



Account

Home
Cub Edition

Account

Search

Search

tjaspden@gmail.com

Password [Forgot password?](#)

Stay signed in

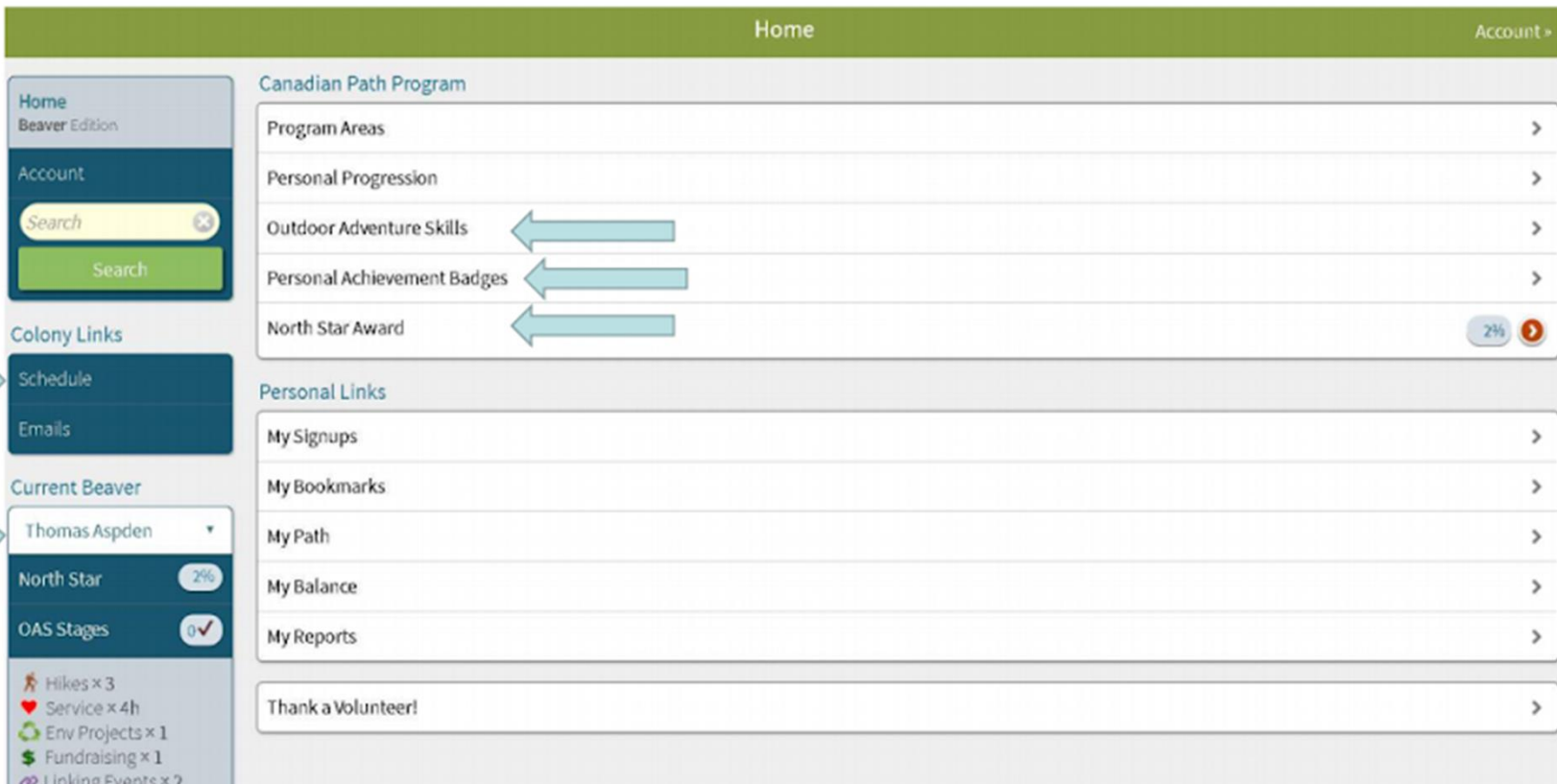
Sign in

*Don't have a login for your Pack's Account? Ask your scouters to set one up for you, or if your Pack doesn't use **SCOUTSTRACKER**, create a free Personal Account!*

Create a New Account

- 1. Accounts are set up by Scouters for your Section using the email address that is on registration form & listed in My Scouts.**
- 2. Multiple accounts can be set up for accessing the same child if you want different parents to have access or if you want your child to have access separately from the account you use.**
- 3. Youth access to ScoutsTracker is important. This way if they want to work on something on their own they have the ability to put in all the information without it needing your attention or time.**

This is the first screen you'll see. The most used features are marked with arrows



The screenshot shows the 'Home' page of the ScoutsTracker application. The page is divided into several sections:

