



*West Devon Heritage Badge and Resources
for*

Beavers, Cubs, Scouts, Explorers & Network
Awards and Badges

Scouts
West Devon



TAVISTOCK HERITAGE TRUST

West Devon Heritage Badge and Resources

West Devon is a UNESCO World Heritage Site!

West Devon Scouts has joined forces with Tavistock Heritage Trust to give our young people access to a wide range of resources and knowledge to complete elements of their awards, staged and activity badges.

Our District is a World Heritage Site! These resources will help you explore and contribute to that rich tapestry of history as well as providing activity and community service opportunities as a section or for individual awards.

The Tavistock Heritage Trust have some great new facilities at the Guildhall and their volunteers can provide a wealth of material and support to your programme or awards.

Programme, Awards and Badges

The materials in this pack aim to give you an alternative and local spin to a number of Activity Badges in the programme, with further support from the Heritage Trust if you need it.

Complete a joint activity with the Heritage Trust, to also earn a West Devon Heritage occasional badge.



In addition to elements of their Award Badges the materials will support or provide alternative criteria to achieve:



[Beavers My World Challenge Award](#)



[Cubs Local Knowledge Activity Badge](#)



[Scouts Local Knowledge Activity Badge](#)



[Community Impact Staged Activity Badge](#)

Bespoke Activities and Community Service Opportunities for Scouts, Explorers and Network

The Heritage Trust are keen to work with any sections to provide more activities or opportunities on specific topics or themes which our young people may want to explore, through understanding of our history and heritage such as law and order, local industry, etc...

We encourage you to talk through your ideas and explore how they can help you, simply get in touch using the contacts in the following pages.





TAVISTOCK HERITAGE TRUST

THT aims to educate the public about all aspects of the unique history and heritage of Tavistock and the local area. The Discovery Team will encourage children and families to participate in activities relevant to their age and experience. We aim for a partnership whereby feedback from the community informs our ongoing programmes.

Facilities available at the Guildhall:

- The old police station, cells and courtroom offer a wealth of information about the Devon and Cornwall Mining Heritage. Accessibility: there are two lifts and accessible toilets on both floors.
- The courtroom is available for use as a performance or presentation space with audio visual equipment.
- A classroom / small meeting room not normally accessible to the public.
- A staff / leaders meeting area with small kitchen and downstairs coat room for groups to leave coats / bags.

Contacts and information:

- Website for general information : www.heritageintavistock.org
- Email for general enquiries : richard.rundell@tavistockguildhall.org
- Activities and materials via THT Discovery Team : discovery@heritageintavistock.org



Things to consider:

- We hope that as a Beaver travels through the sections they will make use of the wealth of resources incrementally. Work with your fellow sections to agree a Group journey for our young people.
- Engage with the Heritage Trust early in your planning, they are volunteers as well... book early to avoid disappointment!
- The Heritage Trust and the Guildhall work to their own safeguarding arrangements. Make sure you understand them and ensure you satisfy yourself you are meeting TSA standards.
 - As visitors to your section meetings they will simply be supervised by your team.
 - For activities ensure that you have considered appropriate supervision, including ratios to encourage great participation without over-stretching the Heritage Team.
 - Visit and sleepover risk assessments must be done in accordance with TSA guidance. For info the Guildhall risk assessments are in the appendix.
 - Community service opportunities are appropriately managed particularly for individual placements.

Resources: This pack contains;

- **Beavers, Cubs & Scouts:** Leader notes and YP activity plus an example of activities for a Cub visit to the Guildhall.
- **Explorers & Network:** Please contact the Heritage Trust team to discuss your requirements, as these can be much more varied and bespoke either to the section programme or individual's needs.

Contacts and information:

- Keith Sully, District Scouter : Keith.Sully@devonscouts.org.uk
- Alternatively, contact one of the District Team
- RAF Harrowbeer - Francis Hayes (1st Buckland) can put you in touch Local volunteers. (see district directory)

Appendix: Example of Cub activities on their visit

Leaders Notes for Heritage Badge



Learning Outcomes

- Children will begin to understand that things we see and know about today have been passed down to us from previous generations.
- Children will be able to identify a personal connection to something from the past.
- Children will be able to re-tell a story or event from the past or talk about an old object or building.

Warm up

Show the children an old toy, teddy, item of clothing, photo or ornament. Say how long you've had it, where you got it and why it is special to you. (A volunteer from the Tavistock Heritage Trust could bring an artefact or story.)

Ask the children if they have something that they have owned a long time or has been given to them by someone who had it before them. Sometimes it is not objects but stories that are given to us, for example "my mum used to tell me about the time...".

