

## Explorers

Current requirements	New requirements
<p>Canoeing</p> <p>Qualify for the BCU (British Canoeing Union) Paddlepower Discover or 2 Star Award (or the next level of either scheme where these are already held).</p>	<p><b>Change name to Paddle Sports</b></p>
<p>Time Commitment – removing the 25 hour time commitment</p>	
<p>Community Action</p> <p>To gain this badge, Explorers must:</p> <p>Take part in a voluntary service project that is of benefit to your community for at least 25 hours.</p> <p>Examples might be:</p> <ul style="list-style-type: none"> <li>• conservation project</li> <li>• assisting at a local library</li> <li>• performing an administrative role for a local group or club</li> <li>• Helping at a home for the elderly or disabled</li> <li>• Assisting at a local tourist office</li> <li>• Any other service project agreed by the leadership team</li> </ul>	<p>Community Action</p> <p>To gain this badge, Explorers must:</p> <p>Take part in a voluntary service project that is of benefit to your community <b>over a period of time</b>.</p> <p>Examples might be:</p> <ul style="list-style-type: none"> <li>• conservation project</li> <li>• assisting at a local library</li> <li>• performing an administrative role for a local group or club</li> <li>• Helping at a home for the elderly or disabled</li> <li>• Assisting at a local tourist office</li> </ul> <p>Any other service project agreed by the leadership team</p>
<p>Creative Arts</p> <p>To gain this badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Demonstrate involvement and improvement in a chosen creative activity. A total of at least 25 hours' work is required. Evidence of improvement should be produced in suitable form.</li> <li>2. Perform or exhibit work completed over a period. Examples of possible activities might be: <ul style="list-style-type: none"> <li>• Art</li> <li>• Photography</li> <li>• Cooking</li> <li>• Writing</li> <li>• Model making</li> </ul> </li> </ol> <p>Any other creative activity agreed by the leadership team.</p>	<p>Creative Arts</p> <p>To gain this badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Demonstrate involvement and improvement in a chosen creative activity. <b>Show improvement over a period of time and show evidence of this improvement in a suitable form.</b></li> <li>2. Perform or exhibit work completed over a period. Examples of possible activities might be: <ul style="list-style-type: none"> <li>• Art</li> <li>• Photography</li> <li>• Cooking</li> <li>• Writing</li> <li>• Model making</li> </ul> </li> </ol> <p>Any other creative activity agreed by the leadership team.</p>
<p>Motor Sports</p> <p>To gain this activity badge, Explorer Scouts must</p>	<p>Motor Sports</p> <p>To gain this activity badge, Explorer Scouts must</p>

<p>complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Participate in a motor sports activity such as karting, quad bike racing, scrambling or other motor sport as agreed with the leadership team. A total of at least 25 hours' commitment is required. Evidence of improvement should be produced in suitable form.</li> <li>2. Discuss the skills and techniques used in the chosen activity with a group of young people.</li> <li>3. Discuss the safety rules of the chosen activity. Explain to an appropriate adult how to use the skills learned in a responsible manner.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout Leader may not be a trained instructor and so appropriate qualified supervision must then be arranged.</p>	<p>complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Participate in a motor sports activity such as karting, quad bike racing, scrambling or other motor sport as agreed with the leadership team. <b>Show improvement over a period of time and show evidence of this improvement in a suitable form.</b></li> <li>2. Discuss the skills and techniques used in the chosen activity with a group of young people.</li> <li>3. Discuss the safety rules of the chosen activity. Explain to an appropriate adult how to use the skills learned in a responsible manner.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout Leader may not be a trained instructor and so appropriate qualified supervision must then be arranged.</p>
<p><b>Mountain Biking</b></p> <p>To gain this activity badge, Explorer Scouts must complete the requirements listed in one of these alternatives:</p> <p>Alternative A - Competition and exhibition</p> <ol style="list-style-type: none"> <li>1. Participate regularly in a mountain biking discipline such as Downhill, Dirtjump, Four Cross (4X) or any other mountain bike sport as agreed by the leadership team. A total of at least 25 hours' commitment is required. Evidence of improvement should be produced in suitable form.</li> <li>2. Discuss the skills and techniques used in the chosen activity with a group of young people.</li> <li>3. Discuss the safety rules of the chosen activity. Explain to an appropriate adult how to use the skills learned in a responsible manner.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be a trained instructor and so appropriate qualified supervision must then be arranged.</p> <p>Alternative B - Expedition</p>	<p><b>Mountain Biking</b></p> <p>To gain this activity badge, Explorer Scouts must complete the requirements listed in one of these alternatives:</p> <p>Alternative A - Competition and exhibition</p> <ol style="list-style-type: none"> <li>1. Participate regularly in a mountain biking discipline such as Downhill, Dirtjump, Four Cross (4X) or any other mountain bike sport as agreed by the leadership team. <b>Show improvement over a period of time and show evidence of this improvement in a suitable form.</b></li> <li>2. Discuss the skills and techniques used in the chosen activity with a group of young people.</li> <li>3. Discuss the safety rules of the chosen activity. Explain to an appropriate adult how to use the skills learned in a responsible manner.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be a trained instructor and so appropriate qualified supervision must then be arranged.</p> <p>Alternative B - Expedition</p>