- Home (Beaver Edition):** Includes a search bar and a search button.
- Colony Links:** Includes 'Schedule' and 'Emails'.
- Current Beaver:** Shows the current user 'Thomas Aspden' and various progress indicators: 'North Star' (2%), 'OAS Stages' (0/1), 'Hikes' (3), 'Service' (4h), 'Env Projects' (1), 'Fundraising' (1), and 'Linking Events' (2).
- Canadian Path Program:** Lists 'Program Areas', 'Personal Progression', 'Outdoor Adventure Skills', 'Personal Achievement Badges', and 'North Star Award'.
- Personal Links:** Lists 'My Signups', 'My Bookmarks', 'My Path', 'My Balance', and 'My Reports'.
- Thank a Volunteer!**

Arrows point to the following features:

- The 'Schedule' link in the 'Colony Links' section.
- The 'North Star' progress indicator in the 'Current Beaver' section.
- The 'Outdoor Adventure Skills', 'Personal Achievement Badges', and 'North Star Award' items in the 'Canadian Path Program' section.

If you have multiple kids in a section you will be able to switch between them here under "Current", however if your kids are in separate programs you need to go back to the main screen to select the correct Section page

Home
Beaver Edition

Account

Search

Search

Colony Links

Schedule

Emails

Current Beaver

Thomas Aspdien

North Star 2%

OAS Stages 0

Hikes x 3
Service x 4h
Env Projects x 1
Fundraising x 1
Linking Events x 2

Scheduled Events

View Calendar List

Show other schedules?

January 2017 [Print](#)

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1 School Winter Break	2 School Winter Break School Begins	3 School Winter Break	4 School Winter Break	5	6	7
8	9	10	11	12 Explore the Pond 6:30pm - 7:30pm @ Georgia Park School	13	14 Group Bottle Drive 10:00am - 1:00pm
15	16	17	18	19 STEAM (Science, technology, engineering, arts, mathematics)-ICE CREAM MAKING 6:30pm - 7:30pm @ Georgia Park School	20	21
22	23	24	25	26 Science of Eggs 6:30pm - 7:30pm @ Georgia Park School	27	28 Lego-STEAM Sleepover - Postponed Hike 10:00am - 11:30am @ Elk Falls
29	30 Curriculum Implementation Day- No school	31	1	2 Flashlight Safety @ Georgia Park School	3	4

Subscribe

This is the schedule. You can connect it to your mobile device so you don't have to keep coming back to this website.

To connect to your mobile device you need to be logged in on your device and click this green button that says "Subscribe" (it's only visible in calendar view)



The next screen shot shows the next step.

SCOUTSTRACKER



< Schedule

Subscribe to Calendar

Home
Beaver Edition

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Colony Links

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Emails

Current Beaver

Thomas Aspden

North Star

2%

OAS Stages

0 ✓

- Hikes × 3
- Service × 4h
- Env Projects × 1
- Fundraising × 1
- Linking Events × 2

You can configure **Outlook**, **Calendar** and **iCal** (and most other Calendar applications) to include your Colony's upcoming events.

For most applications, you only need to click the "Quick Add" button below.

For other applications you may need to copy the provided URL, as per your calendar's instructions.

NOTE! Google Calendar only re-reads the published events every 6 to 24 hours. Therefore, there can be quite a long delay between a change being made to an event, and that change appearing in Google Calendar.

Colony Events

URL: <https://scoutstracker.ca/calendar/colony/3-655-5bd0f113f99a8b4f>

Quick Add

Once you've pushed that connect to your mobile device click this green button that says "Quick Add" and it will automatically connect to your mobile device

Note** If using Google Calendar it is slower to Sync!



If you click on any event from the Calendar this is similar to what you will see: all the event details relevant for you should be here.

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Event

[next »](#)

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Search

Search

[Colony Links](#)

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[Current Beaver](#)

Thomas Aspden

[North Star](#)

2%

[OAS Stages](#)

0%

[Hikes](#) × 3

[Service](#) × 4h

[Env Projects](#) × 1

[Fundraising](#) × 1

[Linking Events](#) × 2

[← prev](#)

Science of Eggs

Meeting

Date: 2017-01-26 (6:30pm - 7:30pm)

Location: Georgia Park School

Program Area: Creative Expression (Rascal's River)

Description

Science of Eggs

Activity #1 Walk on Eggs

- * White Tails and Scouters set up a stepping stone walkway of eggs in their cartons
- * One at a time, have the Beavers walk over the eggs barefoot

Activity #2: Unbreakable Eggs:

- * Design a package that will protect an egg from breaking or cracking if it is dropped from a height. How will you keep the egg safe?
- * Drop your eggs from a consistent height. If your egg survives the trip drop it from a larger height.
- * How can you improve your design and see how it works

Review:

- * What do you know now that you did not know before
- * What happened when you walked across the eggs?
- * Why didn't the eggs break when you walked on them?
- * How did you make your egg package? What materials did you use?
- * What elements of STEM were in this adventure? Science? Technology? Engineering? Mathematics?
- * What did you like about the adventure? What did you not like about it? How would you do this adventure differently?