Ask the children if they know any stories from the past, for example something funny or clever that one of their family did, or a story of something they did when they were a baby?

Sometimes songs tell us about things that happened in the past, for example "Humpty Dumpty sat on the wall...".

Humpty Dumpty was not a person, but a huge cannon that was used by the King's men (royalists) during the English Civil War nearly 400 years ago. The King's men hauled Humpty Dumpty to the top of the church tower and for eleven weeks Humpty sat on the wall and blasted away at the attacking enemy (parliamentarian) troops. Humpty's great fall came when the church tower was eventually blown up in an attack, and he couldn't be put together again. We still sing the song today!

Suggested Group Activities

- 1) A group nursery rhyme singing session. You could prepare for this by finding out some more information about where the rhymes came from: [The History and Origins of Nursery Rhymes in Britain \(historic-uk.com\)](http://historic-uk.com)
- 2) A Victorian play session. Tavistock Heritage Trust can lend you: skittles, quoits, hopscotch, spinning tops, yoyos, cup and ball and skipping ropes. Talk about how modern games are the same or different to old games.
- 3) Draw a big 'family tree' on a large piece of paper. Use the words me, (step)brother, (half)sister, (step)mother, (step)father, cousin, uncle, aunty, grandfather, grandmother. Show the children where the names go on the tree (youngest at the bottom and oldest at the top).
- 4) Make a scrapbook. Get the children to bring in old photos (not too precious!), old greetings cards, newspaper cuttings, postcards etc and make a scrapbook. Things in the scrapbook could also include, for example: pictures of antiques from magazines and newspapers, fabric that brings back memories of a place or person, anything else that has special memories.

Plenary

Children have the opportunity to talk about something in their scrapbook, show their family tree, or re-tell a story from the past.

Childrens' work could be displayed at the Guildhall and their Heritage Badge received at a ceremony in the Courtroom.

Please contact the THT Discovery Team at discovery@heritageintavistock.org.

Heritage Badge



How to complete your badge:

Complete all of the activities below.

Some ideas:

www.collinsdictionary.com/dictionary/english/heritage

Examples of a family tree : www.edrawsoft.com/template-huang-family-tree.html

Activities

1. Find out what 'heritage' means.
2. Find something in your house that belonged to an older person of a different generation (maybe an ornament, photo, mug, toy or book). Draw or write about it below:

3. Ask someone in your family to tell you a story about something that happened to them when they were younger. You could help them by asking what their favourite toy or game was. Tell your leader or colony the story.

4. Write the names of the people in your family on the leaves of the tree, or cut out your own leaf shapes and stick them on. Start with the youngest at the bottom. Find out the names of your grandparents and put them at the top.

My Family Tree



Leaders Notes for Heritage Badge



Learning Outcomes

- Children will have an understanding of what 'heritage' means.
- Children will be able to talk about an old building or industrial landscape in their local area.
- Children will be able to demonstrate knowledge of a local industry through art or craft-work, or express an emotional connection with the past through poetry or song.

Warm up

Discuss what the children think 'heritage' means : "Property that is or may be inherited; an inheritance. Valued objects and qualities such as historic buildings and cultural traditions that have been passed down from previous generations. An inheritance or legacy".

Suggested Group Activities

- 1) Visit an old building, mining landscape, railway or canal in your local area:
 - Cotehele : www.nationaltrust.org.uk/cothele
 - Morwhellham Quay : www.morwhellham-quay.co.uk
 - Kit Hill : www.cornwall.gov.uk/.../kit-hill-country-park
 - Tamar trails : www.tamartrails.co.uk
 - Launceston Steam Railway : www.launcestonsr.co.uk
 - Launceston Castle : www.english-heritage.org.uk/.../launceston-castle
 - Lydford Castle : www.wikipedia.org/wiki/Lydford_Castle
 - Buckland Abbey : www.nationaltrust.org.uk/buckland
 - Yelverton disused airfield : www.rafharrowbeer.com
 - Calstock Quay and Lime Kilns : www.wikipedia.org/wiki/calstock

Look for architectural features that give a clue to the past. What is it used for now?
Make a photographic or video record of what you see.

- 2) Ask someone to talk to the pack about policing, mining, transport or another topic...how it was in Victorian times and how it is now (THT may be able to help you).
- 3) Provide materials, for example card, scissors and glue, lego or other construction materials and ask the children to create 3D representations of buildings (have photos or other images to provide visual information). THT can provide a 3D model kit of the Guildhall buildings.
- 4) Listen to 'Working Man' (The Miner's song) with lyrics by David Alexander. Discuss what working down a mine would have been like. Which jobs are physically exhausting today?
This song is about coal mining. How would you change the lyrics to fit a different job?
- 5) Re-enact a Victorian courtroom drama (THT can provide a script).

