

potential

# SPECIAL INTEREST AREA

project  
goals

SCOUTS





# ADVENTURE AND SPORT

PROFICIENCY BADGE

## INDIVIDUAL SPORTSMAN

PROJECT STATEMENT

*“Make significant progress while participating in an individual sport, or take up and become proficient in an individual sport not previously played for at least six months”*

POSSIBLE PROJECT GOALS

- » To gain the Individual Sportsman you must participate in an individual sport for one season or at least six months. Teach your Unit a brief history of your sport. Develop a training program and document your personal progress within the sport.
- » Run a series of activities and events for your Unit/Group in regards to your chosen sport

PROFICIENCY BADGE

## OUTDOOR

PROJECT STATEMENT

*“Completed in the outdoors, this project should show that you have improved your existing skills and learnt new skills in outdoor activities.”*

POSSIBLE PROJECT GOALS

- » Choose an area of Outdoor activity that is not covered by the OAS framework, such as bike-packing, parasail, bog-marathoning, ultra-distance events. Learn and demonstrate new skills in your chosen area. Share this new-found knowledge with your Unit/Group
- » Over at least a 3-month period, organise 2 expeditions for your Unit/Group in your chosen outdoor activity.



# ADVENTURE AND SPORT

PROFICIENCY BADGE

## TEAM SPORTS

PROJECT STATEMENT

*“Make significant progress in a team sport or take up and become proficient in a team sport not previously played by you”*

POSSIBLE PROJECT GOALS

- » You must participate in a team sport for one season or at least six months. Teach your Unit a brief history of your sport. Develop a training program and document your personal progress, as well as team progress, within the sport.
- » Run a series of activities and events for your Unit/Group in regards to your chosen sport



# ARTS AND LITERATURE

PROFICIENCY BADGE

## ART

PROJECT STATEMENT

*“Show that you have an interest in, have practised and have an improved proficiency in some form of art”*

POSSIBLE PROJECT GOALS

- » Learn about an artist of your choice, and the development of their work and technique. Learn how to do two main techniques and produce 2 different items in an art form of your choice. Share these with the Unit.

PROFICIENCY BADGE

## COMMUNICATION

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in some form of communication”*

POSSIBLE PROJECT GOALS

- » Learn how to use the call signs of the phonetic alphabet for the use on short wave radio e.g. CB, HF, UHF. Run a wide game with your Unit/Troop using walkie talkies.
- » Learn about the history of communication. Re-create some methods of communication from a culture over 1000 years old, such as smoke signals. Carry out a conversation using the chosen method.



# ARTS AND LITERATURE

PROFICIENCY BADGE

## CRAFT

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in a craft of your choice”*

POSSIBLE PROJECT GOALS

- » Find a skilled examiner in a chosen craft. Learn at least two main techniques used in your chosen craft. Produce and show a completed work of your particular craft.

PROFICIENCY BADGE

## CULTURAL HERITAGE

PROJECT STATEMENT

*“Show you have an interest in, have learnt about and have improved your knowledge in some aspects of the past, present and future.”*

POSSIBLE PROJECT GOALS

- » Learn about the background and history of three non-English speaking countries of your choice. Compare things such as trade, staple foods, living conditions etc, in relation to Australia. Learn some non-English greetings from the country you have chosen. Prepare and cook a 3-course meal from your country of choice.
- » • Find out about the traditional way of life of an Australian Aboriginal group including the food they ate, the manner in which it was prepared, family relationships, ceremonies, etc. Make and decorate a boomerang in natural materials, demonstrate it how it should be thrown.



# ARTS AND LITERATURE

PROFICIENCY BADGE

## ENTERTAINER

PROJECT STATEMENT

*“Designed for the Scout with an interest in different aspects of entertaining, other than music.”*

POSSIBLE PROJECT GOALS

- » Select a field of entertainment, such as ballet, jazz ballet, modern dance, poetry, mime, tap dancing, ballroom dancing, video production. Learn about the origins of your chosen field, and what different opportunities this field of entertainment can lead to. Create a performance (solo or group) for your Unit/Group.
- » Direct a performance of other people
- » Perform a role in a play, skit, dramatic production or video production (external to Scouting).