Contacts: Heather Beavis, Jeffrey Foster, Tammy Jackson

Updated: Friday, 9:20 pm

[Email History](#)

0 >



< Home

Outdoor Adventure Skills

Home
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Current Beaver

Thomas Aspden

North Star

2%

OAS Stages

0 ✓

Hikes × 3
Service × 4h
Env Projects × 1
Fundraising × 1
Linking Events × 2

Great Outdoor Adventures

The Outdoor Adventure Skills are an exciting part of the Canadian Path. You now have a framework for developing your adventure abilities from Beaver Scouts through to Rover Scouts.

[Learn more](#)

Camping Skills >

Aquatic Skills >

Paddling Skills >

Winter Skills >

Emergency Skills >

Vertical Skills >

Trail Skills >

Scoutcraft Skills >

Sailing Skills >

Outdoor Adventure Skills (OAS) is the most important area of this program. This is the main "badge" program. From here Scouters, yourself and your child can mark off when they have worked on a skill or a piece of a skill.

On the Right side of each line you may also see a checkmark with a number, that shows how many Skill Stages your child has fully completed

The next couple of pages show what this looks like

NOTE** while this is going to be something focused on in the Scouting program, if you cover any of these skills as a family or your child on their own they still qualify for completion and should be marked off.



< Skills

Skill Stages

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Schedule

✓ Camping Skills 1

33%

Camping Skills 2

21%

Camping Skills 3

6%

Camping Skills 4

This page shows the Skill levels and the % complete. Click on them to be taken into the requirements (see below)

Show All Stages

< Stages

Skill

Home
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Current Beaver

Thomas Aspden

North Star

2%

OAS Stages

0 ✓

Hikes x 3

Service x 4h

Env Projects x 1

Fundraising x 1

Linking Events x 2

Camping Skills 1

Status
In progress

Requirements (Show Details)

- 1.1. I can collect small sticks for a campfire
- 1.2. I can follow directions while at camp
- 1.3. I can help pack a bag for camp
- 1.4. I can keep my camping gear neat and tidy
- 1.5. I can care for my basic personal gear on an overnight camp
- 1.6. I can explain the use of the buddy system at camp
- 1.7. I can describe the different emergency services in the camp area and how to call them
- 1.8. I can set out my sleeping area for good night's sleep at camp
- 1.9. I have spent one night at camp

Related Events

Show only attended events

Yes No

No events.



next >

Share

Print

Bottom picture shows what the requirements are for the Stage.

As a Parent or youth you can mark these as "Ready to Demonstrate" which tells a Scouter that the task has been done

SCOUTSTRACKER



« Skills

Personal Achievements

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Search

Colony Links

Schedule

Emails

Current Beaver

Thomas Aspden

North Star 2%

OAS Stages 0 ✓

Hikes × 3
Service × 4h
Env Projects × 1
Fundraising × 1
Linking Events × 2

Beaver Heroes

Beavers of the World

Canada Beaver

Chef Beaver

Community Beaver

Creative Beaver

Earth Beaver

Exploring Beaver

Friendship Beaver

Leader Beaver

Musical Beaver

Olympic Beaver

Pet Care Beaver

Scientific Beaver

Spirit Beaver

Technology Beaver

Personal Achievement Badges (PAB) are different depending on what Section you are in: Beavers, Cubs, Scouts, etc. and make up another portion of our "Badge program"

Scouts Canada no longer sets exact criteria for these. The youth do.

Scoutstracker has 1 tool for creating criteria, but there is other tools.

Example of a PAB criteria

At Cub level:

youth decided they wanted to learn to make a stop motion video.

Adventure #1 – learn how to use the camera

Adventure #2 – learn how to use lighting

Adventure #3 – write a script

Adventure #4 – record the video

Same youth is doing the same badge, changing the name and the criteria and trying again because that's where his interest is, he doesn't care about playing sports. And that's okay, because the Adventure is to challenge themselves to continuously improve

SCOUTS TRACKER



Final "Project" of the "Award" should be completed in the final year of the Section but may be worked on throughout all years in the Section

Award

North Star Award

Status: In progress

Requirements

Personal Progression

- 1. Review your time in Beavers with your Lodge and Scouters. Think about everything you've learned in Beaver Scouts.

Outdoor Adventure Skills

- 2. Complete 5 stages of Outdoor Adventure Skills. You may choose to make progress across several Outdoor Adventure Skills or focus on making great progress in a few Outdoor Adventure Skills.

