



GALLOWAY AND SOUTHERN AYRSHIRE BIOSPHERE

The background of the lower half of the cover is a collage of various icons in olive green and orange. These include an owl, a castle, a person climbing a mountain with a flag, a speech bubble, a magnifying glass, and a large shield with a cross and arrows. The text 'BIOSPHERE BADGE FOR SCOUTS & GIRL GUIDES' is centered over this collage, flanked by two horizontal blue lines.

BIOSPHERE
BADGE
FOR SCOUTS
& GIRL GUIDES

SHARED VALUES, SHARED VISION

Scouting, Girlguiding and UNESCO Biospheres are all part of worldwide families. The Galloway & Southern Ayrshire Biosphere is one of over 700 UNESCO Biospheres around the world. This region is the perfect place to grow consciousness on environmental protection, awareness and responsibility, as well as working towards achieving the UN's Sustainable Development Goals (SDGs).

Scouting and Girlguiding are both part of the international Scout & Girlguiding Communities, organisations working to develop opportunities for young people across the world to empower them to build a better future. Just as they are with UNESCO, the SDGs are integrated through the very ethos of both movements and everything they do.

UN SUSTAINABLE DEVELOPMENT GOALS



RELATED RESOURCE

Girlguiding Sustainable Development Goals challenge badge



Scouts wildlife resources





GALLOWAY AND SOUTHERN AYRSHIRE BIOSPHERE

GSAB Core Functions

1.

A commitment to promote the preservation of wildlife, habitats and landscapes of the Biosphere

2.

A commitment to sustainable development that will keep people living and working in our Biosphere

3.

A commitment to support a better shared understanding of local and global social and environmental issues

4.

A commitment to seek to address the impact of climate change

Vision: To demonstrate our passion for living in a way that benefits people and nature

Scouts



The values of Scouting

Integrity - We act with integrity; we are honest, trustworthy and loyal

Respect - We have self-respect and respect for others

Care - We support others and take care of the world in which we live

Belief - We explore our faiths, beliefs and attitudes

Co-operation - We make a positive difference; we co-operate with others and make friends



Girlguiding

The values of Girlguiding

- Caring
- Challenging
- Empowering
- Fun
- Inclusive
- Inspiring

HOW TO ACHIEVE YOUR BADGE

Choose two activities from each Topic to achieve your badge!



Choose an evidencing method:



Send us pictures documenting your activities. For child protection reasons, photographs should not include children's faces.



Or arrange a call with us and simply tell us about all the things you did to complete the activities.



Or invite us to come over and meet up for a badge ceremony, and let the group tell us about what they have been doing.

Key to Symbols:



Squirrels



BEAVERS



cubs



SCOUTS



EXPLORERS



TOPIC 1: EXPLORE THE BIOSPHERE




The Galloway and Southern Ayrshire Biosphere is a region of south west Scotland that has been recognised as a world class environment for people and nature by UNESCO, the United Nations Educational, Scientific & Cultural Organisation.

Covering an area of over 5200 km², the GSA Biosphere supports a rich biodiversity of plant and animal life, including precious peatland habitats and iconic species such as the red squirrel and black grouse. The UNESCO Biosphere designation represents a collective goal of living in harmony with nature: in Galloway & Southern Ayrshire people have quality natural surroundings in which to live and work, to connect with the land, and to celebrate our cultural heritage.

Very simply – the Biosphere is what we see when we look out the window: our gardens, our school grounds and our communities! Best of all, this part of Scotland is a great place to explore and learn.

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	1A. Nature Art 	Find any outdoor natural area to make Nature Art. In teams, assign each team a secret animal – living or fictional – teams must make the animal on the ground using sticks, leaves, stones etc, and others must guess what it is. On a beach, use themes such as shipwrecks and mermaids.
	1B. Play BIOSPHERE! 	Standing in a circle, throw a soft ball round the circle in any way you like spelling out B-I-O-S-P-H-E-R-E with each throw letter by letter. On the final E the group can scatter while shouting a countdown from 10-1. Whoever had the ball on the last E is 'on' and must hit another player with the ball as they try to dodge. If they make a hit that person is out, if they don't manage they themselves are out.

