

BP Service Association



OTTER BADGES AND AWARDS

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This scheme is designed to develop and stimulate the Otter and give a variety and interest to the Program. It is progressive throughout the period between 5 years and 8 years of age and should be spread over the full three years. The scheme consists of an Investiture Badge, Four Progress (Paws) Badges, a Raft Camping Badge, a Safety Badge, a Service Badge and finally a link to the Timber Wolf Pack with the Swimming Otter Badge

INVESTITURE BADGE:

- 1) Know a little about Otters (the animal)
- 2) Know the Otter Motto (Busy and Bright)
- 3) Know the Otter Salute and Sign
- 4) Know a little about B-P, the Founder of Scouting
- 5) Take part in an Opening and Closing Ceremony
- 6) Know the Otter Law
- 7) Know the Otter Promise

SAFETY BADGE:

- 1) Know your name and address
- 2) Know your phone number
- 3) Be able to print your name
- 4) Know how to cross the road safely
- 5) Know about safety with strangers
- 6) Know the basic rules of health and hygiene
- 7) Know about safety around the home
- 8) Be able to tie your own shoe laces
- 9) Know what 911 is for and how to call it
- 10) Know how to put a Band-Aid on a cut
- 11) Know your Mom and Dad's full names

HELPING BADGE (RED PAW):

- 1) Know about helping others and sharing with others
- 2) Know about cleanliness and caring for your clothes
- 3) Be helpful around the house
- 4) Do a good turn for a relative or a neighbour
- 5) Take part in a Kim's Game
- 6) Take part in the Message Game
- 7) Know how to wash dishes and clean up a table
- 8) Take part in a Raft good turn
- 9) Visit an Old Folk's Home and help serve tea and cookies
- 10) Help set up your meeting hall

ACTIVITY BADGE (BLUE PAW):

- 1) Be able to throw and catch a ball
- 2) Take part in a night hike
- 3) Take part in two day hikes
- 4) Be able to sing 3 songs
- 5) Have an awareness of children with disabilities
- 6) Know how to Skip Rope
- 7) Take part in team and solo games or sports
- 8) Know how to be a good loser and a good winner

HANDICRAFT BADGE (TAN PAW):

- 1) Draw, and colour, a scene or event from a story
- 2) Draw a picture of your house
- 3) Make a Thank You card
- 4) Make a model
- 5) Make a collage
- 6) Collect 25 stamps and mount them in a book
- 7) Make two craft items
- 8) Tie a reef knot
- 9) Make a bird feeder from a milk jug
- 10) Visit a petting zoo

NATURE BADGE (GREEN PAW):

- 1) Know about caring for the outdoors
- 2) Name 6 animals that are kept as pets
- 3) Make a scrap book about Otters
- 4) Collect 10 flowers and 10 leaves and press them
- 5) Grow a seed in a water soaked paper towel
- 6) Grow a carrot top in water
- 7) Take part in a Raft Nature Walk
- 8) Take part in a trail clean-up
- 9) Plant, and take care of a tree for at least a year

SWIMMING OTTER BADGE:

- 1) Know the story of Mowgli
- 2) Know the Timber Wolf Motto
- 3) Know the Timber Wolf Salute
- 4) Know 2 knots – Clove Hitch and Figure 8 Knot
- 5) Have the Safety Badge
- 6) Have earned all 4 Paws
- 7) Visit the Timber Wolf Pack 3 times

RAFT CAMPING BADGE:

- 1) Awarded to an Otter who has spent a minimum of 5 nights camping.

THE SERVICE BADGE:

- 1) Visit the local Police Station and find out some ways to help prevent crime
- 2) Visit the local Fire department and find out the danger of fire and some ways of preventing it
- 3) Find out about preventing accidents –
 - a) in the home
 - b) on the road
 - c) in the playground
 - d) in the swimming pool
- 4) Find out about recycling of waste, what use can be made of recycled items and take part in a recycling operation
- 5) Find out the effects of vandalism on an area and how the cost of repair affects your family
- 6) Visit the local Ambulance Station and learn about what they do