<ol style="list-style-type: none"> <li>1. Show an understanding of the Mountain Bike Code of Conduct.</li> <li>2. Demonstrate an ability to control the bike over different types of terrain.</li> <li>3. Know what to do in the case of an accident. Have a basic knowledge of first aid, including the treatment of hypothermia.</li> <li>4. Be able to read a map well and to orientate it using identified features or by using a compass.</li> <li>5. Give reasonable estimates of times of transit over distances in different terrains.</li> <li>6. Plan and carry out a two-day ride with not less than four hours' riding each day. (Explorer Scouts will need an event passport or to be accompanied by a leader with a Nights Away Permit)</li> <li>7. Be able to undertake emergency repairs in the field.</li> </ol> <p>This need not be under expedition condition. Only the necessary emergency equipment needs to be carried and accommodation need not be under canvas.</p>	<ol style="list-style-type: none"> <li>1. Show an understanding of the Mountain Bike Code of Conduct.</li> <li>2. Demonstrate an ability to control the bike over different types of terrain.</li> <li>3. Know what to do in the case of an accident. Have a basic knowledge of first aid, including the treatment of hypothermia.</li> <li>4. Be able to read a map well and to orientate it using identified features or by using a compass.</li> <li>5. Give reasonable estimates of times of transit over distances in different terrains.</li> <li>6. Plan and carry out a two-day ride with not less than four hours' riding each day. (Explorer Scouts will need an event passport or to be accompanied by a leader with a Nights Away Permit)</li> <li>7. Be able to undertake emergency repairs in the field.</li> </ol> <p>This need not be under expedition condition. Only the necessary emergency equipment needs to be carried and accommodation need not be under canvas.</p>
<p><b>Performing Arts</b></p> <p>To gain this activity badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Demonstrate involvement and improvement in a chosen creative activity. A total of at least 25 hours' work is required. Evidence of improvement should be produced in suitable form. Examples of possible activities might be: <ul style="list-style-type: none"> <li>• dancing</li> <li>• taking part in a show</li> <li>• being a member of a band</li> </ul> </li> </ol> <p>Perform or exhibit the activity to an audience.</p>	<p><b>Performing Arts</b></p> <p>To gain this activity badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Demonstrate involvement and improvement in a chosen creative activity. <b>Show improvement over a period of time and show evidence of this improvement in a suitable form.</b> <p>Examples of possible activities might be:</p> <ul style="list-style-type: none"> <li>• dancing</li> <li>• taking part in a show</li> <li>• being a member of a band</li> </ul> </li> </ol> <p>Perform or exhibit the activity to an audience.</p>
<p><b>Physical Recreation</b></p> <p>To gain this activity badge, Explorer Scouts must complete the requirements listed in one of these alternatives:</p> <p>Physical Recreation Activity Badge Alternative A - Equestrian</p> <ol style="list-style-type: none"> <li>1. Take part in an equestrian activity for at least 25 hours and show improvement in the chose discipline.</li> <li>2. Demonstrate skills in a horse-riding activity to a group of young people and encourage them to try.</li> </ol>	<p><b>Physical Recreation</b></p> <p>To gain this activity badge, Explorer Scouts must complete the requirements listed in one of these alternatives:</p> <p>Alternative A - Equestrian</p> <ol style="list-style-type: none"> <li>1. <b>Take part in an equestrian activity over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in a horse-riding activity to a group of young people and encourage them to try.</li> <li>3. Discuss the safety rules of your chosen activity. Explain to an appropriate adult how</li> </ol>

