



Air Activities Badge



Air Activities Badge Requirements

Complete these 3 Activities

- 1) Know the dangers involved in visiting an airfield.
- 2) Visit an aerodrome, air display or air museum.
- 3) Choose three activity from the options below:
 - a. Make and fly one of the following: a model aeroplane, three different types of paper glider, a hot-air balloon, or a kite.
 - b. Identify six airlines and their nationalities from their markings.
 - c. Name and identify the main parts of an aeroplane.
 - d. Assemble a plastic scale model aeroplane to a reasonable standard.
 - e. Name and identify the different types of aircraft (powered aeroplanes, airships, gliders etc.)
 - f. Fly in an aircraft and share their experience with the Pack.
 - g. Explain how different weather conditions can affect air activities.
 - h. Collect and identify six different pictures of aircraft and share them with other Cub Scouts.

This Workbook provides a variety of information sheets and worksheets to assist a Cub Scout to complete most of the requirements above, except for activity f) above.



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Requirement 1

AN AIRFIELD CAN BE A DANGEROUS PLACE!

ROUTES

Always follow signed routes if they exist or ask specific directions, keeping to the perimeter track (The track or road around the edge of the airfield). Be aware and keep a lookout for hazards ALL the time.

- T hink** about what you are doing all the time.
A sk if you are not sure of anything.
L ook to make sure you know where all the aircraft **are**.
L isten even if you cannot see any aircraft at the moment.

DANGER HAZARDS

Engine Intakes - Dangerous within 5 metres.

Engine Exhausts - Dangerous within 100 metres.

Propellers - Invisible when turning. Do not touch even static propellers.

Glider Towing Cables - Dropped from the air.

Gliders - Land almost silently, often without warning.

Fuel - Fire hazard, especially from static electricity, or from naked lights such as cigarettes.

Armament - Arms may be "live"!

Ejector Seats - Explosive charges and pressurised Gas bottles.

Use Common Sense, but above all:-

T. A. L. L.

THINK – ASK - LOOK – LISTEN



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POTENTIAL DANGERS

HELICOPTER LANDING ZONES / PADS

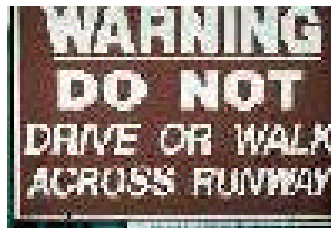


EXPLOSIVES / EJECTOR SEAT WARNING LABEL



The above Triangular Explosives Warning Sign, is shown in a camouflaged version in the lower left hand side of this photograph of a military aircraft's cockpit.

RUNWAY WARNING SIGNS



AVIATION FUEL IS HIGHLY DANGEROUS !



To move around an airfield use **marked access routes** and **follow signs** if clearly marked. **Find out** clear directions to your intended destination and the direction of take-off and landings.

Never ignite a match or lighter anywhere near aircraft, hangars or refueling points - aviation fuel is **HIGHLY INFLAMMABLE**.

PARASCENDING CABLES



Beware of any **cables** lying in the grass on the ground or being dropped at Gliding or Parascending sites from their towing vehicles, winches or tugs.

PARACHUTING LANDING ZONES



AIRCRAFT PROPELLORS



- Never touch the propellers of an aircraft.
- When approaching an aircraft with its engines running, always do so from the side. **STOP** well away from the aircraft until a responsible person guides you to the cockpit.