

CITIZENSHIP

The Citizenship Target is the other obligatory badge of the Target Scheme. This badge allows you, as a Scout, to fulfil the Purpose of the Scout Association.

To achieve the Pioneer Citizenship Target the Scout must complete all of the requirements for No's. 1 to 5, together with any three of the remaining five parts.



Citizenship

I. Values

a) Promise and Law

- i) Know and understand the Scout Promise and Law
- ii) Show your Scout Leader that you are doing your best to keep your Scout Promise and you are living by the Scout Law.

b) Spiritual awareness

- i) Make up a prayer or similar item for use at a Scout meeting/activity.

2. First aid

a) Know the first aid for Pioneer Emergencies.

OR

b) Undertake the following:

- i) learn the correct method to obtain a response from an injured person
- ii) learn how to find and check a pulse
- iii) learn how to, and demonstrate, how you would correctly place an unconscious person on their side (recovery position)
- iv) learn and demonstrate the treatments for snake and spider bites
- v) what are three things that could cause a headache or fever?
- vi) learn the correct method of treating wounds and preventing infection
- vii) learn the principles of foot care, e.g. prevention and treatment of blisters.

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CITIZENSHIP

To achieve the Explorer Citizenship Target, the Scout must complete all of the requirements for No's 1 to 5, together with any three of the remaining five parts.



Citizenship

I. Values

a) Promise and Law

Discuss with your Scout Leader the part that the Scout Promise and Law plays in your life.

Own at a Scout Camp or other Troop activity.

2. First aid

a) Know the first aid for Explorer Emergencies.

OR

b) Demonstrate an understanding of the DRSABCD principle.

c) Demonstrate that you can carry out the requirements for first aid at Pioneer Citizenship level.

d) Demonstrate two types of hand seats and one other way of moving an injured person.

e) Be able to recognise the symptoms of shock and know how to treat a person who is suffering from shock.

3. Leadership

Discuss with your Patrol Leader three examples of when you have had the opportunity to develop leadership skills during the Scout program.

4. Good turn

a) Complete a maintenance task to Scout property, e.g. painting, whipping rope ends, removing leaves from gutters, repairing Patrol box or other equipment (minimum service four hours).

OR

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CITIZENSHIP

To achieve the Adventurer Citizenship Target, the Scout must complete all the requirements for No's 1 to 5, together with any three of the remaining five parts.



Citizenship

I. Values

a) Promise and Law

Assist and test a Pioneer Scout in the completion of test 1 of Pioneer Citizenship.

Lead your Patrol in planning and participating in a Scouts' Own at a Camp or other Troop Activity (such as World Scouts' Day or a church service).

2. First aid

a) Complete a recognized First Aid Course.

OR

b) Assist and test a Scout to pass the First Aid segment of the Pioneer Badge.

i) Demonstrate how to deal with fractures to the limbs and collarbone.

ii) With another Scout set up and run a 'mock' emergency to cover at least three of the tasks required in Pioneer and Explorer level and First Aid segment.

3. Leadership

In the Troop Council, or with your Patrol, plan and conduct three activities which will provide opportunities for your Patrol members to learn about leadership and being a productive member of a team.

4. Good turn

a) Assist at a Cub Scout camp or Joey Scout sleepover.

OR

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LANDCARE

Landcare projects can take place in any community, and there has been a strong incentive for Scout Groups to work with their local community in tackling important local projects, such as care for bushland, dunes and creeks etc. The Landcare badge is designed to encourage youth members from all sections to participate in local Landcare projects.



REQUIREMENTS:

1. Participate in any three Nationally-accredited environment events either supported or run by Landcare Australia (such as Landcare Week, Planet Ark's Tree Day, Keep Australia Beautiful, and Clean Up Australia).

OR

2. If you are a member of a Landcare Group, show your Scout Leader evidence of your membership and regular attendance as a Landcare volunteer.

You will need to spend at least 10 hours participating in either of the above requirements in total (not 10 hours per event). This must be completed within a 12 month period.

Event 1 _____ Time Spent _____ Date _____

Event 2 _____ Time Spent _____ Date _____

Event 3 _____ Time Spent _____ Date _____

OR

Landcare Group you belong to _____ Date joined _____

_____ Date

Date Badge Completed _____ Signature _____

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