<p>3. Discuss the safety rules of your chosen activity. Explain to an appropriate adult how to use the skills learned in a responsible manner.</p> <p>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</p> <p>Notes</p> <p>The Explorer Scout leader may not be recognised as a trained instructor and so appropriate supervision should be arranged where necessary.</p> <p>Requirements for the martial arts alternative of the Physical Recreation Activity Badge are as follows:</p> <ol style="list-style-type: none"> <li>1. Participate in a martial art activity recognised by the Sports Council. This should involve regular participation for at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in your chosen activity to a group of young people to encourage them to try the activity.</li> <li>3. Discuss the safety rules of your chosen activity and how to use the skills learned in a responsible manner with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be recognised as a trained instructor, so appropriate supervision should be arranged as necessary.</p> <p>Requirements for the master at arms alternative of the Physical Recreation Activity Badge are as follows:</p> <ol style="list-style-type: none"> <li>1. Participate in an activity such as fencing, shooting or archery. This should involve regular participation for at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in your chosen activity to a group of young people to encourage them to try the activity.</li> <li>3. Discuss any safety rules or laws of your chosen activity and how to abide by the rules or laws of the activity.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol>	<p>to use the skills learned in a responsible manner.</p> <p>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</p> <p>Notes</p> <p>The Explorer Scout leader may not be recognised as a trained instructor and so appropriate supervision should be arranged where necessary.</p> <p>Alternative B – Martial Arts:</p> <ol style="list-style-type: none"> <li>1. Participate in a martial art activity recognised by the Sports Council. <b>This should involve regular participation over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in your chosen activity to a group of young people to encourage them to try the activity.</li> <li>3. Discuss the safety rules of your chosen activity and how to use the skills learned in a responsible manner with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be recognised as a trained instructor, so appropriate supervision should be arranged as necessary.</p> <p>Alternative C – Master at Arms:</p> <ol style="list-style-type: none"> <li>1. Participate in an activity such as fencing, shooting or archery. <b>This should involve regular participation over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in your chosen activity to a group of young people to encourage them to try the activity.</li> <li>3. Discuss any safety rules or laws of your chosen activity and how to abide by the rules or laws of the activity.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout may not be recognised as a trained instructor and that this should be appropriately supervised.</p>
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<p>Notes</p> <p>The Explorer Scout may not be recognised as a trained instructor and that this should be appropriately supervised.</p> <p>Requirements for the angler alternative of the Physical Recreation Activity Badge are as follows:</p> <ol style="list-style-type: none"> <li>1. Participate in angling (inland, beach or sea). This should involve regular participation for at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in your chosen activity to a group of young people to encourage them to try the activity.</li> <li>3. Discuss the safety rules of your chosen activity and how to fish in a responsible manner with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be recognised as a trained instructor and appropriate supervision should be organised if necessary.</p> <p>Alternative E - Physical recreation</p> <p>This last alternative should be used for activities where there is no specific activity badge.</p> <ol style="list-style-type: none"> <li>1. Participate in a physical activity for which there is no specific activity badge. This should involve regular participation for at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in your chosen activity to a group of young people and encourage them to try the activity.</li> <li>3. Discuss any safety rules of your chosen activity and how to abide by the rules or laws of the activity.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be a trained instructor, so appropriate supervision should be organised where necessary.</p>	<p>Alternative D – Angler :</p> <ol style="list-style-type: none"> <li>1. Participate in angling (inland, beach or sea). <b>This should involve regular participation over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in your chosen activity to a group of young people to encourage them to try the activity.</li> <li>3. Discuss the safety rules of your chosen activity and how to fish in a responsible manner with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be recognised as a trained instructor and appropriate supervision should be organised if necessary.</p> <p>Alternative E - Physical recreation</p> <p>This last alternative should be used for activities where there is no specific activity badge.</p> <ol style="list-style-type: none"> <li>1. Participate in a physical activity for which there is no specific activity badge. <b>This should involve regular participation over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in your chosen activity to a group of young people and encourage them to try the activity.</li> <li>3. Discuss any safety rules of your chosen activity and how to abide by the rules or laws of the activity.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve.</li> </ol> <p>Notes</p> <p>The Explorer Scout leader may not be a trained instructor, so appropriate supervision should be organised where necessary.</p>
