



**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 their discoveries
3. Think of three rules that an archaeologist should follow when excavating
4. Choose one of the following options:
  - a. Recreate an object from the past
  - b. Discover the use of two artefacts, each from a different time period; these could be from a museum, book or the internet
5. Choose one of the following options:
  - a. Visit an archaeological excavation in Derbyshire and find out what tools are used to carry out the excavation
  - b. Visit an archaeological site in Derbyshire and think about how it may have looked in the past compared to today

# Breakdown

## 1. Create your own definition of archaeology

- The person leading the activity may first need to introduce the Cubs to the term 'definition' and how it explains what a word means.
- The person leading the activity can then lead the Cubs into a discussion of what they think archaeology is, and what is involved.  
We love to define Archaeology as 'Things · People · Past' because it is all about THINGS related to PEOPLE in the PAST.
- The final task is for them to 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. You could use just 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 their discoveries

The Cubs can choose to research any famous archaeologist.

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

See the Time Travelling Trowel Blazers Info sheet for more information:

<https://bit.ly/37016sk>

For more examples see:

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

which highlights some great archaeologists that are 'lesser known' but nevertheless highly accomplished.

*This requirement could be completed alongside Requirement 1 or 3*

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

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

Allow the Cubs to be as creative as possible when choosing the top five; it does not matter if the rules they choose are not on the Badge Behaviours.

*This requirement could be completed alongside Requirement 1 or 2*

### 4. Choose one of the following options:

#### **a. Recreate an object from the past**

Find great ideas and activities on the YAC website:

<https://www.yac-uk.org/things-to-do>

You can also check out some of our fun activity ideas by visiting the Derbyshire Scouts website: <https://www.derbyshirescouts.org/downloads/> and clicking 'Activities' → 'Archaeology'

#### **b. Discover the use of two artefacts, each from a different time period; these 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 choose two artefacts that they find interesting and try to figure out what they were used for, before researching their use.

Wonders of the Peak is a great resource for discovering artefacts which have been found in Derbyshire: <https://www.wondersofthepeak.org.uk/>

Some questions could be: How close were you? Why did you think it was used for something different? What stands out to you about that object?

## 5. Choose one of the following options:

### a. Visit an archaeological excavation in Derbyshire and find out what tools are used to carry out the excavation

This activity does not require Cubs to participate in an excavation, simply to visit a local excavation. It is to give them a glimpse of how archaeologists gain 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 the Excavations Info Sheet to find out more about visiting an excavation or email the Archaeology Team; we are always happy to help.*

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

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 an archaeologist interpreting the site.

Things that they could think about include:

- How old is the site?
- What may have not survived? What do you think is missing?
  - o Think about structures and/or materials.
- What do you think the site may have been used for?
  - o Was it somewhere that people lived or farmed, or a ritual site?
- Was it a busy site, used by lots of people?

*See Places to Visit for a link to our map with over 100 archaeological sites that you can visit*

We appreciate that not all young people can visit an excavation or site. All badges are awarded at the leader's discretion and we are happy for the young people to complete Requirement 5 through whatever method is accessible. Some ideas could be via an online site tour, a visit to a museum, or reading about a site.

# Places to Visit

A map has been created showing over 100 archaeological sites in Derbyshire. It also includes museums and the Scout Activity Centres situated within the county. Each site has a useful link containing all the information you will need in regards to the site and a visit.

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

This map will be updated regularly to show more and more sites.

If you think we have missed any interesting sites, please email:

[archaeology@derbyshirescouts.org](mailto:archaeology@derbyshirescouts.org)

# Badge Link-up

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

This table contains recommendations to help leaders link activities carried out for the Derbyshire Archaeology Badge to other Cub badge requirements. They are just suggestions and leaders should use their discretion when deciding whether requirements have been completed.

# Badge Behaviours

We've created a document to help provide guidance on some dos and don'ts within archaeology: <https://bit.ly/3jgiOKr>

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 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. Follow the link to find the contact details of the current officer for Derbyshire:

<https://finds.org.uk/counties/derbyshire/team/>

*In most cases, Treasure denotes metallic objects but it is important to check if you are unsure.*

# Beyond the Badge

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

Most obviously, when they join Scouts they can then complete the Scouts Derbyshire Archaeology badge.

They could also have a go at any of the alternative activities for the badge that they didn't do first time round.

Another way for them to explore more archaeology is to join their local Young Archaeologists' 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 their risk assessment or if not, provide guidance on preparing one for your visit.

# FAQ's

## **How can I get help with the badge?**

The Derbyshire Scout Archaeology Team are always happy to help with any problems, just email: [archaeology@derbyshirescouts.org](mailto:archaeology@derbyshirescouts.org)

## **Who can complete the badge?**

Five 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?**

No experience or knowledge needed! No prior experience within the field of archaeology is expected, and we have tried to make it as easy as possible for you to run the activities.

## **Where can I find resources and activity ideas?**

We have lots of activity ideas and resources available to help you deliver and complete the badge. Just follow the link then click 'Activities' → 'Archaeology' <https://www.derbyshirescouts.org/downloads/>

## **How can I make the badge more accessible?**

As with 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. Feel free to make further reasonable adjustments to allow the activity or requirement to be accessible and inclusive to all.

## **Where can I find the meaning of a word?**

The Derbyshire Archaeology Badge Glossary includes archaeological terms mentioned in the requirements. The definitions have been worded to suit all age groups participating in the badge. If you are unsure of the meaning of any word, please use the Glossary.

## **How can I get hold of the badge?**

To get hold of a badge please email [archaeology@derbyshirescouts.org](mailto:archaeology@derbyshirescouts.org) The badges are £1.50 each for Derbyshire Scouts (£2 for non-Derbyshire Scouts).



### 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. If you are Scout from outside of Derbyshire you must have your county commissioner's permission before wearing the badge on the uniform.

### Is there a Derbyshire Archaeology SASU?

Yes, there most certainly is and we are here to help you with all things Archaeology. We run projects during all major holidays and offer 'Introduction to Archaeology' sessions for a small fee to help fund resources.

### Are you on social media?

Yes. We are not cool enough for TikTok just yet, but can be found on:

Twitter: @DerbyScoutArch

Facebook: @DerbyScoutArch

Instagram: @derbyshirescoutarchaeology

## Thanks

Adventures in  
**ARCHAEOLOGICAL SCIENCE**  
Coloring Book



**BUXTON MUSEUM  
AND ART GALLERY**



**TROWELBLAZERS**