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	1C. Try natural materials	<p>Collect blackberries and mush them up to make ink, collect feathers for quills, and use them in an art activity.</p> 
	1D. Explore!	<p>Explore your local outdoor area for birds, bugs, plants and anything else!</p> <p>Top tip for leaders – Download the Seek by iNaturalist app onto your phone to help with ID, or use the RSPB Wildlife ID sheets from Scouts Scotland Resources page. Use a bird song identification app on your phone to ID birds on a walk.</p> 
	1E. Draw a big group picture	<p>Include forest, mountains and rivers. Now add fish, birds, mammals and people.</p> <p>Extension: add communities, farms, windfarms and forestry and see where nature and people crossover. Are there conflicts here or do nature and people live side by side?</p> <p>Top re-use tip for leaders: Rolls of unwanted wallpaper can be used on the reverse side to make big, colourful hand drawn animal and nature banners.</p> 
	1F. Sounds & Smells	<p>Explore the sounds, smells, tastes and textures of the Biosphere. Invite a foraging expert to visit you or can you collect nettle leaves to make nettle tea?</p> 
	1G. Be in the know	<p>Invite an animal expert to talk to your group. For example, your local red squirrel group or pine marten group.</p> <p>Extension: make bird feeders, red squirrel or bird boxes and find places to put them up.</p> 
	1H. Bioblitz!	<p>Complete a Bioblitz in an outdoor space. How many species can you record in an hour? Use Seek by iNaturalist to help you.</p> 

SUITABILITY	TASK	WHAT YOU NEED TO DO...
 	1I. Birds of prey 	<p>One of the biggest birds of prey in the Biosphere is the Osprey. Osprey return from Africa every year to nest and raise chicks here, making nests that are up to 6ft across! Can you make a full-size Osprey nest and how many can fit in it?</p> <p>Works best in wooded areas or beaches.</p> <p>Red kites are another large bird of prey in our area, can you make a kite to fly outside?</p>
	1J. Food detectives	<p>Investigate what kinds of food are grown or produced locally. Can you visit a local farm to find out how that happens?</p> 
	1K. Food samplers!	<p>Try out some locally produced foods or use them to cook a meal.</p> 
 	1L. Explore the Biosphere map	<p>Use paper, pens, pins, post-its – whatever you have handy – to add places that you know about or have visited, then add any wildlife you have seen and where, and any historical places you have seen. Share your stories with your group.</p> <p>Extension: Are there any places on the map you would like to visit and why?</p>
 	1M. Get wet!	<p>We have beautiful coastline around our Biosphere, as well as many, many lochs! Can you try a new water sport such as sailing or paddle boarding?</p> <p>Or perhaps visit a RNLi or coastguard station or ask them to visit you? Learn about water safety https://colinthe coastguard.com/hm-coastguard/</p>

SUITABILITY	TASK	WHAT YOU NEED TO DO...
 	1N. Investigate your local river 	<p>The geography of the Biosphere is based on the catchment of seven rivers: The River Nith, The Water of Fleet, The Water of Girvan, The River Stinchar, The River Cree, The Ken-Dee and the River Doon. Complete a project on one of these important rivers, include features such as: what species live in the river and what communities and land uses are near the river.</p> <p>Contact the Galloway Fisheries Trust or Ayrshire Rivers Trust for help! Visit the river if you can. Visit the river upstream and at a different point downstream and document any differences such as speed of flow, bank erosion, plastic pollution, and wildlife.</p>
 	1P. Wilderness Explorers	<p>The Galloway Forest and the greater Biosphere are both fantastic walking areas. Can you plan a walk, have a steps challenge, record all the species and land uses you see along the way (use Seek by iNaturalist to help you!), or try geocaching?</p> <p>Develop your map & navigation skills in the wild core areas of the Biosphere: Merrick Kells and Cairnsmore of Fleet. Learn about the Scottish Outdoor Access code (Outdoor Access Scotland & OS Get Outside).</p>
 	1Q. Overnight camp	<p>This part of Scotland is also a Dark Skies Park. While you are out look at the stars and see what constellations you can spot; use bat detectors to determine if bats are present through sound; put out a moth trap or use torches on tents to attract moths; listen for owls; put out motion sensor cameras to see if anything walks past your camp at night.</p>
	1R. All life on Earth	<p>All life on Earth relies on healthy and clean fresh water to survive. Choose a river location to conduct an OPAL water survey, guide booklets are easily found online.</p> 
	1S. Investigate a Hydro Scheme	<p>Investigate or visit the Nethermills Hydro Scheme in Ayr or the Ken Dee Hydro Scheme in D&G.</p>









