



Scouts 
Derbyshire

cubs

Derbyshire Archaeology Badge Cubs Resource Book

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Requirements

1. Create your own definition of archaeology
2. Research a famous archaeologist and what they discovered
3. Think of three rules that an archaeologist should follow when excavating
4. Recreate an object from the past:
 - a. Rock art
 - b. Orange Mummification
 - c. Stone Age tool
5. Choose one of these options:
 - a. Visit an archaeological excavation in Derbyshire and find out what tools are used
 - b. Visit an archaeological site in Derbyshire and think about how it may have looked in the past compared to today
 - c. Discover the use of two artefacts, each from a different time period
 - i. They could be from a museum, book or the internet

Breakdown

1. Create your own definition of archaeology

1. The person leading the activity first needs to introduce the Cubs to the term 'definition' and how it explains what a word means.
2. The person leading the activity can then lead the Cubs into a discussion of what they think archaeology is and what is involved.
3. The final task is to then create their own definition. The person leading the activity could ask them to sum up archaeology in a limited number of words, to provide structure to the task

The Cubs do not need to create a dictionary worthy definition, just something that helps them to understand archaeology, more than before.

The Adventures in Archaeological Science Colouring Book is a great resource for this, whether you use one page or the whole thing:

<https://bit.ly/2Htfz2J>

This requirement could be completed alongside requirement 2 or 3

2. Research a famous archaeologist and what they discovered

Here are some examples: Howard Carter, Louis Leakey, Mary Leakey, Dorothy Garrod, Gertrude bell, Thomas Bateman, Sarah Parcak & Zelia Nuttall

See the Derbyshire Archaeology Badge Glossary for more information

For more examples see:

<https://trowelblazers.com/articles/>.

It highlights some great archaeologists that are 'lesser known' but through no fault of their accomplishments.

This requirement could be completed alongside requirement 1 or 3

3. Think of three rules that an archaeologist should follow when excavating

1. The person leading the activity should read the Badge Behaviours before asking this question, to familiarise themselves with some of the rules that an archaeologist should follow.
2. The person leading the activity should then ask the Cubs to come up with their own three rules, before showing them the Badge Behaviours.
3. Once the Cubs have created their three rules, the person leading the activity could lead a discussion with the group to choose the top 5 rules.

Allow the Cubs to be as imaginative as possible before choosing the top 10, it does not matter if their rules are not on the Badge Behaviours

This requirement could be completed alongside requirement 1 or 2

4. Recreate an object from the past:

a. Rock Art

<https://bit.ly/2EsZ7hE>

b. Orange Mummification

<https://bit.ly/33TiEkd>

c. Stone Age Tool

See Activity Sheet (Soap Age Tools)

5. Choose one of these options:

a. Visit an archaeological excavation in Derbyshire and find out what tools are used

This activity does not require Cubs to participate in an excavation, just visit a local excavation. It is to give them a glimpse of how archaeologists redeem a lot of the information used in archaeology. By finding out about some of the tools it helps them to understand the physical excavation process that occurs.

See Excavations Info Sheet

b. Visit an archaeological site in Derbyshire and think about how it may have looked in the past compared to today

See Places to Visit list. The aim of the visit is for the Cubs to enjoy themselves and be inspired by Archaeology. By thinking about how the site may have looked in the past they are playing the role of the archaeologist interpreting the site. Things that they could think about:

- What is the age of the site?
- What may have not survived / What do you think is missing?
 - o Structures or materials
- What do you think the site may have been used for?
 - o Day to Day living, ritual, farming?
- Was it a busy site, that lots of people used?

c. Discover the use of two artefacts, each from a different time period

i. They could be from a museum, book or the internet

The aim of this requirement is to have a go at interpreting objects. The Cub should find two artefacts which they like the look of and try to figure out what they were used for, before researching their use.

How close were you? Why did you think it was used for something different?

What stands out to you about that object?

Wonders of the Peak is a great resource for discovering artefacts which have been found in Derbyshire:

<https://www.wondersofthepeak.org.uk/>

Places to Visit

A Google map has been created including many archaeological sites within Derbyshire. It also includes museums and the Scout Activity Centres situated within the county.