Plenary

Childrens' work could be displayed at the Guildhall and their Heritage Badge received at a ceremony in the Courtroom. The courtroom drama could be re-enacted here.

Please contact the THT Discovery Team at discovery@heritageintavistock.org.

Heritage Badge



How to complete your badge:

Complete numbers 1 and 2 and one other activity from below.

Some ideas:

Watch film 2 'Guildhall Square' : www.heritageintavistock.org/tavistock

Activities

1. Visit an old building, industrial landscape, railway building or canal in your local area (e.g. Tavistock Guildhall or canal, Tamar Valley Trails, Buckland Abbey, Launceston steam railway, Lydford castle, Yelverton disused airfield etc).
2. Choose your favourite feature, room or area and say what interested you. Write or draw about it below.

3. Get creative! Do one of the following:

- Make a miner's helmet with a candle on the top
- Create a model of a beam engine or canal lock - it could have moving parts
- Create a 3D model of the place you visited from card and scrap materials
- Do a drawing / painting of the outside of the building or of an object inside
- Design a Minecraft version of the building or area

4. Write a short story, song (rap?) or poem to describe how you would feel to be working at the mine, digging the canal or imprisoned in the cells.

5. Design a poster advertising the Tavistock Guildhall or other historic place to visitors.



Learning Outcomes

- Scouts will be able to identify examples of 'heritage' in their local area.
- Scouts will understand how to research / find out what happened in the past.
- Scouts will be able to recount stories from the 'living past' i.e. from parents or others about things that happened before they were born.

Warm up

Discuss what the children think 'heritage' means: "Property that is or may be inherited; an inheritance. Valued objects and qualities such as historic buildings and cultural traditions that have been passed down from previous generations. An inheritance or legacy".

Look at pictures of old buildings in your area. Do the scouts know when these buildings were built / what they were built for?

Discuss what jobs used to be done in this area ... 50....100...200 years ago.

Who is the oldest person in your family? Do they have stories to tell of when they were young?

Suggested Group Activities

- 1) Collect together a variety of sources of information about the past: diaries, maps, old books, newspapers or magazines etc. Do a piece of research (Tavistock Heritage Trust volunteers can help with this).
- 2) Get a big map of your area and ask the group to stick things on to show ... where they live...where they go with friends / family ... places that are significant to them - creating an idea of a sense of place.
- 3) In preparation for a visit to the Guildhall: in groups invent a crime and write down the main characters. Role play the scenario thinking who may have witnessed it, what the accused might say in their defence, what the jury may think, what the judge's verdict and sentence might be. This can lead to a 'debate' on issues of punishment - retribution or rehabilitation?

Plenary

Recreate a courtroom drama in the Guildhall.

Have a sleepover in the cells.

Please contact the THT Discovery Team at discovery@heritageintavistock.org.

Heritage Badge



How to complete your badge:

Choose one of the activities below and complete all of the tasks.

Some ideas:

Watch www.heritageintavistock.org/tavistock

Activities

1. Working Life

- Look at how job opportunities have changed over the years eg mining, farming, law and order, domestic work, shop keeping.
 - o Make a drama presentation in a group about an aspect of working life from the past.
- Research your family history. What did your grandparents / aunties / uncles do?
- Where did your family originate? Can you discover the meaning or origin of your surname?
- Talk to an older person who lives in the community. What jobs have they had in their lifetime?

2. Where I Live

Input from THT - the research group give examples of how to find information.

- Do a study of the Bedford Cottages (or your own house / relatives house) in the style of 'A House Through Time' TV series.
 - o Find out how many people lived there, how has the sanitation changed, was it owned or rented, gas/electric etc?
 - o When was my house built?
- Research births, deaths and land registry. Just going back a couple of decades would reveal some interesting changes in land use etc.
- Design a personal history map. Research "your history" through family and friends. Design a local map of your historical events. For example, "this is where I learnt to ride a bike", "this is where my mum met my dad" etc.

3. Crime and Punishment

- Find out about the people involved in a court case e.g. magistrate, defendant etc
- Compare an historic crime with a present-day crime (you can find out about historic crimes at the Guildhall and read about present days crime online or in a newspaper).
- Prepare to re-enact a trial with your Troop in the Guildhall Courtroom.



Appendix: Example of Activities for Cubs at Guildhall

Hard Labour Activity

1. You will need a large space such as the back of the Courtroom or the Robing room.
2. Activities can be laid out as a carousel and children (prisoners) change over as directed by the leader (prison warden).
3. You could choose two children to be 'prison wardens' or have volunteers to do this. Children (prisoners) will carry out the tasks in complete silence with no communication.

