

Badge Information Sheet



Activity Badges – Experiment

To gain this badge the Beaver Scout needs to:

- Decide what to do and try and work out what might happen
- Investigate something of interest to find out how it works; or grow something from seed
- Tell others in the Colony what they saw and discovered

Some examples of experiments could include:

- Growing a bulb
- Growing mustard and cress, a seed potato, bean or carrot top
- Show how a torch works from the bits that make it up
- Show what a magnet can do, or make a game using magnets



Information on badges taken from, Scout Association publications.

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