

THE DAREDEVIL

THE ADVENTURER

THE CHAMPION

THE SURVIVOR

"TWO THINGS MATTER
IN LIFE: FOLLOW YOUR
DREAMS & LOOK
AFTER YOUR FRIENDS."
Bear Grylls

THE PIONEERS ACTIVITY PACK



[SCOUTS]

THE PIONEER ACTIVITY BADGE REQUIREMENTS

Pioneering used to refer to the work of military engineers who went ahead of the army on foot, building bridges, constructing roads and generally preparing the way ahead.

They got there first, often all alone and in the wild, and had to make do with what they could find, using their knowledge of knots, lashings, blocks and anchors to build everything from stretchers to bridges.

The Pioneer Activity Badge continues this tradition, inspiring confidence, building teamwork, and firing your imagination. By the time you've completed all the requirements needed for the Pioneer Activity Badge, you'll be able to do everything from building a bridge to constructing a camp. Just like Bear, Ed, Ruth, and James.

FOR YOU TO ACHIEVE THE BADGE YOU WILL NEED TO:

1. Demonstrate the following:

- A whipping or safe rope sealing
- A splice
- The correct way to coil and store a rope
- The use of simple blocks and tackle
- The use of levers to extract objects or move heavy weights
- Anchorages for firm and soft ground
- An understanding of the need for supervision and safety in pioneering projects

2. Name and tie at least 6 knots and 4 lashings useful in pioneering

3. As a member of a group, take part in the following:

- An indoor pioneering project, for example, constructing a catapult or land yacht
- An outdoor pioneering project, for example, building a monkey bridge, raft, or aerial runway



THE PIONEER ACTIVITY BADGE GIVES YOU...

Pioneering refers to someone entering new territories with the view of preparing the way for those who will follow. Pioneering still refers to this but is very relevant in today's society. Here's why:

Pioneering develops the ability to solve problems

- It explores a variety of problem solving skills
- It enhances any camping or outdoor experience.

Pioneering develops team spirit

- It provides a group of individuals the ability to successfully work together and devise methods to achieve an assigned task.
 - It builds confidence.
- It recognises that everyone has different skill levels but that each one can be used to solve a problem.

1 Pioneering teaches practical life skills

- Being able to tie basic knots.
- Understanding which knot is suitable and in what situation.
- Being able to respond to an emergency where some knowledge about knots is needed.
- Being able to practice the following skills: securely tie timber together, create useful objects, and solve problems.
- Being able to maintain a rope in good condition: coil it, store it, and understand the different ropes.
- Being able to secure a load on a trailer or vehicle.

2 Pioneering develops self-confidence

- It provides Scouts with the skills to perform creatively.
- It gives Scouts the confidence that they can use their skills to provide practical assistance when needed in the community.

3 Pioneering is fun

- It is a hands-on activity where knowledge is best gained by doing.
- It provides people the skills to be able to use what is around them to create useful items.

THE PIONEERS WHO WILL YOU BE?

Do you want to know which of the Discovery Pioneers you most take after? Take this quick and easy multiple choice quiz to find out.

1 If you could go on an adventure anywhere in the world, where would you go?

- A Anywhere as long it's remote
- B North America
- C South America
- D Africa

2 What type of adventure would it be?

- A One filled with DANGER!
- B Camping in Alaska
- C Trekking through the Amazon
- D Running across the Sahara

3 Who would you most like to go with?

- A No-one. You travel alone
- B Your family
- C Your trusted best friend
- D A big group. You like teams

4 What would be your favourite type of exercise?

- A Jumping out of helicopters
- B Building camps
- C 2 year treks
- D 12 day Marathons

5 What's the best thing about being a Scout?

- A Becoming more confident
- B Learning new things
- C Travelling to new places
- D Meeting new people

6 If you were stranded on a desert island what do you think you would be best at?

- A Building a raft
- B Building a shelter
- C Finding some food
- D Keeping up morale

7 What would be your favourite snack?

- A Raw buffalo
- B Toasted snake
- C BBQ spider monkey
- D Dried super foods

8 What quality best sums you up?

- A A sense of adventure
- B Trying anything once
- C Never giving up
- D Pushing yourself to the limit

9 What's your ambition in life?

- A To inspire other people
- B To travel the world
- C To break a world record
- D To win a gold medal



ACTIVITY 1

AND THE RESULTS ARE?

