Investiture

Thank you for witnessing your son's investiture into Scouting Ireland. We hope that this is the start of a long personal journey for him with the Scouts.

He is making a Promise to follow the Scouting Way, and we hope to help him have fun, make new friends, grow as an individual, and learn new skills.

We ask that you support him, by ensuring that he attends regularly, clean, in the correct uniform, arriving <u>promptly</u> (BEFORE 7pm!). Also, you should help facilitate him in any extra activities that we run, and support him in any Special Interest or Adventure Skills learning challenges that he may decide to work towards.

We hope that your son remains committed to membership of our colony, and the Promise and Law. We have other boys that would like to join our (very full) group, and so we hope that he makes the effort to get the most out of being a Beaver Scout.

We have organised extra weekend events, such as sleep-overs, the Santa visit, Founders Day, the Summer Camp, and hikes, at various points in the year, and we hope that your son is available to take part in similar future activities.

The Scout Method

The Scout Method is how we deliver the Programme to young people. The Method is comprised of 8 equally important parts, and, when collectively implemented, makes Scouting what it is. It is through the use of the Scout Method that Scouting achieves its aims in developing young people.

The Aim of Scouting

The Aim of Scouting is to develop young people Socially, Physically, Intellectually, Character, Emotionally, Spiritually. These elements are called the SPICES and are deeply integrated into the programme experience via the Scout Method, Personal Progress Awards and Programme designed by young people.

Young People & Adults working Together Leadership & Promise & Responsibility Law The Scouting Outdoor & Symbolic Indoor Framework activities Method Personal Learning by Progression Doing **Small Group** System

The Personal Journey

The One Programme is the common delivery system throughout all five sections (Beavers, Cubs, Scouts, Ventures, Rovers), which the young people help design, with the assistance of Scouters, and it follows a simple process: PLAN, DO, REVIEW.

Symbolic Framework

Your son learns the Promise, Law, prayers, songs, motto, salute and hand-shake of Scouting. The uniform, necker, and badges are another part of the symbolic framework.

On the following pages are details of some of the badges and parts of the One Programme, presented in the vertical order in which they should be sewn onto the scout's uniform.

See the final page for an overview of the badges' positioning.

Please keep this document as a reference, so that if your son earns a badge, it may be placed correctly on his uniform.

Left Arm

Carlow Kilkenny

We are the 1st Kilkenny City Beaver Scouts colony, the youngest section of the group, which is part of the Carlow Kilkenny Scout County, and South-Eastern Province.

Beaver ranks

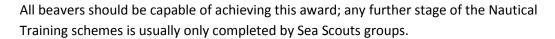
When invested into the Beaver Scout colony, they begin a journey, symbolised by a river, with three further stages, or tribal ranks – Bree, Ruarc and Conn - which they might reach with prompt, regular attendance and active involvement in activities that we would hope to provide throughout the year.

The 3 ranks form a triangle around the investiture badge – just match up the river on each badge and you will see where they go!!

There are similar systems in place in the older sections.

<u>Coracle badge</u> – the first level in the Beaver Scout Nautical Training scheme, involving:

- basic water safety
- basic navigation and orientation skills
- respecting the environment





Front Chest

Scouting Ireland is part of World Scouting, a grassroots educational youth movement, started in 1907, that is truly bottom-up in its structure and approach in engaging young people from all over the world.



World Scouting today is a confederation of 161 National Scout Organizations in a network of over 40 million members in more than 1 million local community Scout Groups, including some 7 million adult volunteers, who support the local activities.



Chief Scout Award

The highest award in any section (and linked to the Gaisce award in Scouts, Ventures and Rovers), it is a truly individual recognition of commitment to the Scout Law, dedication to attain personal ambitions, and the desire to contribute to and to improve society.

A Beaver should be in their final year in the section when they begin the Scout Chief Scout Award, and, in a minimum of 6 months duration, it involves a series of tasks:

- Four Special Interest Badges one from each of the Skill, Physical, Community, Environment areas
- Two Adventure Skills to Stage 2
- an Expedition: Walking 10km over an 6 hour day
- Residential/Intercultural: Shared activity with a group in a residential/camp setting for 2 days and 1 night, must include an intercultural aspect

Right Arm

Lodges

The colony is organised into five lodges (the Small Group System), each containing about 8-9 beavers: Sharks, Lions, Cobras, Tigers, Bulls

Special Interests

Special interest badges are open-ended badges that reflect the interests of the young person undertaking them. Any subject or interest is possible. The requirements are designed by the young person in consultation and agreement with their Scouters. Badge requirements are designed to allow exploration of the subject, develop and improve skills, and put the new knowledge into practice, preferably as a practical project which will benefit others. Much of their work and efforts would be completed in their own time.





