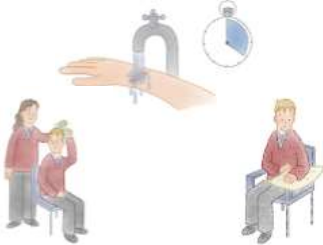


S I L V E R A W A R D



P R E S E N T I N G O U R S E L V E S

- ✓ Understand what is meant by making an impression
- ✓ Recognise how to create a positive impression
- ✓ Aim high to set personal goals for success
- ✓ Learn how to make left and right turns



K E E P I N G S A F E & H E L P I N G O T H E R S

- ✓ Recognise hazards and how to reduce the risk of harm
- ✓ Learn how to help someone who has:
 - Burned themselves
 - Sustained a head injury
 - Broken a bone



T H E P I O N E E R W A Y

- ✓ Recognise the parts of a map and map symbols
- ✓ Use the scale of a map to calculate distances
- ✓ Use four and six-figure grid references to identify a landmark



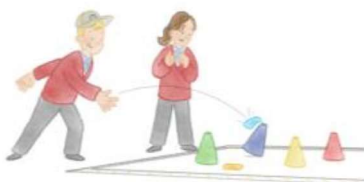
P I O N E E R C H A L L E N G E S

- ✓ Use Morse code, the Phonetic Alphabet and the Caesar Shift
- ✓ Demonstrate teamwork to apply knowledge of each code
- ✓ Engage in competition to decipher messages using each code



K N O W I N G O U R S E L V E S

- ✓ Describe the personal attributes of a role model
- ✓ Explore the achievements of famous role models
- ✓ Set goals to be a positive role model for others



T E A M G A M E S - S T R I K E !

- ✓ Learn the rules and develop the skills for a new team game
- ✓ Play according to the rules of the game
- ✓ Demonstrate leadership and teamwork during the session



S E R V I C E A C T I V I T Y

- ✓ **Help organise** and **take part** in a school-based activity
- ✓ Give up their time to be involved in the activity
- ✓ Evaluate their contribution to the success of the activity