# our heritage cubs

# national challenge 2025 guidelines



"Sometimes, it falls upon a generation to be great. You can be that great generation. Let your greatness blossom."

- Nelson Mandela -



Every day Scouts around the world contribute to achieving the Sustainable Development Goals (SDGs) through the Scouts for SDGs initiative. The SDGs are a call to action to end inequality and poverty, protect the planet, and ensure that everyone has access to health, justice, and prosperity. Scouts for SDGs is the world's largest coordinated youth programme that ensures and enables young people to take local actions that contribute to solving global challenges. (https://sdgs.scout.org/)

SCOUTS South Africa has adopted "*Our Heritage"* as the *National Challenge for 2025*! According to UNESCO, 'Heritage' is our legacy from the past, what we live with today, and what we pass on to future generations. Our cultural and natural heritage are both irreplaceable sources of life and inspiration. The 2025 National Challenge aligns with the UNESCO World Heritage Education Programme and with World Scouting's Scouts for SDGs initiative.

The SDGs the programme addresses include:

- SDG 4: Ensure inclusive and equitable quality education and promote lifelong
  - **learning opportunities for all. Target 7 of SDG 4** calls for young people to acquire the knowledge and skills needed to promote sustainable development, equality, a culture of peace and non-violence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.



• SDG 10: Reduce inequality within and among countries. Inequality threatens long-term social and economic development, harms poverty reduction and destroys people's sense of fulfilment and self-worth. Target 10 of SDG10 calls for the promotion of social, economic and political inclusion of all, irrespective of age, sex, disability, race, ethnicity, origin, religion or economic or other status.



• SDG 11: Make cities and human settlements inclusive, safe, resilient and sustainable. Target 4 of SDG 11 calls for strengthening efforts to protect cultural and natural heritage. (https://sdgs.un.org/goals/)



Embracing "Our Heritage" drives the SDGs in several ways, including deepening our understanding of one another, honouring our shared customs and traditions, and building a more inclusive and united future for the South African Scout Movement. SCOUTS South Africa's volunteers operate all around the country bring together people from all walks of life. Increasing awareness, cultivating knowledge, understanding and mutual respect will enable a generation that embraces cultural diversity and can contribute to supporting sustainable development in South Africa in the near future.

As the 'Rainbow Nation', South Africa is known for its wealth of diversity, uniting a vast array of nationalities under a single cultural umbrella. The country's symbolic moniker was first coined by Archbishop Desmond Tutu in 1994, recognising the many customs, histories, and languages which call South Africa home. (https://www.africaoutlookmag.com/industry)

This year's "Our Heritage" Challenge will encourage our young Scouts to think about what they would like the world to be, and the heritage they would like to create.

# the challenge

- **Discover:** Encourage Cubs to explore and learn about their local cultural heritage, including traditions, historical sites, and practices unique to our community.
- **Connect:** Facilitate intercultural dialogue and connections between Cubs from different backgrounds. This could include joint activities with other Packs, exchange programmes, or community events that highlight diversity.
- **Action:** Empower Cubs to take concrete steps in preserving and promoting our heritage. This could involve community service projects, awareness campaigns, or creating educational materials that can be shared with the wider community.
- **Africa Scout Day:** Africa Scout Day takes place annually on the 13<sup>th</sup> of March. A special programme-on-plate is included in this year's challenge to be run close to the date.

# task 1: discover

# Complete two of the following:

- 1. Local stories and legends:
  - Share traditional stories, folktales, and myths from your local culture, District or Region.
  - Discuss the message conveyed.
- 2. Cultural artifacts
  - As a Pack, complete the <u>Archaeologist Interest badge</u>\*. (New badge to be introduced soon)
- 3. Cultural mapping
  - Create a map of your community, District or Region, marking places of cultural importance like historical sites, museums, or landmarks.
- 4. Family tree
  - Cubs interview family members about their cultural heritage and family traditions and draw a family tree.