PROFICIENCY BADGE

## LITERARY ARTS

PROJECT STATEMENT

*“Show that you have an interest in, have learnt about and have improved your knowledge in literary arts.”*

POSSIBLE PROJECT GOALS

- » Choose one form of literary art to learn about. Gather information about one form of literary art (writing, prose, poetry, public speaking etc) and its aspects, or a period when this form was extremely popular. Create a piece of literary art using the information you have discovered.
- » Write a short novel of at least five chapters after researching how to write a novel
- » Write a form of poetry and write a script using Shakespearian language



# ARTS AND LITERATURE

PROFICIENCY BADGE

## MODELLER

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in creating models and constructional projects”*

POSSIBLE PROJECT GOALS

- » For static models, learn about scale, purpose of static models, what the components are. For flight based models, have a working knowledge of the basic principles of flight. For wheel based models, have a working knowledge of gears, steering and suspension. Design a complex model in enough detail for another person to construct it without assistance. Construct a model and fly/drive/display as appropriate.

PROFICIENCY BADGE

## MULTIMEDIA

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in the field of multimedia.”*

POSSIBLE PROJECT GOALS

- » Find out about the earliest forms of multimedia, and follow the history of this form through to current day. Create a record of some activities that your Unit/Group does using this multimedia method.
- » Create a multimedia based ‘welcome pack’ for people who are new to Scouting to use when they join your Group





# ARTS AND LITERATURE

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PROFICIENCY BADGE

## MUSIC

PROJECT STATEMENT

*“Show that you have an interest in, and have practised and have an improved proficiency in music making, preferably in an instrument not previously played.”*

POSSIBLE PROJECT GOALS

- » Investigate the requirements of your chosen field of music i.e. flute, piano, writing music/composition, and spend time doing these requirements becoming competent in your chosen field.
- » Write a piece of music. Show to your Group/Unit that you can read and write music using this piece (and potentially others) as evidence
- » Learn and then perform a musical instrument to your Unit/Group

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PROFICIENCY BADGE

## PERFORMING ARTS

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in areas of production, direction, stage design, lighting, sound, script writing and/or costume design.”*

POSSIBLE PROJECT GOALS

- » Find out the origin of the art form related to your area of interest (props, sound, lighting, stage design, backstage, producer, director). Learn applicable skills in this selected area.
- » After doing the above step, do one of the following:
  - › Take part in a performance
  - › Write a short skit of at least 5 mins in duration
  - › Assist in the preparation of stage props or other backstage support role
  - › Produce a short video/film/documentary
  - › Produce a detailed design for a stage production of your choice



# CREATING A BETTER WORLD

PROFICIENCY BADGE

## COMMERCE

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in some form of commerce”*

POSSIBLE PROJECT GOALS

- » Create a video advertisement to sell a product of your choosing, show this to your Unit/Patrol
- » Research and organize a stock market game in which your friends buy and sell false shares in a false market with real company data. Follow news for share prices.

PROFICIENCY BADGE

## COMMUNITY

PROJECT STATEMENT

*“Show that you have an interest in, and have helped to develop your community, though involvement with an organisation such as a charity food organisation, collection and distribution of recyclables or food, service clubs, or any other charitable organisation.”*

POSSIBLE PROJECT GOALS

- » Plan a way for your Group/Unit/Patrol to be of assistance to your local community, and enact this program. Report to your Group/Unit/Patrol on how they could become more relevant to the community.
- » Show by your active participation that you have an interest in local community needs other than emergency services



# CREATING A BETTER WORLD

## PROFICIENCY BADGE

### CRIME PREVENTION

## PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in multiple areas of crime prevention.”*

## POSSIBLE PROJECT GOALS

- » Investigate and report on three crime prevention activities undertaken by the police AND investigate and present a report addressing at least two of the following questions: What is neighbourhood watch and how do the groups help prevent crime? Make a list of items of value in your house and why you should engrave/register/insure them? When is it important to report crimes to the police, and why?
- » Design a proforma and list all items of value in your home detailing serial numbers, colours, make, models, and age of the items.
- » Participate in the Neighbourhood Watch or a similar organisation as a means of improving your community's safety
- » Organise and run with your Unit/Group a member of a safety organisation such as the Police, Neighbourhood Watch etc coming to talk to your Unit/Group, and get their assistance with running a security audit around your Den/site. Provide security suggestions to your Group/Unit following this audit.