Picking Oakum

Equipment needed:

1. Lengths of string or rope - enough for every child
2. Chairs

Set up and explanation:

The children need to sit in rows on separate chairs. Each is given a length of rope to finely pick apart all of the strands. This must be done in complete silence without looking at anyone.

Shot Drill

Equipment needed:

1. Two old irons
2. Two squares of fabric or paper.

Set up and explanation:

Place the irons 2 meters apart each on a piece of fabric or paper (to mark where the irons go).

Two 'prisoners' will do this task. They will pick up a heavy iron and transfer it to the other piece of fabric or paper. Repeat. No talking or communication allowed.

The Treadmill

Equipment needed:

1. Two fitness steps

Set up and explanation:

Place the steps at a distance from each other. Two 'prisoners' will do this task.

Ask them to step up onto the fitness step, stand up straight, step down and then step back up with the other foot. Repeat. The prison wardens could clap a rhythm to ensure the pace is not slowed.

No talking or communication allowed.

(Whilst this does not replicate the weight of a treadmill, the children will understand the relentless effort involved.)

Silence and Isolation

If you have extra children, they could walk in silence around the perimeter of room.

Bere Alston Cubs Tour of Tavistock Guildhall 15.11.21 6.45pm - 7.45pm

Cubs will be divided into **4 groups**. Each will have a clipboard with challenges / questions to complete.

At the entrance (Fire Station) and the 'Copper Sculpture' Maggi will welcome and talk to the **whole group** and they will have a chance to answer the first 2 questions on their trail.

When we get to the police desk, interview room and modern cells (4 areas) the cubs will go into their **4 groups** and spend about 5 mins in each room - rotating when the police whistle blows.

In each room there will be an activity (challenge) and question on their clipboard that can be answered by looking at the information boards (teamwork).

Each group will be led by a cub leader or helper. Guildhall volunteers will supervise and be available to help as needed.

Dartmoor room (cell 1) - do a rubbing (enough for 1 each) and see how many jigsaws you can complete.

Canal room (cell 2) - play the canal game (like snakes and ladders) and 'Pack the canal boat'.

Mining area - complete the large 'Tavistock Canal' jigsaw (take turns - use an egg timer) and a 'sort the minerals' activity.

Copper and arsenic room - do a rubbing and a William Morris colouring (enough for one each).

Down the steps....

Split into **2 groups**...half of the Cubs go to the cells and half stay in the 'World Map' area.

Swap round after 5-10 mins.

World map area - (led by Maggi) All cubs sit in a circle around the map. Each cub is given a flag and they will take turns to put their flag on a country which one of the Cornish miners emigrated to. (Clue is an anagram on the back.) Help each other if necessary.

Cubs who go to the cells will be split into **two groups**.... (Led by Richard and a Cub leader).

Cell one - experience being locked in.... how does it feel?

Cell two - carve your initials into the sandstone block (NB leaders beware these are sharp tools and must be used with care).

We will then go up the scary stairs into the courtroom...

Cubs who come from the 'world map' area could be shown the writing on the wall about Harry Ash who was accused of theft....

Cubs who come from the cells can be asked to imagine they are a prisoner....

In the courtroom the Cubs will stay as **2 groups**.

One group will go to the back of the courtroom and be given 'Hard labour' activities to complete in silence! (led by Maggi)

One group will go into the Robing room. (Led by Richard & Cub leader) Sit in a circle. Pass a Crystal Rock around the group and take turns (whoever is holding the crystal rock can speak) to say one thing that they have discovered this evening (use the question / answer boards as a prompt if necessary).

Swap around after 10 mins.

Finish all together sitting in the Courtroom.

Cubs Guildhall Trail

The Fire Station - How was the fire cart driven?

The Sculpture - What is the sculpture made of?

The Mining Districts

- What sort of engine was invented to pump water from the mines?

- Take turns to complete the Tavistock Canal jigsaw. Use the timer and see if you can finish before the sand runs out!

- Work out what the objects are made of and put them in the right place on the chart

Dartmoor (Cell 1)

- For how long has tin been mined on Dartmoor?.....

- Do a rubbing each of the Stannary Seal.

- See how many jigsaws you can complete!

Tavistock Canal (Cell 2)

- How long is the tunnel which carries the canal under Morwell Down?.....

- Play the Canal Game (like Snakes and Ladders).

- See what goods you can pack into the Canal Boat.

Devon Great Consols and Arsenic

- What was arsenic used for?

- What might happen if you came into contact with it?

- Do a rubbing each of the Devon Great Consols Seal.

- Colour a 'William Morris' stained glass window design.