Add up all the A's, B's, C's and D's to find out which Pioneer you are:

A..... B..... C..... D.....

MOSTLY A'S BEAR GRYLLS: THE ADVENTURER

There's no mountain high enough or river deep enough to stop you from achieving your goals. And your mission in life is to encourage other people to feel the same way.

MOSTLY C'S ED STAFFORD: THE SURVIVOR

You love to do things that nobody's ever done before, and explore places nobody's ever been. New adventures are what you live for, and the longer they take, the better.

MOSTLY B'S RUTH ENGLAND: THE DAREDEVIL

'Don't knock it until you've tried it', that's the rule you live by. You love to try new things and are always searching for new experiences, never choosing the easy way out.

MOSTLY D'S JAMES CRACKNELL: THE CHAMPION

No challenge is too great for you. You love to be pushed to your limit to see just how far you can go, and once you've reached it, to be pushed just a little bit more.

ACTIVITY 2

Now you know which Pioneer you are, why don't you try and write your own pioneering adventure with you as the lead character?

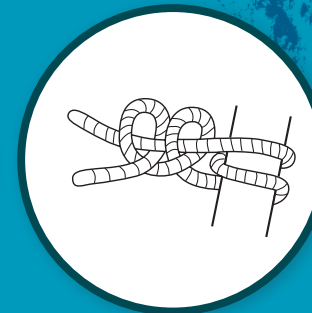
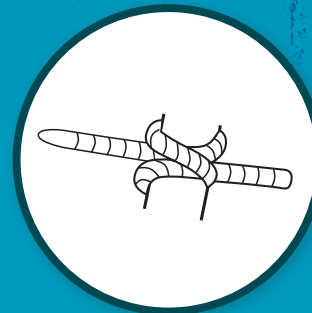
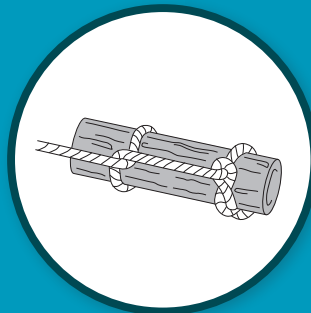
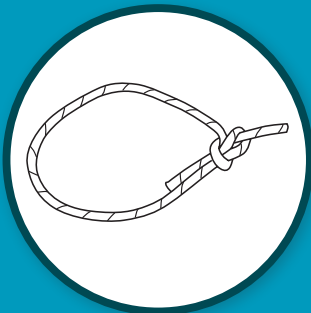
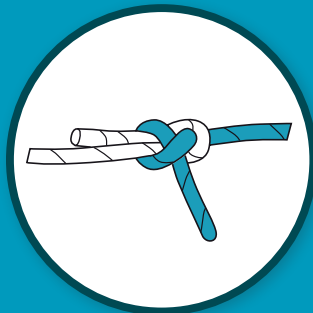
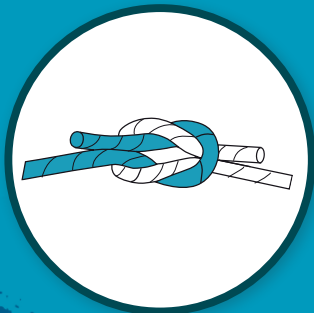
- If you're Bear Grylls, imagine you've been shipwrecked on a desert island.
 - If you're Ed Stafford, imagine you're trekking in the Amazon without a thing to eat.
 - If you're Ruth England, imagine you're lost in Alaska without any shelter.
 - If you're James Cracknell, imagine you're racing across the desert with a giant sand dune to climb.
-
- Think about what you could eat. How would you catch it? How would you cook it? How would you keep warm? What shelter would you build? What would you do to make sure the people you were with were safe and comfortable?
 - Every great adventurer knows about how important the safety aspect of pioneering is. Include this in your Adventure Story to show your leader your understanding.