SPECIAL INTEREST AREA

# CREATING A BETTER WORLD

PROFICIENCY BADGE

## WORLD SCOUTING

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved knowledge of the worldwide Scouting family”*

POSSIBLE PROJECT GOALS

- » Learn about the first five years of Scouting. Learn about what WOSM is, and the role that it plays. Be in regular correspondence with a Scout from another country and discuss with your Unit your findings.



# ENVIRONMENT

PROFICIENCY BADGE

## AGRICULTURE

PROJECT STATEMENT

*“Show that you have gained a broad understanding of agriculture and a more detailed knowledge of a specific interest in a field related to agriculture”*

POSSIBLE PROJECT GOALS

- » Plant, care for, and harvest a crop. Photograph each stage and show your patrol. Teach others about how the crop is planted, harvested, and its purpose.
- » Assist in the banding of birds, tagging of fish or some other similar work on a flora/fauna reserve, or assist a National Parks Service or Forestry Service in performing appropriate/similar work
- » Plant and grow a flower display garden of at least 10 square meters, or a vegetable garden of at least 20 square meters, throughout one complete growing season.
- » Make a compost heap, and understand and explain the principles of manuring, both natural and artificial.



# GROWTH AND DEVELOPMENT

PROFICIENCY BADGE

## BUSHCRAFT

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in some form of bushcraft”*

POSSIBLE PROJECT GOALS

- » Learn about the history of map making and create a map of your local area using a technique you have learnt
- » Learn about some of the following survival skills, and put them into practice during an activity: Learn how to construct and use a sundial from natural materials, create 2 lengths of rope using natural materials, prepare and cook a meal of chicken or fish (whole animal. not fillets) without utensils, sleep in a shelter made from natural materials.

PROFICIENCY BADGE

## COLLECTOR

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in collecting”*

POSSIBLE PROJECT GOALS

- » Create and maintain a collection for a period of at least 4 months. During this time, you will research the history of your collectible items, learn how to care for the items, and present them to your Unit/Patrol.



# GROWTH AND DEVELOPMENT

PROFICIENCY BADGE

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- » Plan a way for your Group/Unit/Patrol to be of assistance to your local community, and enact this program. Report to your Group/Unit/Patrol on how they could become more relevant to the community.
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PROFICIENCY BADGE

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PROFICIENCY BADGE

## TRADE

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in creating useful objects or constructional projects”*

POSSIBLE PROJECT GOALS

- » Select a trade of your choice to learn about. Investigate the materials used in this trade. Learn how to care for and use the relevant power tools/equipment for this trade. Show that you are able to conserve materials in your chosen trade. Use what you have learnt to create a project within this trade, such as a tree house, dog kennel, or mosaic/metal/wooden table.





SPECIAL INTEREST AREA

# GROWTH AND DEVELOPMENT

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## WORLD SCOUTING

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# STEM AND INNOVATION

PROFICIENCY BADGE

## ANTHROPOLOGY

PROJECT STATEMENT

*“Show that you have an interest in, have learnt about, improved your knowledge and have an understanding in an aspect of anthropology.”*

POSSIBLE PROJECT GOALS

- » Find out how man developed over time. Learn legends and myths from multiple different cultures and share these with your patrol.
- » Visit a museum and report on a culture exhibited there. Construct, use and demonstrate the use of a tool from a culture that is more than 1000 years old.

PROFICIENCY BADGE

## ASTRONOMER

PROJECT STATEMENT

*“Show that you have an interest in, have practised and have an improved proficiency in astronomy”*

POSSIBLE PROJECT GOALS

- » Learn how to navigate from the stars, how to tell the time using them, and identify at least two different constellations
- » Learn how to set up and use a telescope. Identify features of the moon that you cannot see with the naked eye. Run an activity with you Unit/Group showing them what you can see through a telescope
- » Spend time researching and reporting on a natural solar system/universe event. Visit an observatory to see this/similar event if possible.