# task 2: connect

### Complete two of the following:

- 1. Cultural exchange
  - Draw or write up a brochure of different cultures and traditions and share the info and brochure with the Pack. You can connect with Cubs from different regions who are also from different cultures.
- 2. Global connections
  - As a Pack. take part in the 2025 Jota Joti.
- 3. Cultural comparison
  - As a Pack, enjoy learning about other cultures in Africa by running the "We are better Together" programme-on-a-plate around Africa Scout Day - 13<sup>th</sup> March 2025.

# task 3: action

## Complete two of the following:

- 1. Community projects
  - In your Pack, organise a project that benefits the local community and reflects cultural values, such as cleaning up a historical site or volunteering at a cultural institution.
- 2. Creative expression
  - Cubs create art, music, or stories inspired by their cultural heritage or by other cultures they have learned about and share it with the Pack.
- 3. Cultural celebrations
  - Take part in "Let's take a tour around Mzansi" programme-on-a-plate.

# reminder:

# registration:

Pack Scouters are requested to register their Pack for participation in the *Our Heritage National Challenge 2025* by clicking on the <u>registration link HERE</u>. (Ctrl + Click to follow link). It's simple, quick and will only take two minutes!

Please register your Pack for participation in the National Challenge 2025 by the latest 28th February 2025

# deadline:

**National Challenge deadline: 30 November 2025**. All entries are to be submitted online by 11 December 2025.

On completion of the National Challenge, the Cubs and Pack Scouters who took part will be awarded a special National Challenge badge and the Pack will be awarded a special National Challenge Certificate.

# note for pack scouters:

You can help SCOUTS South Africa enhance our public visibility by embracing the PR value of the National Challenge 2025.

Please take advantage of the PR opportunities and (with parental consent) post your Pack's *Our Heritage* activities and photographs on social media.

Suggested hashtags: #OurHeritage #NationalChallenge2025 #Cubs #scoutssouthafrica #Scouts #Skills4Life #scoutssa #Communities #Upliftment #ChildEmpowerment #Scouts4SDGs

thank you for getting involved, for inspiring and empowering cubs to create a better world!

# appendices:

Theme:		We are better together		
Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL: Flag Prayer Register	Totem/skin/rock Flag/flagpole Prayer book Register	
		iant playground! There is the hot, sandy des . When the sun pops up in the morning, child		
around, kic	king a ba	ll. They play on fields, in streets, even in bac or a fancy field to play on.		
	10	STEAM RELEASE: African style football	Beanbag; two chairs	
		The Pack is divided into two sides. A beanbag is placed in the middle of the playing area and two chairs at either end, as goals.		
		The Cubs play soccer with the beanbag as a ball. The side that scores the most goals in the time frame is the winner.		
		One rule must apply: no deliberate treading on the beanbag allowed.		
How do we	greet and	other Cub from anywhere else in Africa or an	ywhere in the world?	2
	05	ACTIVITY: Left handshake	None	
		Cubs line up in their two teams in parallel lines. The two lines walk past one another shaking left hands and congratulating one another on a good game played, irrespective of which side won.		
Let's have a	a greeting	party!		
	05	ACTIVE GAME: Find a friend  Each Cub is given a card with a 'hello' greeting in an African language written thereon (see attached list of greetings).	Greeting card pairs	

Time	Min	Activity	Equipment	Scouter
		On the word 'go,' the whole Pack runs around shouting out greetings, while simultaneously listening to their partner's greeting.		
		Once the Cubs have found their partner, they must sit down. The first pair to sit down is the winner.		
		ends with Cubs from other African countries to use our hands and faces and actions	when we don't all sp	eak the same
	15	PLAYACTING: Meeting new friends	None	
		Pretending they are in a country in which no one speaks the same language as they do, each Six comes up with a short mime/act to find out the directions to a local Scout Hall.		
great friend	d, like a fi	e planting a garden. It's not just about saying riendly sunflower that is always sunny and he	elps others grow. You	
rriena by no	oticing wi	nen someone needs a hug or a helping hand.  YARN: The cloud-eating giant	Yarn attached	
		<b>Moral of the story:</b> Friendship begins from giving to friends without expecting anything in return and being attentive to their needs.		
		ht not understand each other's words, we ca e our bodies, our smiles, and out laughter to		
	08	ACTIVE GAME: Ampe (Ghanian game)	None	
		Cubs buddy-up or play in Sixes.		
		Both Cubs jump up at the same time, clap, and thrust one foot forward when they jump up.		
		If the leader and the other Cub have the same foot forward, the leader wins a point.		
		If the feet are different, then the other Cub scores a point.		
		Cubs keep score until a certain number of points determines a winner, or time is up and then the Cub with the most points is the winner.		

