Lair and Scouters. Think about how you've grown over your time in Cub Scouts.

Outdoor Adventure Skills

☐ 2. Complete 10 stages (6 ✓) of Outdoor Adventure Skills (including stages previously completed as a Beaver).
You may choose to make progress across several Outdoor Adventure Skills or focus on making great progress in a few Outdoor Adventure Skills.

Volunteer Service Hours

☐ 3. Complete 15 hours (9 ✓) of community service as a Cub.
These hours do not have to be completed within Scouting and do not have to be completed as part of just one activity or event. Find your own opportunities to give back to the community in a way that has special meaning to you.

Seeonee Award Project

This is the "capstone" project of Cubs typically completed in your last year before you move up to Scouts. With the approval of the Howler Council, you will complete a challenging project to address an issue you care about and that will help a community (local, national or international).
The project may be completed individually, or as part of a team, with the expectation that all Cubs participate fully and share the work.

☐ 4. Plan your project, and assess/manage the risks.

☐ a) Choose a project that matters to you and that you believe will be significant to a community.
Problems that you may address include (but are not limited to): education, poverty, racism, pollution and conservation.
You can come up with an original idea for a service project, or brainstorm ideas with your Pack (including Scouters). Examples could include painting benches or picnic tables for a local park, assembling care packages for armed forces members serving overseas or acquiring new and used school supplies to send to a foreign school in need.
Not yet specified Edit

☐ b) Conduct research as necessary and create a project plan that includes

- a schedule,
- a budget, and
- an inventory of requirement supplies and possible sources for your supplies.

Not yet specified Edit

☐ c) Present your plan to your Howler Council for its approval. Your Scouter will need to approve the risk management components of your project.

☐ 5. Do your project.

☐ 6. Review your project, by presenting the results of your project to your Howler Council, Lair or Pack.
This is a significant review that's more than just about describing your project and its process. Your review should also reflect on how the experience of conceiving and executing this project was a personal journey.

Religion In Life Award



- Enrich understanding of life and work of Jesus
- Reinforce knowledge of the importance of worship in the local congregation
- Identify meaningful worship experiences in the participants' lives
- Understand how the Promise and Law relate to Jesus' teachings

Religious In Life Award



Requirements

- Trackers or Howlers
- 2 learning sessions (during regular meetings)
- Church visit (weekend)
- Project

Other Awards

- Scouter Joe Ho Award
 - Overall performance and behaviour
 - Select by Scouters

- Highest Attendance Award
 - Attend most meetings and events

How to Acquire Badges

Outdoor Adventure Skills Badges

- Complete all requirements of the specific level of the OAS
- Must start from **level 1** of each skill and level by level upward
- Check progress in ScoutsTracker
- Fill in and Submit the form

Outdoor Adventure Skills Badges

How to complete OAS requirements

- Joining Scouting activities
 - Marked in ScoutsTracker
- Personal activities or works
 - Fill in the form

Outdoor Adventure Skills Badges

« Stages

Home
Cub Edition

Account
6th Richmond Hill

Search

Search

Help

Pack Links

Schedule

Emails

News Feed

Reports

Website

Files

Current Member

Seeonee Award 20%

OAS Stages 6✓

Camps × 6n

Service × 9h

Env Projects × 2

Hikes × 5

Virtual Events × 1

Parent Participation ...

Other × 11d

Skill

In Bulk »

« prev

Camping Skills 2

Status -

In progress Change

Requirements (Show all details)

☐ 2.1. I can explain the importance of following directions at camp.

☒ 2.2. I can list what personal gear to bring on an overnight camp.

☐ 2.3. I can look after all my personal gear while at camp.

☐ 2.4. I can explain what clothing to bring on an overnight camp.

☐ 2.5. I can explain how to use [Canada's food guide](#) at camp and help to plan a nutritious meal.

☐ 2.6. I can describe safe food handling and hygiene at camp.

☒ 2.7. I can help prepare food for cooking at camp and be safe while cooking at camp.

☐ 2.8. I can get help if someone is hurt while at camp.

☐ 2.9. I can identify the major parts of a tent.

☐ 2.10. I can help pitch a tent at camp.

☐ 2.11. I behave safely around fires at camp.

☐ 2.12. I can identify and explain the elements of the fire triangle at camp.

☒ 2.13. I have spent two nights in a tent at camp.