MY ADVENTURE STORY

ACTIVITY 3

Knots are essential to learn for your Pioneer Activity Badge. Pictured below are 6 of the basic knots your scout leader will

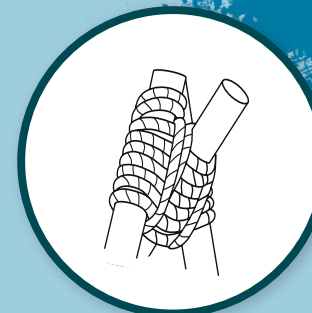
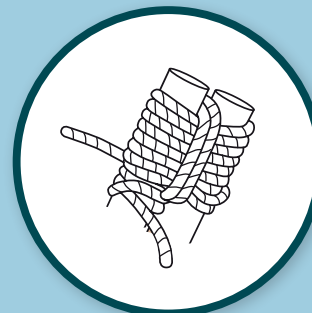
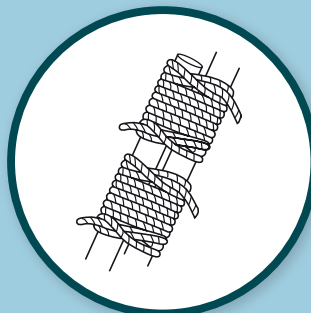
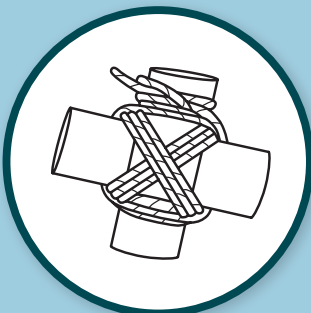
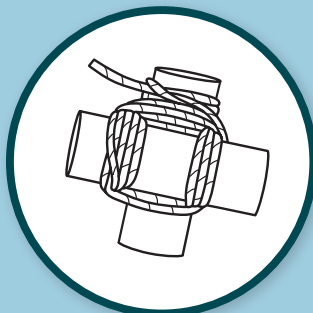
have taught you. See if you can identify and name them all, then see if you can put them into practice!



ACTIVITY 4

The 5 lashings you can see below are essential to learn if you want to build a safe and secure pioneer

project. Can you name and demonstrate the lashings illustrated here? What are they best used for?