	1		Τ	T
Time	Min	Activity	Equipment	Scouter
		How to Play Ampe		
		designers! Many African cultures wear beautiful, co Today, we're going to make our own Maasai neck		
	20	HANDCRAFT: Maasai Collar necklace  Cut a line through the edge of the paper plate and then cut out the centre circle of the plate.  Cubs decorate the "necklace" on the outside of the plate.  Maasai Necklace Craft for Kids African Maasai Necklace!	Paper plates; paint / coloured pencils / crayons; scissors	
We are all	differen	t in a special way, and sound better in h	armony.	
	05	SINGING: Better together (harmony song)  Link to music Link to video clip	See attached words	
Hope you	have en	ioyed being better together.		
	05	NOTICES / BADGES:		
	05	GRAND HOWL: Flag Prayer Dismiss	Totem/skin/rock Flag/flagpole Prayer book	

# Find a friend - "hello" in African dialects

Greeting	Pronunciation	Language/Dialect	Country	Region
Ahovi	"ah-hoh-vee"	Fon, Bariba	Benin	Western Africa
Andani	"an-dah-nee"	Dagbani	Ghana	Western Africa
Bonswa	"bon-swah"	Mauritian Creole	Mauritius	Indian Ocean
Dumelang	"doo-meh-lang"	Setswana	Botswana	Southern Africa
E kaaro	"eh kah-roh"	Yoruba	Benin	Western Africa
Eyi	"eh-yee"	Twi	Ghana	Western Africa
Habari	"ha-ba-ri"	Swahili	Tanzania	Eastern Africa
I ni	"ee nee"	Bambara	Mali	Western Africa
Jambo	"jahm-bo"	Luo	Kenya	Eastern Africa
Κε	"keh"	Mandinka	The Gambia	Western Africa
Kiba	"kee-bah"	Moore	Burkina Faso	Western Africa
Kuany	"koo-ah-nee"	Shilluk	South Sudan	Eastern Africa
Marhaba	"mar-ha-bah"	Arabic	Chad	Central Africa
Mbote	"mbo-teh"	Duala	Cameroon	Central Africa
Molo	"moh-loh"	Xhosa	South Africa	Southern Africa
Moni	"moh-nee"	Chichewa	Malawi	Southern Africa
Muraho	"moo-rah-hoh"	Kirundi	Burundi	Central Africa
Mwalishi	"mwa-lee-shee"	Bemba	Zambia	Central Africa
Nama	"nah-mah"	Oromifa	Ethiopia	Eastern Africa
Ndewo	"n-deh-woh"	Igbo	Nigeria	Western Africa
Olá	"oh-lah"	Portuguese	Mozambique	Southern Africa
Oli otya	"oh-lee oh-tee-ah"	Luganda	Uganda	Eastern Africa
Omutambi	"oh-moo-tahm-bee"	Umbundu	Angola	Western Africa
Ondoo	"on-doo"	Herero, Oshiwambo	Namibia	Southern Africa
Salaam	"sa-lahm"	Wolof	Senegal	Western Africa
Salibonani	"sah-li-bo-nah-ni"	Ndebele	South Africa	Southern Africa
Sannu	"san-noo"	Hausa	Nigeria	Western Africa
Sawubona	"sah-woo-bo-nah"	Sesotho	Lesotho	Southern Africa
Yello	"yeh-loh"	Acholi, Lugbara	Uganda	Eastern Africa

	1
Ahovi	Andani
ah-hoh-vee	an-dah-nee
Benin	Ghana
Bonswa	Dumelang
bon-swah	doo-meh-lang
Mauritius	Botswana
E kaaro	Eyi
eh kah-roh	eh-yee
Benin	Ghana
Habari	I ni
ha-ba-ri	ee nee
Tanzania	Mali

