

Cubs Photography, Digital Maker & Digital Citizen Badge - Programme Ideas



Badge Requirements

1. Show that you know how to use and look after a digital camera or smartphone camera. Show how to change the mode, change the settings, use the zoom function, and transfer photos to another device.
2. Take at least five photos of your local area that could be used on a tourist leaflet or website.
3. Take photos while you're on a trip, camp or another event. Show 10 of your best photos to someone else after the event. You could present them in a scrapbook, on a screen, in a photo book or some other way.
4. Choose one of these activities to do:
5. Create two photos of the same thing, one in colour and one in black and white. Compare how the effects change the way the final picture looks.
6. Make a short film on a subject of your choice.
7. Using a series of photos, make a short animation sequence.
8. Edit a photo using a smartphone or editing software. Explain what you have changed and why.



- In total you will need to allow 3/4 meeting nights to complete this badge.
- If you want to complete Digital Maker 1 that can be done along side this.
- If you want to complete Digital Maker 2 & Digital Citizen as well as 1 and the Photography Badge, allow a total of 4 weeks. This doesn't have to be 4 weeks in a row.

Meeting 1

- Take Cubs out on a visit around your local area on your normal meeting night or do this as part of a Cub Camp. We have taken photos on a boat trip around the Farne islands, around Durham City on a pack night and in and around Edinburgh. Whilst Cubs are taking part in their normal activities they can bring a camera or smart phone along under adult supervision. I have used old smart phones with all personal data removed.
- If they don't all have a camera and you have group cameras first take a photo of the child about to use the camera and then they can start with their photos, they need a minimum of 10 to present.

Meeting 2 or at Home

- Back at your hall or booking a computer suite have a number of laptops or PCs and smart phones that Cubs can access. Working in their sixes Cubs rotate around bases, allow 30 minutes per base over 2 weeks. Cubs will complete 2 bases on each of the weeks, working in sixes, sharing computers.
- Start of meeting game in sixes. This is a relay game at the opposite end of the room place pieces of paper with the parts of the computer on it, Cubs run up 1 at a time to pick up a piece, once all pieces have been collected as a six they sort them out deciding which are computer parts and which are not.
- Base 1 – Edit a photo using a smart phone and identify everyday Logos. <https://www.sporcle.com/games/BanjoZebra/pied-piper?t=logo> and Internet Safety, each six to make a mind map showing internet safety & dangers.
- Base 2 – Download photos from camera to Laptop and make a power point presentation with the best 10 photos
- Base 3 – Turn on & Log onto a computer then open a photograph and change to black and white , save & email to a leader and Online removal – With permission prior to the meeting look up your leaders digital footprint, you can then show the Cubs appropriate content to show them how once something is online it stays there
- Base 4 –.Design a poster using 5 of photos taken. This could be done using Word, Power point or Paint.

Meeting 3 or at Home

Repeat the same as in meeting 2 with the remaining 2 sixes

Cubs to complete a Home

Under adult supervision Cubs should research a topic of their choice.

Complete a Power Point Presentation to present to the rest of the Cub pack in smaller groups.

This is good to give them over a half term, we found February half term that around 80% of the pack did this and then brought it to Cubs on a memory stick. This is also part of the Digital maker badge


Meeting 4

- Cubs bring a long their presentations and present them in their sixes to a Leader or Young Leader.
- Digital Maker – Cubs in their sixes instruct their leader who is a robot to make a jam sandwich. Please ensure you warn your leaders so that they can protect their clothing as this can get very messy but is great fun.
- Pixel Art. This can either be done on a computer or on a grid on paper.


<https://fundraising.scouts.org.uk/Handlers/Download.ashx?IDMF=849e8fa5-3262-4013-ad9d-319bf4794eaa>

Pixel art


Leader notes 1

Overview 



This activity fulfills **Stage 2, Requirement 1** of the **Digital Maker Staged Activity Badge** (Create a piece of interactive or animated digital art using software). It shows young people to create and code their own pixel art on paper to teach them how computers represent and display images.

Key messages 



- A computer represents pictures through numbers.
- Computer screens are made up of a grid of tiny squares called pixels (picture elements). Each square on the grid represents one pixel.
- Everything you see on a computer screen uses many different coloured pixels.
- A pixel can be represented by its coordinates on the grid.
- Pixel coordinates on the grid start from (0,0) in the top left-hand corner. The grid's x-axis goes from left to right, and its y-axis goes from top to bottom.

You will need: 

- Large pieces of square paper and a pen to draw grids of at least 10x10 with your group (alternatively, print out the template from the end of this document)
- Printed resources (one pixel art handout per young person, one pixel art answer sheet per group)
- Markers, crayons, or pencils to colour in the grids

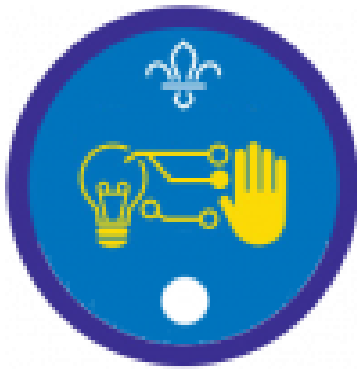
scouts.org.uk/raspberrypi

Scouts  **Raspberry Pi** 

Badge Requirements Covered in this Programme

<https://members.scouts.org.uk/supportresources/search/?cat=12,67,778>

- Photography
- Digital Maker 1
- Digital Citizen 1 and 2
- Skills Challenge – Creative section
- Adventure Challenge – Activity Outdoors
- Team Leader – Teach new Skills, some Cubs may already be good with cameras and computers.



Digital Maker

<https://members.scouts.org.uk/supportresources/4283/digital-maker-staged-activity-badge/?cat=12,67,777&moduleID=10>

Digital Citizen

<https://members.scouts.org.uk/supportresources/4282/digital-citizen-staged-activity-badge/?cat=12,67,777&moduleID=10>