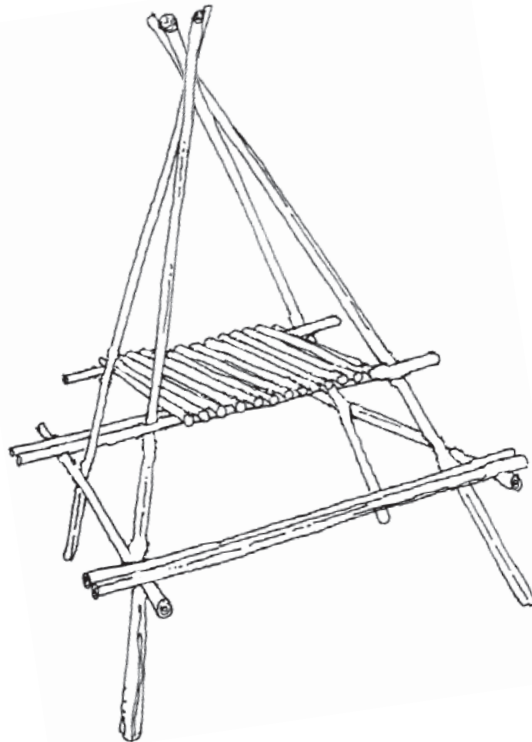


ACTIVITY 5

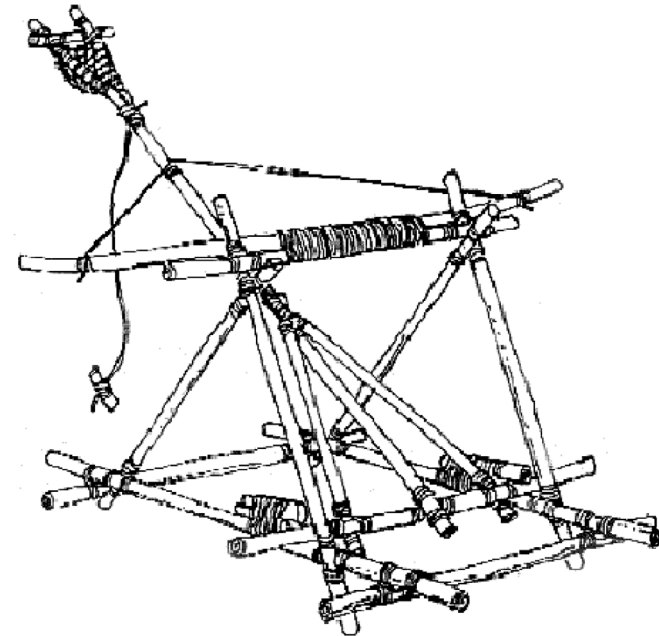
Your scout leader will also be asking you to take part in constructing an indoor and an outdoor pioneer project. Demonstrate your knowledge by marking where you would

put the knots and lashings on the following 4 projects and also labeling which ones you would use. Make any additional notes you may think important.

