

Special Interest Badges:



SKILLS



PHYSICAL



ADVENTURE



COMMUNITY



ENVIRONMENT

There are 5 Special Interest Areas:

1. Personal Skill - This can be any new skill e.g. technical, mechanical, music, drama, arts & crafts.
2. Physical/Recreation - This can include any physical pursuit or activity.
3. Adventure/Journey - This should include something completely new, a new location or a new method of travel.
4. Community Involvement - This should be a service type project and the plan should outline who will benefit and how.
5. Environment - This can be any project that improves the environment.

The SIB should:

- » Challenge a Scout to learn new skills or develop existing ones.
- » Help a Scout increase knowledge of their particular area of interest.
- » Contain a practical element which will benefit others.

After talking to your Scouter & PL, decide which SIB you'd like to do. A Mentor can help, whether it's your Scouter, another Scout or a Scouter from a different Section, or a parent with a relevant skill to share.

Use the Plan, Do, Review method when working towards a SIB. Plan it! Do it! Then review what you've achieved. There are many ways to record the SIB journey; make a poster, a log or scrapbook, or a video, a blog... whatever you like!