<p>Racquet Sports</p> <p>To gain this activity badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Demonstrate an improvement in the level of</li> </ol>	<p>Racquet Sports</p> <p>To gain this activity badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Demonstrate an improvement in the level of</li> </ol>

<p>skill in a racquet sport. This should involve regular participation for at least 25 hours and show improvement.</p> <ol style="list-style-type: none"> <li>2. Demonstrate skills in their chosen activity to a group of young people and encourage them to try the activity. This should be appropriately supervised.</li> <li>3. Discuss any safety rules of their chosen activity and how to abide by the rules or laws of the activity with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol>	<p>skill in a racquet sport. <b>This should involve regular participation over a period of time and show improvement.</b></p> <ol style="list-style-type: none"> <li>2. Demonstrate skills in their chosen activity to a group of young people and encourage them to try the activity. This should be appropriately supervised.</li> <li>3. Discuss any safety rules of their chosen activity and how to abide by the rules or laws of the activity with the examiner or instructor.</li> </ol> <p>Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</p>
<p><b>Science and Technology</b></p> <p>To gain the activity badge, Explorer Scouts must complete the requirements in one of the areas below. Skills and knowledge should be demonstrated to an appropriately qualified adult or leader.</p> <p>Alternative A - Meteorology</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in meteorology by regular participation in the recording of observations and measurements for at least 25 hours (non-consecutive)</li> <li>2. Demonstrate skills in meteorological recording and observation to a group of young people.</li> <li>3. Explain in some detail the formation of clouds and the weather associated with different clouds and fronts.</li> <li>4. Understand in detail how weather maps are produced and how to interpret them for use in Scouting activities.</li> </ol> <p>Alternative B - Mechanic</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in maintenance of a mechanical machine for at least 25 hours. This should involve regular activity and use of a variety of techniques.</li> <li>2. Demonstrate mechanical knowledge. Explain the principles of operation of an engine, gearbox and differential axle.</li> <li>3. Discuss the safety rules for your activity and how to use the skills learned in a responsible manner</li> </ol> <p>Alternative C - Radio communication</p> <ol style="list-style-type: none"> <li>1. Demonstrate continuing interest in a method of communication. This should involve regular participation in activities, use of a</li> </ol>	<p><b>Science and Technology</b></p> <p>To gain the activity badge, Explorer Scouts must complete the requirements in one of the areas below. Skills and knowledge should be demonstrated to an appropriately qualified adult or leader.</p> <p>Alternative A - Meteorology</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in meteorology by regular participation in the recording of observations <b>and measurements over a period of time (non-consecutive)</b></li> <li>2. Demonstrate skills in meteorological recording and observation to a group of young people.</li> <li>3. Explain in some detail the formation of clouds and the weather associated with different clouds and fronts.</li> <li>4. Understand in detail how weather maps are produced and how to interpret them for use in Scouting activities.</li> </ol> <p>Alternative B - Mechanic</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in maintenance of a mechanical machine over <b>a period of time</b>. This should involve regular activity and use of a variety of techniques.</li> <li>2. Demonstrate mechanical knowledge. Explain the principles of operation of an engine, gearbox and differential axle.</li> <li>3. Discuss the safety rules for your activity and how to use the skills learned in a responsible manner</li> </ol> <p>Alternative C - Radio communication</p> <ol style="list-style-type: none"> <li>1. Demonstrate continuing interest in a method of communication. This should involve regular participation in activities, use of a</li> </ol>

<p>variety of techniques and recording activity, where appropriate, for at least 25 hours and show improvement</p> <ol style="list-style-type: none"> <li>2. Demonstrate radio communications method to a group of young people.</li> <li>3. Discuss the rules or codes of practice for radio communication and how to use equipment in a responsible manner.</li> <li>4. Demonstrate knowledge of appropriate alphabets and of internationally recognised call signs and signals.</li> </ol>	<p>variety of techniques and recording activity, where appropriate, <b>over a period of time and show improvement</b></p> <ol style="list-style-type: none"> <li>2. Demonstrate radio communications method to a group of young people.</li> <li>3. Discuss the rules or codes of practice for radio communication and how to use equipment in a responsible manner.</li> <li>4. Demonstrate knowledge of appropriate alphabets and of internationally recognised call signs and signals.</li> </ol>
