

The World Scout Environment Badge

This initiative was established to support the development of environmental education across global scout bodies. The foundations of this badge are built upon the aims that reflect the goals of environmental education in WOSM. It is part of the Better World framework.

Aims

Scouts are working towards a world where...

- People and natural systems have clean water and clean air.
- Sufficient natural habitat exists to support native species.
- The risk of harmful substances to people and the environment are minimised.
- The most suitable environmental practises are used.
- People are prepared to respond to environmental hazards and natural disasters.

These aims parallel the UN’s Sustainable Development Goals (SDGs) and act as guidelines for the award. Groups should try to cover as many of these aims as possible over the course of their project. The programme encourages Scouts to have a holistic awareness of the natural world and how their everyday actions can impact upon this, progressively building a sense of personal responsibility for the environment.

Participation in the programme follows a simple structure:

1. Register: A crew registers to begin by emailing betterworld@scouts.ie
2. Plan: Using activities, explore and reflect on each of the five areas in the programme - Clean water and clean air, natural habitats, risks of harmful substances minimised, suitable environmental practices, and environmental hazards and natural disasters.
3. Take Action: Complete an environmental project based on your exploration of the issues and which helps the local environment.
4. Review: Evaluate your project and each scout reviews their role.
5. Submit an application for the World Scout Environment Badge which records all your exploration activities and the environmental project.



The Badge is an opportunity for Venture Scout Crews to carry out adventures and projects to help them in their Fiontar Awards. Completing the Badge is intended to last for the duration of an average programme cycle; for Venture Scouts this should be about 9 meetings and 2 weekend activities.

Each of the sections of the Badge can be linked to the six areas of the SPICES, for example:

1. Emotional: Explore systems of clean water and clean air (eg follow a river from estuary to source)
2. Spiritual: Explore a natural habitat (eg plan a hike through different habitats, such as uplands and forests).
3. Physical: Learn about environmentally harmful substances (eg run a 'Reduce, Reuse, Recycle' night with Beaver or Cub Scouts)
4. Character: Commit to following environmentally positive practices (implement Leave No Trace in all your activities)
5. Social: Learn about natural disasters and their effects (look at recent natural disasters, NGO responses, and responses to local incidents).
6. Intellectual: Organise an environmental project: (Environmental Special Interest Badge) with three planning/preparation meetings, a weekend long project, and a review & celebration meeting.

Sections 1 to 5 are the exploration and reflect stage, and should involve 5 meetings and a weekend activity which explores the themes in a practical way.

