



Air Activities Stage 3 Activity Badge

To complete this badge, arrange time (around 10-15 minutes) with your leaders to present what you have done to complete your badge, so you can share with other Cubs.

How to earn your badge

Construct and fly a chuck glider for at least five seconds.

Understand the terms: nose, fuselage, tail, wings, port, starboard, and tailfin.

Choose one of these:

- a | Collect photographs or pictures of six aircraft that interest you, and name them.
- b | Tell others about an airline that you are interested in, or have travelled on.
- c | Find out about unmanned aircraft, such as drones, and the rules around them.

Show how you would get a weather forecast for an air activity.

Send and receive a simple message using the phonetic alphabet.

Draw a diagram or make a model of an airfield to show and name different points.

Take part in a visit to a place of aviation interest, such as an airfield, air display or air museum.

Use a flight simulator programme and show you know what the controls do.





Air Activities Stage 3 Activity Badge

Checklist

To complete the badge requirements, tick off the checklist below with help from your parents, teachers, or family and friends. For the items with an asterisk (*), complete at least one of these.

$\frac{1}{2}$	Construct and fly a chuck glider	
$-\hat{\mathbb{O}}$	Understand what nose, fuselage, tail, wings, port, starboard, and tailfins are	
$-\hat{\mathcal{O}}$	Collect photos or pictures of six aircraft*	
Ŷ	Tell others about an airline you're interested in*	
Ŵ	Find out about the rules for unmanned aircraft*	
Ŵ	Show how you'd get a weather forecast for an air activity	
Ŵ	Send and receive a message using the phonetic alphabet	
÷	Draw a diagram of an airfield and label it	
Ŷ	Visit a place of aviation interest	
Ŷ	Use a flight simulator programme	

Your name	Section (Beavers, Cubs, Scouts)	Today's date