



Scouts 
Derbyshire

SCOUTS

Derbyshire Archaeology Badge

Scouts Resource Book

Contents

Requirements	2
Requirements Breakdown	3
Places to Visit	6
Badge Linkup	6
Badge Behaviours	7
Treasure Law	7
Beyond the Badge	7
Safety	8
FAQ's	8

Requirements

1. Understand what archaeology is
 - a. Think of three reasons for studying archaeology and compare it with what other Scouts think
2. Come up with your own list of Badge Behaviours, then compare it to the Derbyshire Archaeology Badge Behaviours
3. Complete one of the following activities
 - a. What We Leave Behind
 - b. Preservation Predictions
4. Choose one of these options:
 - a. Take part in an archaeological excavation in Derbyshire for a day
 - b. Visit an archaeological site in Derbyshire and present your findings to other people.
 - c. Discover the use of three artefacts, each from a different time period and compare them to items you may use
 - i. They could be from a museum, book or the internet

Breakdown

1. Understand what archaeology is

a. Think of three reasons for studying archaeology and compare it with what other Scouts think

To complete the first part of this requirement the Scouts could come up with their own definitions for archaeology and become familiar with some different disciplines within archaeology. This is an open-ended requirement as we want to provide the Scouts with the freedom to discover the subject and learn about what interests them.

Part a helps to provide a little structure for you to start the discussion around archaeology. Some reasons may be:

- To understand how people may have lived in the past
- To identify long term trends, such as climate change
- To identify past environments and climates
- To understand how and why human behaviour has changed over time

Allow the Scouts to use their imagination and come up with creative ideas. After a discussion with other Scouts, they could decide on their favourite three reasons

This requirement could be completed alongside requirement 2

2. Come up with your own list of Badge Behaviours, then compare it to the Derbyshire Archaeology Badge Behaviours

1. The person leading the activity should familiarise themselves with the Badge Behaviours before carrying out the activity.
2. The Scouts should try and come up with a list of at least 5 different Badge Behaviours. This could be done as individuals or in sixes.
3. Once completed they should have a look at the main list of Badge Behaviours and see if any of their behaviours match and which they missed off.

If some of their behaviours aren't on the list it does not mean they are wrong, allow the Scouts to use their imagination and think of multiple different situations.

This requirement could be completed alongside requirement 1

3. Complete one of the following activities:

a. What We Leave Behind

See Activity Sheet

b. Preservation Predictions

See Activity Sheet

4. Choose one of these options:

a. Take part in an archaeological excavation in Derbyshire for a day

The Scout should try and aim to take part in an excavation for at least 4 hours, this can be completed on separate occasions if necessary. Surveying can also count towards the 4 hours if there's no possibility to take part in an excavation.

On the excavation they should experience/learn two of the following skills:

- Hand tools
- Stratigraphic Excavation
- Context Sheets/Recording
- Site Photography
- Artefact Recovery/Recording

See Excavations Info Sheet

4b. Visit an archaeological site in Derbyshire and present your findings to other people

See Places to Visit list.

When arriving at the site the person leading the visit should ask the Scouts what they want to find out and what do they find interesting.

The person leading the visit should also prompt the Scouts to remember or write down anything they want to include in their presentation, but this should not distract them from enjoying and exploring the site.

Things they could consider:

- What is the age of the site?
- What may have not survived and why do you think it didn't survive?
 - o Structures or materials
- Do you think the environment has changed?
 - o Flora and Fauna
- What do you think the site may have been used for?
 - o Day to day living, ritual, farming?
- What has been found here, could that help reconstruct what it used to look like?

The presentation can be given to Scouts or non-Scouts. The aim is to give them experience in presenting and conveying information that they have learnt. If the whole group visited the site each six could give a presentation on something they found interesting. Otherwise the individual Scout could give a presentation to the rest of the group.

4c. Discover the use of three artefacts, each from a different time period and compare them to items you may use

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

The aim of this requirement is to interpret objects. The Scout should find three artefacts which they like the look of and try to figure out what they were used for, before researching their use. The Scout should then find a modern-day object which has the same use.

What are the differences and/or similarities? Is one more efficient than the other? Do they both have the same use, and has one got additional uses?

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	Librarian, Writer		Digital Citizen
2	Writer	Teamwork	
3a	Writer		
3b	Scientist		
4a	Camper, Environmental Conservation, Local Knowledge, Media Relations & Marketing, Photographer	World, Outdoor, Personal, Teamwork	Nights Away
4b	Camper, Environmental Conservation, Geocaching, Hill Walker, Local Knowledge, Media Relations & Marketing, Naturalist, Photographer	World, Outdoor, Personal, Team Leader, Teamwork	Nights Away, Hikes Away, Navigator
4c	Hobbies, Librarian, Local Knowledge, Photographer		

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 Scout then there are many opportunities to feed that interest.

The most obvious being when they join Explorers, they can then complete the Explorers 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



**BUXTON MUSEUM
AND ART GALLERY**