<https://bit.ly/32ZR4Cx>

For more information on the sites visit the Derbyshire Historic Environment Record:

<https://her.derbyshire.gov.uk/search>

It also has plenty of other sites which may not have been included in our list.

This map will constantly be updated to provide more and more sites. If you think we have missed any off the list please email:

archaeology@derbyshirescouts.org

Badge Linkup

Requirement	Activity Badge	Challenge Badge	Stages Badges
1	Book Reader		Digital Citizen
2	Local Knowledge		Digital Citizen
3	Book Reader		Digital Citizen
4a	Artist	Our Skills, Teamwork, Team Leader	
4b	Scientist	Our Skills, Team Leader	
4c	Artist	Our Skills, Teamwork, Team Leader	
5a	Local Knowledge, Road Safety, Photographer	Our Outdoors, Our Adventure, Teamwork, Team Leader, Personal Challenge	Nights Away, Hikes Away, Navigator
5b	Local Knowledge, Road Safety, Photographer	Our Outdoors, Our Adventure, Teamwork, Team Leader, Personal Challenge	Nights Away, Hikes Away, Navigator
5c	Book Reader	Personal Challenge	

This table has been created to help leaders link the activities carried out for the Derbyshire Archaeology Badge to other badge requirements. Some may not directly complete requirements from other badges but could be carried out alongside or intertwined with the requirements of that particular badge.

Badge Behaviours

A document has been created to help provide guidance on some do's and don'ts within archaeology.

The person leading any of the activities should familiarise themselves and the young people with the document before proceeding with an activity.

Treasure Law

All leaders should familiarise themselves with the treasure law in the event of a young person finding an object, whether it is during a Scouting activity or not.

<https://www.gov.uk/treasure>

In summary, if an item of treasure is found it must be reported to the Derbyshire Finds Liaison Officer within 14 days of finding it:

Maria Kneafsey, Finds Liaison Officer - 01332 641 903,
maria@derbymuseums.org

Treasure mostly equates to metallic objects but it's important to check in case you are unsure.

Beyond the Badge

If this badge has ignited an interest in archaeology for the Cub then there are many opportunities to feed that interest.

The most obvious being when they join Scouts, they can then complete the Scouts Derbyshire Archaeology badge.

They could also have a go at completing any of the activities involved in the badge which they didn't do first time round.

Another way for them to explore more archaeology is to join your local Young Archaeology Club. <https://www.yac-uk.org/join-a-club>

Safety

The person leading the badge and activities should make sure they have created a reasonable risk assessment before carrying out any activity.

- We have provided some safety considerations with the activity sheets that can aid with the risk assessment.

Excavations or Sites: The organisation/company leading the excavation or managing the site may be able to provide you with a precomposed risk assessment, if not they are likely to be able to provide guidance on creating one for your visit.

FAQ's

Who to contact?

If you have any problems send an email to:

archaeology@derbyshirescouts.org

Who can complete the badge?

5 different badges have been created, one for each of the sections, Beavers through to Network.

Can I run this activity with no experience in archaeology?

We do not expect you to lead this badge with any prior experience within the field of archaeology and have tried to make it as easy as possible for you to run the activities.

How to make the badge more accessible?

Like all Scout activities we want everyone to be able to take part in this badge. We have provided accessibility options for all our own activity sheets. If we haven't managed to cover all options feel free to make reasonable adjustments which allow the activity or requirement to be accessible and inclusive.

Where can I find the meaning of a word?

The Derbyshire Archaeology Badge Glossary has been created to include any archaeological term mentioned in the requirements. The definitions have been worded to suit all age groups participating in the badge. Therefore, if you are unsure of the meaning of any word please use the Glossary.

How to get hold of the badge?

We have a badge in the works, which will hopefully be available soon. But for now, please find the printable certificate on the Derbyshire Scouts website.

Where does the badge go on the uniform?

The Derbyshire Archaeological Badge is an occasional badge and therefore can be placed above the left breast pocket.

Thanks

Adventures in
ARCHAEOLOGICAL SCIENCE
Coloring Book



**BUXTON MUSEUM
AND ART GALLERY**



TROWELBLAZERS