<p>Alternative D – Electronics</p> <ol style="list-style-type: none"> <li>1. Demonstrate a continuing interest in electronics. This should involve regular participation in activities and use of a variety of techniques and equipment for at least 25 hours and show improvement.</li> <li>2. Demonstrate project work in electronics to a group of young people.</li> <li>3. Discuss the safe working practices of electronics and how to use equipment in a responsible manner.</li> <li>4. Demonstrate detailed knowledge of circuits, components and the symbols used in electronics.</li> </ol>	<p>Alternative D – Electronics</p> <ol style="list-style-type: none"> <li>1. Demonstrate a continuing interest in electronics. This should involve regular participation in activities and use of a variety of techniques and equipment <b>over a period of time and show improvement.</b></li> <li>2. Demonstrate project work in electronics to a group of young people.</li> <li>3. Discuss the safe working practices of electronics and how to use equipment in a responsible manner.</li> <li>4. Demonstrate detailed knowledge of circuits, components and the symbols used in electronics.</li> </ol>
<p>Alternative E – Astronomy</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in astronomy. This should involve regular participation in activities, use of a variety of instruments and recording observations for at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in astronomical recording and observation to a group of young people.</li> <li>3. Understand the meaning of technical astronomical terms. Describe in detail our galaxy and solar system, including planets and other bodies.</li> <li>4. Demonstrate a good knowledge of man's activities in space since 1969.</li> </ol>	<p>Alternative E – Astronomy</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in astronomy. This should involve regular participation in activities, use of a variety of instruments and recording observations <b>over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in astronomical recording and observation to a group of young people.</li> <li>3. Understand the meaning of technical astronomical terms. Describe in detail our galaxy and solar system, including planets and other bodies.</li> <li>4. Demonstrate a good knowledge of man's activities in space since 1969.</li> </ol>
<p>Alternative F – Naturalist</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in the natural world. This should involve regular participation in activities, use of a variety of study techniques and conservation techniques for at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in the recording and observation of the natural world to a group of young people.</li> <li>3. Understand in detail how man's activities are affecting the natural world, particularly</li> </ol>	<p>Alternative F – Naturalist</p> <ol style="list-style-type: none"> <li>1. Demonstrate continued interest in the natural world. This should involve regular participation in activities, use of a variety of study techniques and conservation techniques <b>over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in the recording and observation of the natural world to a group of young people.</li> <li>3. Understand in detail how man's activities</li> </ol>

<p>pollution, deforestation and new farming techniques.</p> <p>4. Demonstrate a good knowledge of natural history terminology, particularly local animal and plant species and other specialist words.</p> <p>Notes</p> <p>If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.</p>	<p>are affecting the natural world, particularly pollution, deforestation and new farming techniques.</p> <p>4. Demonstrate a good knowledge of natural history terminology, particularly local animal and plant species and other specialist words.</p> <p>Notes</p> <p>If you need help designing alternatives to these requirements for those with special needs please contact the Special Needs Office at Gilwell Park.</p>
<p><b>Street Sports</b></p> <p>To gain the activity badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Participate in a street sport activity such as roller skating, skateboarding, BMXing or any other street sport as agreed by the leadership team. This should involve regular participation for a total of at least 25 hours and show improvement.</li> <li>2. Demonstrate skills in the activity to a group of young people and encourage them to try.</li> <li>3. Discuss the safety rules of the activity and how to use the skills learned in a responsible manner with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>Note that the Explorer Scout leader may not be recognised as a trained instructor and that all activities should be appropriately supervised.</p>	<p><b>Street Sports</b></p> <p>To gain the activity badge, Explorer Scouts must complete the requirements below:</p> <ol style="list-style-type: none"> <li>1. Participate in a street sport activity such as roller skating, skateboarding, BMXing or any other street sport as agreed by the leadership team. <b>This should involve regular participation over a period of time and show improvement.</b></li> <li>2. Demonstrate skills in the activity to a group of young people and encourage them to try.</li> <li>3. Discuss the safety rules of the activity and how to use the skills learned in a responsible manner with the examiner or instructor.</li> <li>4. Take part in at least two competitions or demonstrations and discuss your performance and how to improve with the examiner or instructor.</li> </ol> <p>Notes</p> <p>Note that the Explorer Scout leader may not be recognised as a trained instructor and that all activities should be appropriately supervised.</p>