Jambo	Κε
jahm-bo	keh
Kenya	The Gambia
Kiba	Kuany
kee-bah	koo-ah-nee
Burkina Faso	South Sudan
Marhaba	Mbote
mar-ha-bah	mbo-teh
Chad	Cameroon
Moni	Muraho
moh-nee	moo-rah-hoh
Malawi	Burundi

Mwalishi	Nama
mwa-lee-shee	nah-mah
Zambia	Ethiopia
Ndewo	Olá
n-deh-woh	oh-lah
Nigeria	Mozambique
Oli otya	Omutambi
oh-lee oh-tee-ah	oh-moo-tahm-bee
Uganda	Angola
Ondoo	Salaam
on-doo	sa-lahm
Namibia	Senegal

Sannu	Sawubona
san-noo	sah-woo-bo-nah
Nigeria	Lesotho
Yello	Salibonani
yeh-loh	sah-li-bo-nah-ni
Uganda	South Africa
Molo	Bonjour
moh-loh	bon-zhur
South Africa	Gabon
Kemboi	Oleng
kem-boi	oh-leng
Kenya	Tanzania

# **YCITIN:** The cloud-eating giant

### Moral of the story:

Friendship begins from giving to friends without expecting anything in return and being attentive to their needs.

Soppo was an enormous giant, the biggest there had ever been. He could drink a river dry or eat a whole forest as if it were a salad. And, without doubt, his favourite delicacy was the clouds in the sky; fresh, spongy, the kind he ate so many of that he'd almost always end up with an upset stomach. He'd have such pains in his belly that he'd end up crying, and the flow of his tears created great floods and torrents.

Soppo lived quietly and just how he liked, fearing nothing and no one, coming and going as he pleased. However, despite all that he wasn't happy: he didn't have even one single friend. What's more, every time he visited a country, there was nothing but problems: with him eating so many clouds the rains for the crops would disappear and, what with his stomach aches and crying, everything would then get flooded, not to mention all the woods and farms he would eat his way through... In the end, whenever he was spotted, everyone would flee in terror, and Soppo never got to spend any time with anyone at all.

One night, seeing him crying, various stars came down and asked him why he was so sad. On hearing his story, they commented: "Poor giant. He doesn't know how to make friends. Yet the Earth is the most special planet of all, and it's full of all kinds of friends."

"But, where can I find friends? How do I do that?" replied the giant.

"By giving people, a hand or doing something for them. That is what makes friendship. You didn't know that?" replied the stars, amused.

"Gee," sighed Soppo "that never occurred to me. What did you all do to make friends?"

"Well, we learned to show people the way at nighttime, and serve as guides to many sailors. They're great friends. They tell us stories and keep us company every night."

So, the giant and the stars kept chatting a while, and over the following days Soppo thought about nothing else but ways to find friends. But he couldn't think of any way to manage it. Several days later he went to ask for help from the moon. Being old and wise the moon answered: "You won't know how to help someone until you know them well. What do you know about these people you want to become your friends?"

Soppo thought for a while, because really, he knew hardly anything about human beings. They were so small that he'd never worried much about them.

So, he thought to himself he would find out about them, and he spent long days observing their little lives. This is how he discovered why everyone ran off when seeing him, and he realised he was causing droughts by eating all the clouds, and that his weeping flooded them out, and he learned a thousand other things that filled him with pity and joy.

That night the giant ran to greet the stars. "Now I know how I'm going to make friends...by eating and crying!!"

And so, it was. From that day on, Soppo watched the skies, and when the clouds were preparing enormous storms, he would feast himself on some of them. Then, when he spotted some place where there was a shortage of water, he would cry above it. Before long, Soppo changed from being the worst that could happen to a country, to being a blessing for everyone, and he was never short of a good friend to spend a while with, to listen to, or to offer a helping hand.