Completed – only
scouters can mark

Not complete

Related Events -

Show only attended events

2025-2026

1x1n Fall Camp (Scheduled)
2025-11-22 → 2025-11-23

2024-2025

1x1n Cubs Summer Camp (No participants)
2025-08-14 → 2025-08-15

1x1n Summer Camp (No participants)
2025-05-12 → 2025-05-13

1x1n Winter Camp
2025-02-15 → 2025-02-16

Outdoor Adventure Skills Badges

6th Richmond Hill Cub Pack
Outdoor Adventure Skills Badge Acquisition Form

_____ Skill Level ____

Cub Scout Name: _____

Lair: _____

Have you completed all the lower level of the same skill (Yes/No)? _____

Requirement #	Completion Descriptions (How to complete the requirements)

Only those requirements not
checked in ScoutsTracker

Outdoor Adventure Skills Badges

Reviewed by:

**Parents review the form
before submission**

Date _____

Date _____

Parent or Guardian

Scouter

Outdoor Adventure Skills Badges

How to fill in the form

- Get the form from the Cub Pack website
6thrichmondhillscoutgroup.org/cubs/resources/
- Download the badge progress from ScoutsTracker
- With reference to the badge progress report, fill in requirement # and **How** to complete the requirements for those not completed – **Not copy of the requirements**

Personal Achievement Badges

☐ Plan

- Plan the 4 adventures
- Fill in the template
- Review the plan with scouters
- Do not start working on the adventures

☐ Do

- Working on the adventures
- No duration restriction but recommend to finish in 3 months

☐ Review

- Upon completion of the adventures, explain what have been done with the scouters

Personal Achievement Badges - Template

NAME

Circle
the
Badge



Write and/or draw your PLAN:

How to work with
the Adventures

Talk about these questions first with your parent or guardian and then with your Pack Scouter.

- Why do you want to do this badge?
- What would you like to learn about this topic?
- What would you like to try doing to achieve this badge?
- How would you like to challenge yourself to achieve this badge?
- What fun adventures will you have to achieve this badge?
- When do you think you will achieve this badge?

Adventure 1

Adventure 2

Describe the Adventures

Adventure 3

Adventure 4

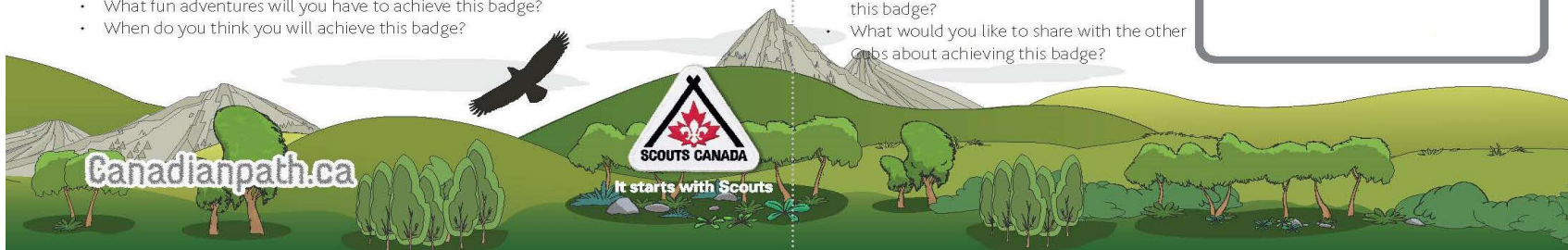
Review

Now that you've completed your adventures for this badge, share with your Scouter:

- What do you know now that you did not know before?
- What was most exciting about achieving this badge?
- What would you like to share with the other Cubs about achieving this badge?

REVIEW your adventure.

Write or draw your thoughts:



What is an adventure?

An adventure is something that
the youth has not done before

PAB Adventure Examples

- ☐ Learn to sew a rip in your pants or sew on a button. Put what you have learned to use. Repair some torn clothing or sewing on buttons that have fallen off your clothes



- ☐ Pick a room in your house that you'd like to redesign or redecorate. Create a design for the room: the placement of furniture, colour scheme, etc
- ☐ Have you ever used a fire extinguisher? Some local fire departments will give training in how to use one, or see if you have an old one at home with which your family could practice the skills required

PAB Adventure Examples

- ☐ Develop your own piece of technology
- ☐ Create a “Code of Conduct” (rules) for using technology such as cell phones, computers, television, internet, gaming consoles, the fridge and stove
- ☐ Technology can help us but it can also hurt. Think of 4 examples of how it helps and 4 examples of how it might hurt someone. Which pieces of technology can both help and hurt? What makes the difference?



PAB Adventure Examples



- ☐ Take lessons in a summer sport you have never before tried, such as soccer, baseball, tennis, golf, etc.
- ☐ Develop an active routine that includes hiking, walking or bicycling each day of the summer
- ☐ Learn a summer game that kids played decades ago and teach it to your friends, such as hop-scotch, anti-i-over, rounders, marbles, kick the can, sardines and four square

Form Submission

- Submit the form by end-of-day Sunday in the week of the Show-and-Tell meeting
- Send forms to 6rhcubs.badge@gmail.com
- Print the form and bring to the Show-and-Tell meeting for presentation