TOPIC 2: SUSTAINABLE DEVELOPMENT GOALS IN THE BIOSPHERE

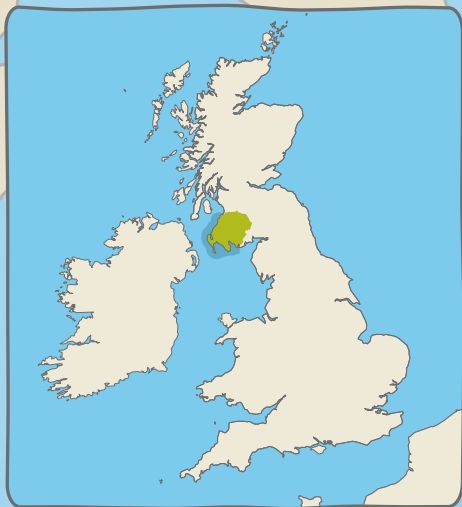


SEE PAGE 2

The Sustainable Development Goals were created in 2015 by the United Nations, and 193 countries of the world signed up to work together to help achieve them.











Scotland was one of the very first countries to sign up, and by all of us working towards the goals in our communities, together we will help Scotland achieve them! Check out sdgs.un.org/goals for loads of resources. **Top Tip for leaders:** Check out Scouts for SDGs for excellent SDG resources made especially for Scouts.







SUITABILITY	TASK	WHAT YOU NEED TO DO...
	2A. SDG Snap 	Print and cut-out five sets of the Sustainable Development Goals cards per group and use them to play SNAP! 
	2B. 'What to do' relay race 	Print and cut out a range of images of things that we would dispose of: e.g. a crisp packet, an apple core, a plastic bottle, a milk carton, banana peel, etc. Print three signs 'Rubbish', 'Recycle', 'Compost'. Teams need to relay the rubbish into the correct bins! Leaders – once a team has finished doesn't mean they have won – examine their rubbish to check they have correctly placed the items! 
	2C. Skittles!	Ask everyone to bring in clean, used milk or juice bottles and use them to play skittles. 



GALLOWAY & SOUTHERN AYRSHIRE UNESCO BIOSPHERE



SUITABILITY	TASK	WHAT YOU NEED TO DO...
 	2D. SDG Eagle eyes	<p>Copy and cut out SDGs – one set per pair. For older groups cut the coloured boxes separately to make it harder! Leader calls the tag line – pairs must find which SDG that is and shout out first, e.g. leader calls 'Life on Land!' Answer '15!'</p>
	2E. Discuss SDG 4	<p>Quality Education: using starting questions such as 'What is your favourite thing about school, is there anything you really enjoy learning about, do all children go to school...'</p> 
 	2F. Discuss SDG 3	<p>Good Health & Well-being: Using questions such as 'what makes you feel good?'. Do a well-being session together, this could include a woodland walk, a mindfulness walk, a yoga session, etc.</p> <p>Extension: Use this to work towards First Aid skills building.</p>
  	2G. Choose an SDG	<p>With your team choose an SDG that you think is interesting. Think of something you can do in your community to help meet that goal.</p> <p>Here are some examples: SDG 15 Life on land - Help at a community garden or plant some flowers or trees, SDG 14 Life under water - Do a beach clean. Extension - think of up to three actions you could take to meet a goal and get them done!</p>
	2H. Get GIKI	<p>Start a GIKI account! (online – just Google Giki), it will provide lots of ideas for what we can all do to be more environmentally conscious in our lives. Have a competition to see who has the lowest carbon footprint.</p>