Author: Pedro Pablo Sacristán

**Source URL:** https://freestoriesforkids.com/children/stories-and-tales/cloud-eating-giant

# Singing: Better together

# **Better Together (Harmony Song)**

# by Pevan & Sarah

Lyric Sheet

We sound better in harmony We sound better in harmony

Dive right in, look and see So many fishies swimming next to me They're so unique, they swim along Each one is different but they all belong

Better together, ah-ah Everyone's welcome Sing it loud and free

You be you and I'll be me
We're both different in a special way
You keep the beat
I'll take the melody
We sound better in harmony

We sound better in harmony

Just like the fish, you and me
Our world is full of diversity
No one's better, no one's wrong
We come from different places but we all belong

Better together, ah-ah Everyone's welcome Sing it loud and free



# **Better Together (Harmony Song)**

# by Pevan & Sarah

Lyric Sheet

You be you and I'll be me
We're both different in a special way
You keep the beat
I'll take the melody
We sound better in harmony

Sing along!
We sound better in harmony (Yeah!)
We sound better in harmony (We're better together)
We sound better in harmony (Sing it!)
We sound better in harmony

You be you and I'll be me
We're both different in a special way
You keep the beat
I'll take the melody
We sound better in harmony (Harmony)

You be you and I'll be me (I'll be me)
We're both different in a special way (All so different)
You keep the beat
I'll take the melody
We sound better in harmony (In harmony)
We sound better in harmony
We sound better in harmony



Page 2

Page 1

Theme: Let's take a short left around Mzansi

Time	Min	Activity	Equipment	Scouter
	05	<b>GRAND HOWL:</b> Flag Prayer Register	Totem/skin/rock Flag/flagpole Prayer book Register	
We are Pro	oudly Sou	th African and so must be smart wearing	our uniform.	
	05	INSPECTION: Uniforms	Bones / beans	
South Afric also knowi		ferent Nguni tribes and there's a game thoing rope.	nat they all have in comm	on "Kgati"
	10	ACTIVE GAME: Kgati (jump rope)  Traditionally played by girls, Kgati involves complex jumping patterns using a long rope, often accompanied by traditional songs.  Instructions  1. Form a circle. Have two players hold the ends of the rope while others line up to jump.  2. Start jumping. The players turn the rope, and the jumpers take turns jumping in and out of the rope.  3. Follow patterns. As players gain confidence, they can incorporate more complex patterns and chants.	A long, strong rope (about 3-4 meters)	
		Acknowledgement: African Vibes		
Another fa		me that is played in Mzansi is hide and se	eek.	
	10	ACTIVE GAME: Hide and seek  Cubs run freely around the playing area. At a signal, all must disappear and hide before ten is counted. Anyone who is visible has their name called out and they must sit out of the game.	None	

Time	Min	Activity	Equipment	Scouter
Our flag is	known a	ll over the world, but do you know how to	o draw it?	
	15	ACTIVITY: Face painting  Pair the Cubs up to paint the South African flag on each other's faces. If no face paint is available, make masks using paper plates of the South African flag.	SA flag printed; face paint or paper plates; crayons	
		eautiful country. Many years ago, wild ani ly found in Parks. Let's help the King of th		the country.
	10	CIRCLE GAME: Mbube, Mbube  Mbube, Mbube uses one of the Zulu words for lion. Pronounced "Mboobay Mboobay".  The game is good for groups of six or more. In this game, Cubs help a lion or mbube, locate and capture an impala. Cubs begin the game standing in a circle and two blindfolded Cubs start the game. One Cub is the lion, and the other one is the impala. First, both Cubs are spun around. Next, Cubs in the circle begin calling out to the lion, "mbube, mbube!" As the impala gets closer to the lion, the chants get quicker and louder. Conversely, if the lion is far away, the chants decrease and get softer. If the lion fails to catch the impala in a minute, a new lion is chosen, and if the lion catches the impala, a new impala is chosen.  Acknowledgement: Africa Themed Activities for Kids - ChildFun	Blindfolds	
Our count have fun i		unique for its unique way of recycling, th	e following game shows u	is how we can
	10	<b>TEAM GAME:</b> Three tins  Two equal teams with a minimum of five people. Three tins are placed on top of each other. The first player has three	Three tins, plastic blocks, or other stacking object; a small ball	