Volunteer Service Hours

- 3. Complete 5 hours of community service. These hours can include the time you spend in a way that has special meaning to you.

North Star Award Project

This is the final project of Beavers. This is done with the approval of your Council, you will complete a project to help you. The project will usually be completed as a group.

- 4. Plan your project, and assess/manage the risks.
 - a) Choose a project that matters to you. You can come up with an original idea or choose from a list of ideas. Examples could include picking up litter at a park and pencils to a school in need in a developing country.
 - b) Create a plan for your time, and list the resources you will need.
 - c) Present your plan to your White Tail Scouters for their approval.
- 5. Do your project.

Seeonee Award

Status: Richard Appleton
In progress

Requirements

Personal Progression

- 1. Review your personal progress with your Lair and Scouters. Think about how you've grown over your time in Cub Scouts.

Outdoor Adventure Skills

- 2. Complete 10 stages of Outdoor Adventure Skills (including stages previously completed as a Beaver). You may choose to make progress across several Outdoor Adventure Skills or focus on making great progress in a few Outdoor Adventure Skills.

Volunteer Service Hours

- 3. Complete 15 hours of community service as a Cub Scout. These hours can include the time you spend on your Seeonee Award project. Find your own opportunities to give back to the community in a way that has special meaning to you.

Seeonee Award Project

To Scouts, with the approval of the Howler Council, you will complete a project to help you. The project will usually be completed as a group.

- 4. Plan your project, and assess/manage the risks.
 - a) Choose a project that matters to you and that you believe will be significant to a community. Problems that you may address include (but are not limited to): education, poverty, racism, pollution, housing and ecology. You can come up with an original idea for a service project, or brainstorm ideas with your Troop (including Scouters) or research suitable projects online.
 - b) Conduct research as necessary and create a project plan that includes:
 - a schedule,
 - a budget, and
 - an inventory of requirement supplies and possible sources for your supplies.
 - c) Present your plan to your Troop Leadership Team for its approval. Your Scouter will need to approve the risk management components of your project.
- 5. Do your project.
- 6. Review your project, by presenting the results of your project to your Troop Leadership Team, Patrol, Troop or other suitable group. This is a significant review that's more than just about describing your project and its process. Your review should also reflect on how the experience of conceiving and executing this project was a personal journey. There is no single recommended approach for your review, which may be influenced by the nature of your project. Be creative!

Chief Scout's Award

Status: Alex Harding
In progress

Requirements

Personal Progression

- 1. Do the following:
 - a) Review your personal progression with two Scouters, and (if possible) a Venturer or Rover.
 - b) Lead your Patrol on an adventure. This does not require that you are serving in a specific Patrol or Troop Leadership role. Work with other Scouts and use the Plan-Do-Review approach for your adventure, which can be from any of the six Program Areas.

Outdoor Adventure Skills

- 2. Complete 18 stages of Outdoor Adventure Skills (including stages previously completed as a Beaver or Cub Scout). You may choose to make progress across several Outdoor Adventure Skills or focus on making great progress in a few Outdoor Adventure Skills.

Volunteer Service Hours

- 3. Complete 30 hours of community service as a Scout. These hours do not have to be completed within Scouting and do not have to be completed as part of just one activity or event. Find your own opportunities to give back to the community in a way that has special meaning to you.

Chief Scout's Award Project

This is the "capstone" project of Scouts, typically completed in your last year before you move up to Venturer Scouts. With the approval of the Troop Leadership Team, you will complete a challenging project to address an issue you care about and that will benefit a community (local, national or international). The project may be completed individually, or as part of a team, with the expectation that all Scouts participate fully and share the work. Note: your project may be completed in conjunction with or support of a project for another organization, such as school or the Duke of Edinburgh's Award.

- 4. Plan your project, and assess/manage the risks.
 - a) Choose a project that matters to you and that you believe will be significant to a community. Problems that you may address include (but are not limited to): education, poverty, racism, pollution, housing and ecology. You can come up with an original idea for a service project, or brainstorm ideas with your Troop (including Scouters) or research suitable projects online.
 - b) Conduct research as necessary and create a project plan that includes:
 - a schedule,
 - a budget, and
 - an inventory of requirement supplies and possible sources for your supplies.
 - c) Present your plan to your Troop Leadership Team for its approval. Your Scouter will need to approve the risk management components of your project.
- 5. Do your project.
- 6. Review your project, by presenting the results of your project to your Troop Leadership Team, Patrol, Troop or other suitable group. This is a significant review that's more than just about describing your project and its process. Your review should also reflect on how the experience of conceiving and executing this project was a personal journey. There is no single recommended approach for your review, which may be influenced by the nature of your project. Be creative!

Projects are up to the youth and the plan is set by them too.