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	2I. My footprint 	<p>Ask everyone to place their foot on a piece of paper and draw around it. Inside, write all the resources they used that day – e.g. did they watch tv, use lights or a phone? These all use electricity. Did they use paper? What did they eat? How did they travel? Discuss where things come from and how we could save resources and electricity with small changes.</p>
	2J. SDG Charades 	<p>Print each of the 17 goals on A4. Put them around the room. Play a game where a leader calls out an action or acts it out like charades! The group must run to the goal it meets, e.g. leader acts out reading a book, answer is SDG 4 Quality Education.</p>
	2K. Complete an SDG facts presentation 	<p>Choose one of the SDGs that you are really interested in and work together to tell others about it through video, podcast, presentation or information sheet.</p> 
	2L. Take action - SDG 13 	<p>Climate Action can include saving energy at home and in school, using our cars less, improving biodiversity in our area (such as planting trees and flowers, bug hotels and bird boxes) and much more – as individuals, groups and communities. Brainstorm what you could do together to take Climate Action in homes, schools or community.</p> <p>Extension: Support your young people to follow through on any great, achievable ideas.</p>
	2M. Celebrate international awareness days	<p>The SDGs fit in with many international days. Goal 5 Gender equality – International Women's Day; Goal 13 Climate Action – Take part in WWFs Earth Hour; Goal 16 Peace and Justice – Parliament week, and much more!</p>
	2N. Goals in a different country	<p>Choose any goal which may be particularly relevant to a different country. Consider the difficulties that country has meeting that goal and research the work being done there. Share with your group.</p>



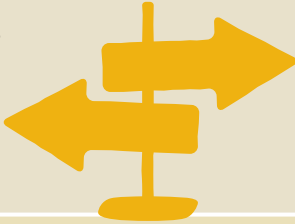








TOPIC 3: COMMUNITIES IN THE BIOSPHERE













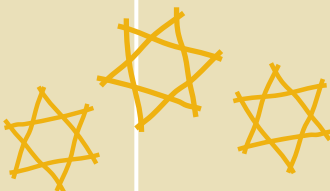

The communities and people who live in a Biosphere are very important to the identity of the area.

In the Galloway & Southern Ayrshire Biosphere there are many special communities with a rich history and unique identities, cultures and heritage. 'Culture' means the normal customs of a group of people, such as music. 'Heritage' is our inherited traditions, monuments and objects, such as castles.

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	3A. What is a community?	<p>Start a discussion about your community. Who lives in your community? Is your community big or small, does it have shops and a school? Draw a picture of your community.</p>
	3B. Take a ramble	<p>Take a ramble around your community.</p> <p>Extension: take pictures along the way and make a collage of your community.</p>
	3C. Learn more about your area	<p>Use a map of your community or local area, ideally showing a key, north/south etc to explore and learn more about the area. Hide something to find using the map, X marks the spot!</p>

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	3D. Spoonville!	Lots of communities around the world take part in Spoonville. It is a really fun activity that uses decorated wooden spoons to make a mini-village, easy to find on Google and lots of fun to do!
	3E. Go on a Heritage walk	<p>Is there a Heritage walk in your area that you could do?</p> <p>Share what you found out about the Heritage of your community.</p> 
	3F. Visit a local heritage museum or a heritage site	<p>This could be a castle ruins, an old bridge, an old mill, a coal bing or a mottle!</p> 
 	3G. Stories & myths	Research some old local stories or myths or better still – make up your own, using local landmarks like a big old tree or a creepy old building. Have an evening (round a campfire if you can) and tell stories about your local area. Or could you act them out?
	3H. Make natural decorations	<p>Make natural decorations for a community space or event, like leaf garlands or hanging mobiles. Use the technique of Hapa-zome (leaf bashing!) to make bunting.</p> 
	3I. Explore through music	<p>Invite a local musician from your community to come in and play. Perhaps someone in your group plays an instrument and could also play. Music is a wonderful way to bring communities together.</p> 

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	3J. Visit a Community green space	<p>Does your community have a Community woodland or Community garden? Can you visit together?</p> 
	3K. Room maps	<p>In groups, draw a map of the room or space you are in right now! Make symbols that are relevant and show north.</p> 
	3L. Memory sharing	<p>Invite older members of your community to join you for a session about what it was like living in that area when they were the group's age. You might be very surprised!</p> 
	3M. Become David Attenborough	<p>Make a David Attenborough documentary of your own community!</p> 
	3N. Discover your Sense of Place	<p>The heritage, culture, community and environment of a place often helps us feel 'at home', it gives us our 'Sense of Place'. Explore your Sense of Place. On four sheets of large paper, write the headings: Wildlife & Natural Beauty; Things to Do; History & Heritage; Community. Provide markers.</p> <p>In four groups, give each group the chance to draw or add their ideas under each heading for your area. What wildlife and natural beauty do you see in your area – What is there to do in your area – What do you know about the history of your area and are there any remnants of the past such as castle ruins – What do you like about your community, including the people, the school, etc.</p> <p>Extension: choose something from your sense of place ideas that you haven't done before. Go there/visit it and then tell others about it.</p> 