Time	Min	Activity	Equipment	Scouter
		attempts at knocking the tins down. The player throws the ball from outside the marked playing area. If successful the player runs out, rebuilds the tins, draws a square around the tins and hops over the tins three times. If the ball misses or is thrown too far the players shout "Thayma" until the ball is returned. If after three throws the player has been unsuccessful, the first player from the opposing team becomes the thrower.  Acknowledgement: UNICEF		
colourful a	nd unique	v Nation because we are made up of so me! This is something we should never forgoton tomorrow.		
	05	YARN: Colours of the Rainbow  Give each Cub a long piece of string – or similar – and seven pony beads. One for each colour of the rainbow. As you tell the story, every time a colour is mentioned, they should thread that colour onto the string.  When the story is over, the Cubs can tie a knot in the starting to make a rainbow bracelet. This could possibly work better with a length of thin elastic.	Pieces of string; pony beads	
One of the	board ga	ames that is being played almost everywl	nere is Morabaraba.	
	10	<ul> <li>HANDCRAFT: Morabaraba</li> <li>Origin: This game is believed to have originated among the Nguni and Sotho peoples and is one of the oldest board games in Africa.</li> <li>Instructions:</li> <li>1. Players take turns placing their pieces on the board, aiming to form three in a row. These are called mills.</li> </ul>	Draw a board with a grid of intersecting lines (usually a 7x7 grid).  Game pieces. Each player has 12 pieces (traditionally cowhide but can be any tokens such as bottle tops).	

Time	Min	Activity	Equipment	Scouter
		<ol> <li>Moving. Once all pieces are placed, players take turns moving their pieces along the lines to create more mills.</li> <li>Removing Opponents. When you form a mill, you can remove one of your opponent's pieces from the board.</li> <li>Winning. The game ends when one player has only two pieces left or can't make any legal moves.</li> <li>See printable picture below.</li> </ol>		
We are als	o a count	try that loves to sing and dance.		
	05	SONG: Shosholoza  Shosholoza  Kulezo ntaba Stimela siphume South Africa.  Wen' uyabaleka Kulezo ntaba	None	
Now that v	ve have l	Stimela siphume South Africa earnt a lot about our beautiful country, le	et's go home and share it	with our
	05	<b>GRAND HOWL:</b> Flag Prayer Dismiss	Totem/skin/rock Flag/flagpole Prayer book	

# **YCITN:** Colours of the rainbow

Once upon a time the colours of the world started a quarrel: all claimed that they were the best, the most important, the most useful and the favourite.

**RED** shouted out: "I am the ruler of all of you! I am blood, life's blood! I am the colour of danger and of bravery. I am willing to fight for a cause. I bring fire into the blood. Without me, the earth would be as empty as the moon. I am the colour of passion and of love, the red rose, the poinsettia and the poppy."

**ORANGE** started next to blow her trumpet: "I am the colour of health and strength. I may be scarce, but I am precious for I serve the needs of human life. I carry the most important vitamins. Think of carrots, pumpkins, oranges, mangos and pawpaw's. I don't hang around all the time, but when I fill the sky at sunrise or sunset, my beauty is so striking that no one gives another thought to any of you."

**YELLOW** chuckled: "You are all so serious. I bring laughter, gaiety and warmth to the world. The sun is yellow, the moon is yellow, the stars are yellow. Every time you look at a sunflower, the whole world starts to smile. Without me there would be no fun."

**GREEN** said: "Clearly, I am the most important. I am the sign of life and hope. I was chosen for grass, trees and leaves. Without me, all animals would die. Look over the countryside and you will see that I am in the majority.

**BLUE** interrupted: "You only think about the earth but consider the sky and the sea. It is the water that is the basis of life and drawn up by the clouds from the deep sea. The sky gives space and peace and serenity. Without my peace, all of you would be nothing."

**INDIGO** spoke, much more quietly than all the others, but with just as much determination: "Think of me. I am the colour of silence. You hardly notice me, but without me, all of you become superficial. I represent thought and reflection, twilight and deep water. You need me for balance and contrast, for prayer and inner peace."