INDOOR PROJECT CAMP TABLE WITH CHAIRS

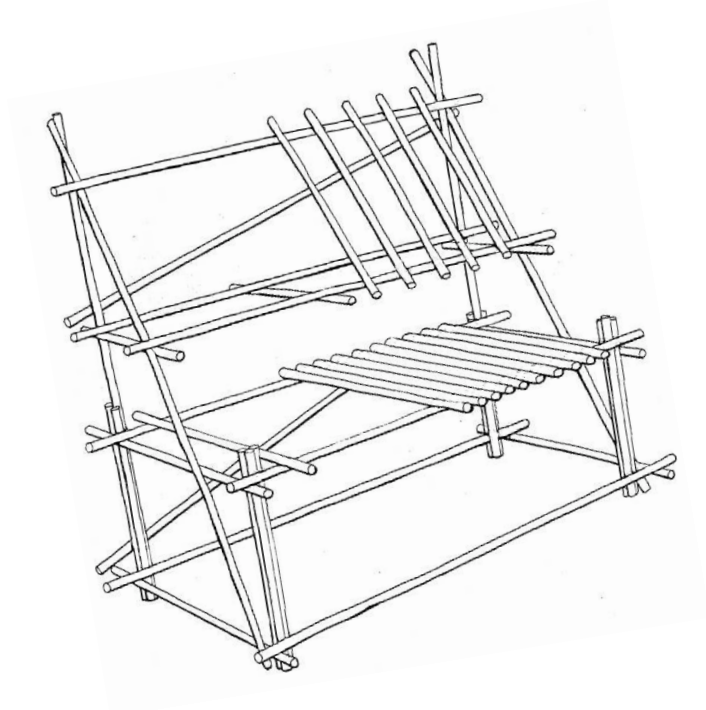


INDOOR PROJECT CATAPULT

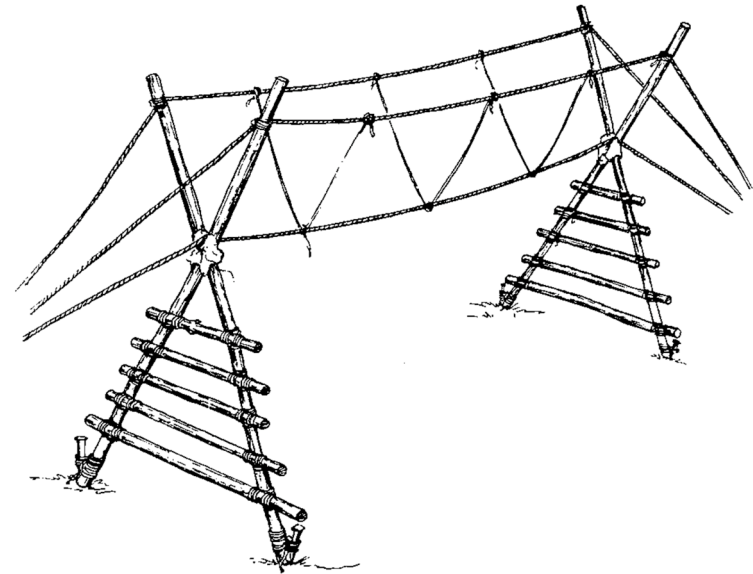


ACTIVITY 5

OUTDOOR PROJECT CAMP DRESSER



OUTDOOR PROJECT MONKEY BRIDGE



ACTIVITY 6

We want your creative juices to go wild here to come up with your own pioneer project. It can be just for fun or an essential bit of kit

that would help you on a scouting expedition. Sketch out your ideas below, and remember, the only limit is your imagination.

PIONEER PROJECT SKETCH PAD

Notes

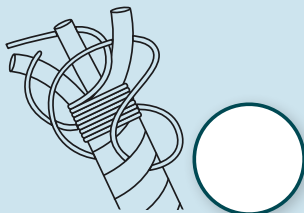
CHECKLIST

Listed on this page are all the requirements for the Pioneer Activity Badge. You can use this page as a check

list to see how well you're progressing by ticking off each requirement as it's done. Good luck!

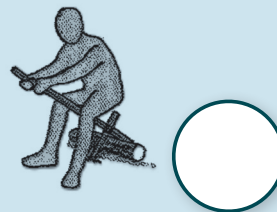
WHIPPING

- A whipping or safe rope sealing



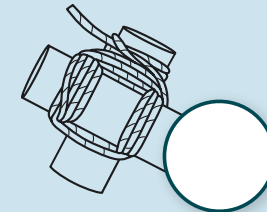
LEVERS

- The use of levers to extract objects or move heavy weights



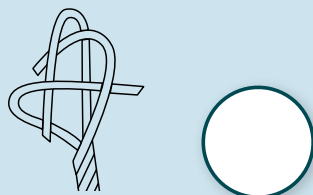
ROPE LASHINGS

- Name at least 5 lashings used in pioneering



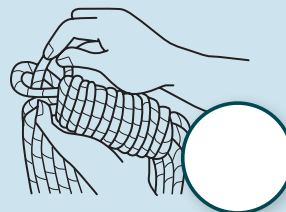
SPLICING

- A splice



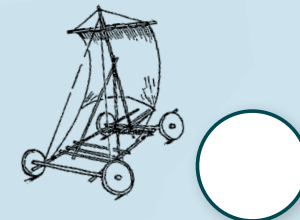
COILING A ROPE

- The correct way to coil and store a rope



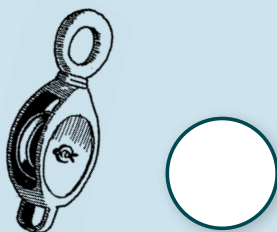
INDOOR PROJECT

- As part of a team take part in an indoor project



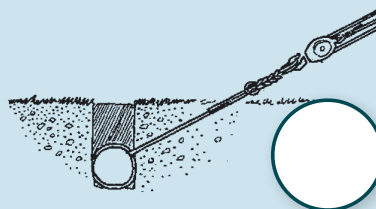
BLOCKS & TACKLE

- The use of simple blocks and tackle



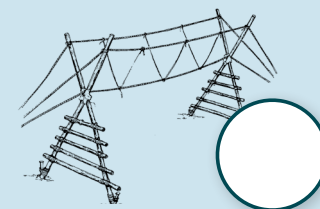
ANCHORS

- Anchorages for firm and soft ground



OUTDOOR PROJECT

- As part of a team take part in an outdoor project



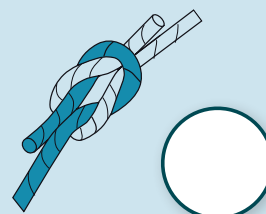
SAFETY IN PIONEERING

- An understanding of the need for supervision and safety in pioneering projects



KNOTS

- Name at least 6 knots used in pioneering



CONGRATULATIONS

**YOU'VE
DONE IT!**