SUITABILITY	TASK	WHAT YOU NEED TO DO...
	3P. Explore local culture	<p>Document the culture in your area: What music is common, where does food come from, what are families like, do young people go to school... compare to a culture from another part of the world.</p>
 	3Q. Biosphere communities	<p>Project: Research one of these special Biosphere communities; Ballantrae, Colmonell, Ochiltree, Gatehouse of Fleet, Glentrool, St John's Town of Dalry, Whithorn, Barrhill.</p> <p>Present your findings. (Choose one you do not know already, perhaps one that is in a different county).</p> 
	3R. Know local	<p>Ask group members to bring in an interesting object or photo of something local and share what they know about it.</p> 
 	3S. Ninja Communities!	<p>Play Ninja Communities! Make five ninja stars out of thick sticks lashed securely together, and mark target blocks with community features and points, such as; Houses 5; Play area 10; Shop 40; Bus stop 40; School 50; Castle 100, Woodland 100 etc.</p> <p>Place the most valuable targets progressively further away. One person throws at a time and everyone else stands safely behind the thrower! Highest score wins!</p>
	3T. Investigate place names	<p>Look at an OS map of your community and find interesting place names. Place names often have origins dating back hundreds of years and links to past languages. Research some place names of your community.</p> <p>Extension: Visit a local farmer who can tell you about their field names.</p>

REVIEW GAME: CORNERS

Place large A, B, C and D in each corner of a space and call out questions, group runs to what they guess could be the correct answer.

Make as many questions to suit your group as you like. Throw in some curveballs like we have!



A. AN AREA OF SPACE

B. AN AREA OF WOODLAND

1. WHAT IS A BIOSPHERE?

C. AN AREA WHERE PEOPLE DON'T HAVE CARS

D. AN AREA THAT HAS SPECIAL LANDSCAPES AND WILDLIFE



A. 5200 SQ KMS

B. 200 SQ KMS

2. HOW BIG IS THE GALLOWAY & SOUTHERN Ayrshire BIOSPHERE?

C. 300 SQ KMS

D. 10,000 SQ KMS





A. CAIRN TABLE

B. THE MERRICK

3. WHAT IS THE HIGHEST PEAK (HILL) IN THE GSA BIOSPHERE REGION?

C. CAIRNSMORE OF CARSPHAIRN

D. CAIRNSMORE OF FLEET

A. EMU

B. HARRY EAGLE

4. WHICH OF THESE TYPES OF BIRD LIVE IN THIS BIOSPHERE?

C. OSPREY

D. RED DEER

A. CYCLE ROUTE 4

B. CYCLE ROUTE 5

5. THE GSA BIOSPHERE IS A GREAT PLACE TO CYCLE. IF CYCLING FROM GATEHOUSE OF FLEET TO AYR, WHICH CYCLE ROUTE WOULD YOU FOLLOW? GUESS!

C. CYCLE ROUTE 6

D. CYCLE ROUTE 7



The Galloway & Southern Ayrshire Biosphere,
South West Scotland Scouts, Girlguiding Dumfries
and Galloway and Girlguiding Ayrshire South
worked in partnership to create this badge.

TO REQUEST FURTHER INFORMATION
OR CONTACT OUR TEAM, EMAIL
INFO@GSABIOSPHERE.ORG.UK

WWW.GSABIOSPHERE.ORG.UK

GALLOWAY & SOUTHERN AYRSHIRE UNESCO BIOSPHERE,
KIRKROUGHTREE COURTYARD, STRONORD, NEWTON STEWART, DG8 7BE
REGISTERED SCOTTISH CHARITY SC044137



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Galloway & Southern Ayrshire
Biosphere Reserve
since 2012
Man and the Biosphere
Programme