There are five Special Interest Badge areas:

- **Environment** This can be any project that improves the environment in any way.
- Adventure This should be an adventure journey that includes something completely new i.e. a new location, new method of travel, etc.
- Skills This can be any new personal skill e.g. technical, mechanical, music, drama, arts & crafts
- Physical This can include any physical pursuit, activity or sport
- **Community** Being involved in your community. This could be a service type project and you should create a plan that outlines what you will do and who will benefit.

Whatever subject or interest the Beaver picks must be linked to one of the Special Interest Badge areas. They may achieve recognition for the same Special Interest Badge Area up to three times in any one Section. Awarded the triangular badge the first time they do a Special Interest Badge, a 'bar' is added for each time an additional award is made in that Interest area. There is technically the chance to do up to 15 badges in each Section. Once they move on to the next section, they keep the badges until it is replaced by an equivalent in the next Section.

Lodge Leader

We may introduce an opportunity for leadership and responsibility, within each lodge, through a rotating role of Lodge Leader, symbolised with an arm band.

Adventure skills

Nine themes, each with nine levels, these badges require a young person to achieve a detailed set standard in a particular Adventure Skill. The requirements are progressive, and ultimately pave the way to outside recognition by a governing body of a chosen skill at the highest levels. These can be progressed from Beavers or Cubs, all the way up to Venture or Rover Scouts. Badges are carried forward from one section to the next. Scouts would usually only achieve higher skill levels in a few themes, and only if committed. Beavers might only work to level 1 of only one or two themes at most!

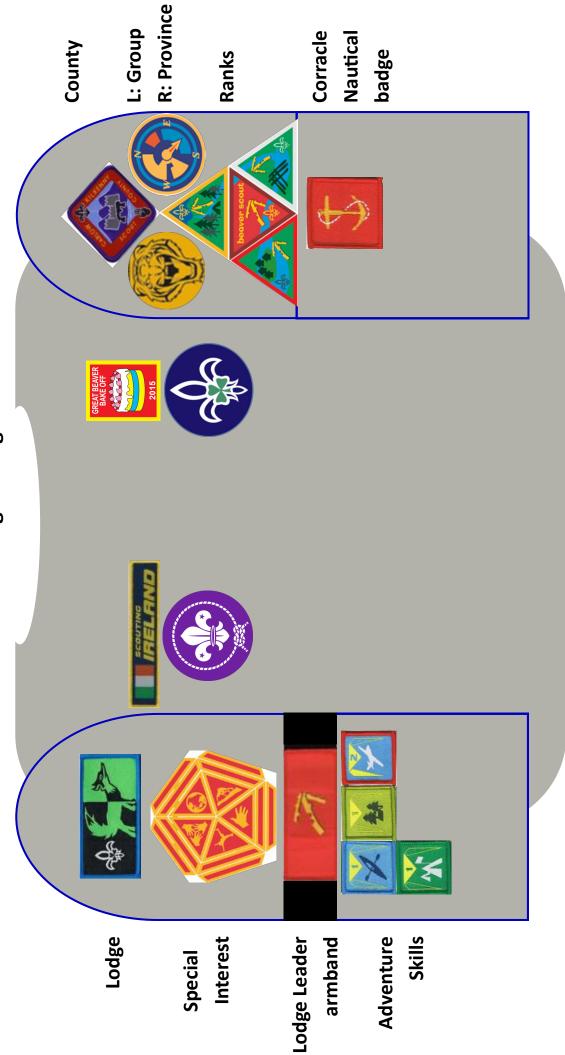
- Air
- Emergencies
- Pioneering
- Backwoods
- Hillwalking
- Rowing
- Camping
- Paddling
- Sailing



NB: We may occasionally give other badges that are not part of the formal uniform, and are therefore more appropriate for a camp-blanket, poncho, or dedicated fleece.

Scouting Ireland Beaver Scouts

Positioning of badges



Ireland badge

Special Event badges

- above World Scouting badge

- above and below SI emblem