# STEM AND INNOVATION

## PROFICIENCY BADGE

### **FIRE AWARENESS**

## PROJECT STATEMENT

*“Show you have an interest in, have learnt about and have improved your knowledge in fire awareness (fire safety, firefighting, fire and the environment)”*

## POSSIBLE PROJECT GOALS

- » Identify potential fire hazards around the home and your Scout Hall (including bushfire hazards) and explain what can be done to reduce those hazards. Work with your Patrol/Unit to reduce those hazards.
- » Make action to increase bushfire awareness in your local community.
- » Research and do a short presentation on a major fire disaster in Australia’s history in a format of your choice to your Unit/Patrol/Group. Write a short essay on this topic. Suggest action that could be taken to ensure that such a catastrophe does not happen again
- » Learn about, and teach, your Unit/Group some practical methods of fire survival and safety. During a camp carry out a mock fire emergency drill, including how to leave a burning building, the use of a knapsack spray/fire extinguisher, how to deal with a leaking LPG lantern bottle which is on fire.
- » Teach your Unit/Patrol/Group how to deal with fire related injury/symptoms such as burns, smoke inhalation etc.



# STEM AND INNOVATION

PROFICIENCY BADGE

## INFORMATION TECHNOLOGY

PROJECT STATEMENT

*“Show that you have an interest in, have learnt about and have improved your knowledge in information technology”*

POSSIBLE PROJECT GOALS

- » Learn about the development of information technology and devices over the last three years. Teach your patrol a unique/specialised technological skill you have learnt

PROFICIENCY BADGE

## MODELLER

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- » For static models, learn about scale, purpose of static models, what the components are. For flight based models, have a working knowledge of the basic principles of flight. For wheel based models, have a working knowledge of gears, steering and suspension. Design a complex model in enough detail for another person to construct it without assistance. Construct a model and fly/drive/display as appropriate.



# STEM AND INNOVATION

PROFICIENCY BADGE

## SCIENCE

PROJECT STATEMENT

*“Show that you have an interest in, have learnt about and have improved your knowledge in a field of science”*

POSSIBLE PROJECT GOALS

- » Learn and explain to others in detail what is meant by the concept of the ‘scientific method’. Create a hypothesis, and then perform a series of scientific experiments to prove/disprove your hypothesis.
- » Learn about native birds and animals in your local area. Create a plan for how to protect their environment, food chain and ecosystem. With your Patrol/Unit/Group, enact this plan.
- » Create a game that uses or tests scientific knowledge. Share this with your Unit
- » Organise a Unit/Group/Patrol visit to a scientific facility or place where research is carried out.

PROFICIENCY BADGE

## TECHNOLOGY

PROJECT STATEMENT

*“Show you have an interest in, have practised and have an improved proficiency in the areas of robotics, vehicle electronics, mechanical devices, radio and tracking devices.”*

POSSIBLE PROJECT GOALS

- » Find out the history of one of the following, and then show that you have a working knowledge of it:
  - › Robotics, vehicle electronics, GPS, internal combustion engine, electric vehicles, CB/digital radio
- » Be able to disassemble, clean, and then reassemble a technological system from memory. Examples below:
  - › Combustion engine, vacuum cleaner internal parts, firearm, mobile phone, any other system approved by your Unit.



# STEM AND INNOVATION

PROFICIENCY BADGE

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- » Select a trade of your choice to learn about. Investigate the materials used in this trade. Learn how to care for and use the relevant power tools/equipment for this trade. Show that you are able to conserve materials in your chosen trade. Use what you have learnt to create a project within this trade, such as a tree house, dog kennel, or mosaic/metal/wooden table.



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## **IN OTHER PARTS OF THE PROGRAM**

*Abseiling, Caving and Top Rope Climbing  
are covered by Outdoor Adventure Skills.*

