


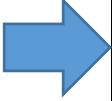


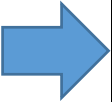



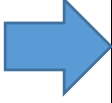


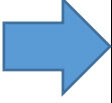



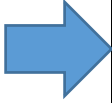



Following a route

Age of youngster	Base activity		Allowing to them to do.		Included in badges	
Younger Beavers	Go on a ramble or nature walk with a purpose.		Locate yourself on a simple map. You could use a map of a local park, nature reserve, zoo, or even a theme park.	Use a map during an outdoor activity.		 
Older Beavers	Follow a trail		Go on the exploration.			
Younger Cubs	Go on a hike or follow a trail. Try to walk for about 1-2 hours.		Prepare for your activities and hikes. Find out what you need to wear and bring, and pack your own bag.			 
Older Cubs	Use an Ordnance Survey map during an activity.		Learn how to read a four-figure grid reference. To use the key of a map. Use a map during an outdoor activity. Draw a simple map to direct someone from your meeting place to a local point of interest.			Stage 2 
Younger Scouts	Understand contour lines on an Ordnance Survey map.		Learn how to read a six figure grid reference.	Using a map to plan a route of at least 5km that contains a minimum of 10 waypoints. Programme the route into a handheld GPS and take the journey.		Stage 3  
Older Scouts	Use a map or other navigation device to keep track of where you are.		Take an active part in planning the expedition. Do any training you need and be well prepared. This should include planning a route, including stops.	With others, plan at least five one-day journeys of at least 14km in hilly country. Using maps, complete all the information you need to plan the route for each journey.		Stage 3/4 