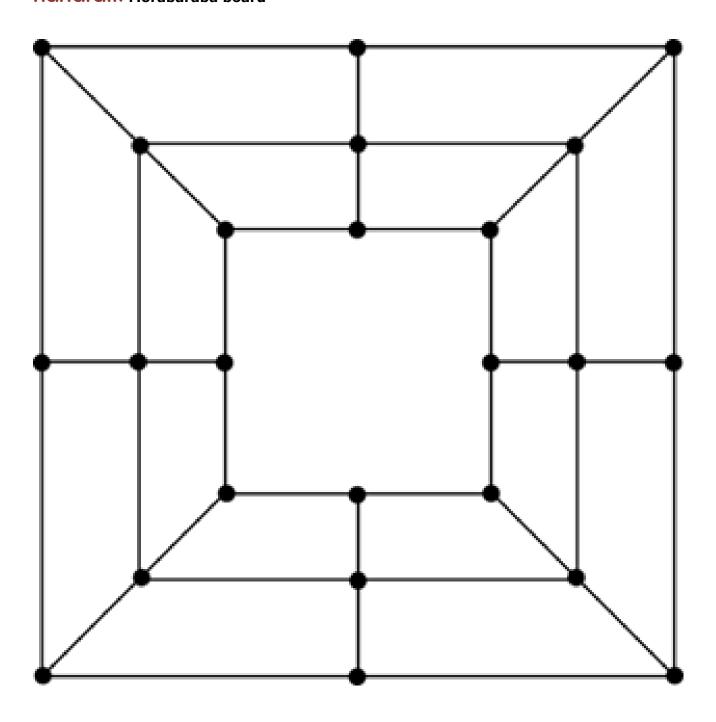
**VIOLET** rose to her full height. She was very tall and spoke with great pomp: "I am the colour of loyalty and power. Kings, chiefs and bishops have always chosen me for I am the sign of authority and wisdom. People do not question me; they listen and obey." And so, the colours went on boasting, each convinced of his or her own superiority. Their quarrelling became louder and louder. Suddenly, there was a startling flash of bright lightning! Thunder rolled and boomed! Rain started to pour down relentlessly. The colours crouched down in fear, drawing closer to one another for comfort.

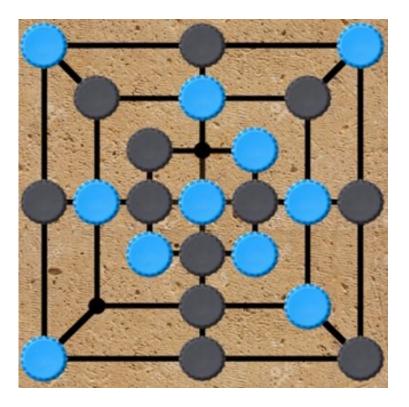
During the clamour, rain began to speak: "You foolish colours, fighting amongst yourselves, each trying to dominate the rest. Don't you know that you were each made for a special purpose, unique and different? Join hands with one another and come to me."

Doing as they were told, the colours united and joined hands. The rain continued: "From now on, when it rains, each of you will stretch across the sky in a great bow of colour as a reminder that you can all live in peace. The rainbow is a sign of friendship and hope for tomorrow."

And so, whenever the rain washes the world, look up... and as the rainbow appears in the sky, let us all remember our friendships new and old... and that tomorrow is always a new day."

handraff: Morabaraba board





# requirements for:

# Archaeologist Interest Badge\*:

- 1. Explain to the examiner what these words mean to you: History, Archaeology and Archaeologist.
- 2. Research a famous South African archaeologist and what they discovered.
- 3. Name 10 World Heritage Sites in South Africa and choose four sites to tell the examiner why they are important to South African's history.
- 4. Choose two of these options:
  - a. List five rules that archaeologists should follow whilst excavating or five rules that they need to follow when visiting an archaeological site.
  - b. Visit an Archaeological or Rock Art site.
    - i. Write a short description of the site you visited.
    - ii. Write down three things that might have changed since they built it.
    - iii. How did the people in those days use the site.
  - c. Discover the use of two artefacts, each from a different time and compare them to their modern-day counterparts.
  - d. What is an artefact? Name two artefacts that were found and do we still have them today?
- 5. When is South African Heritage Day and what is the day about?
- \* This badge is based on the Derbyshire Scout Archaeology Badge. For more information and activities relating to Archaeology please visit <a href="https://www.de rbyshirescouts.org/activity/Archaeology">https://www.de rbyshirescouts.org/activity/Archaeology</a>.