



WINGS Challenge

# How to Earn Your Shield

Authored by  
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# Greetings noble leaders!

The time of great adventure is upon us & word has spread of a grand gathering to be held in Summer 2026. Yes, the mighty **WINGS Jamboree** at Windsor Great Park!

In the run up to WINGS 2026, Scouts & Guides from all sections are invited to take on the **WINGS Shield Challenge** & achieve their badge. Whether you're able to join WINGS 2026 or not, we're sure your young people will enjoy earning their Shields & learning of WINGS!

The Shield Challenge is inspired by our WINGS 2026 Anglo-Saxon theme, where each of our sub-camp Kingdoms will become known for their distinct & special attributes.

To earn their Shield, they should participate in at least **THREE different activities**, each related to a different Kingdom. Some activity suggestions are shared in this document but you have flexibility to opt to do something else if you wish – just ensure it relates to one of the Kingdoms characters in some way & that you raise awareness of WINGS & the Anglo-Saxon theme.

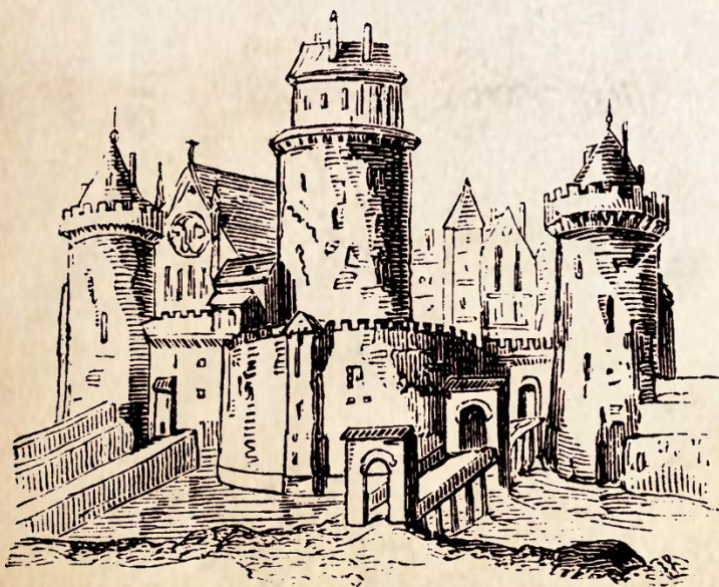
## Your WINGS Shields are available to order:

- **Berkshire Scouts:** Once complete, simply email our [Scout County Administrator](#) with your contact details to request the relevant number of Shields to be sent out (these are being funded by County & may be worn as an Occasional Badge until the end of 2026).
- **Berkshire Guides:** Once complete, simply email our [Guide County Administrator](#) with your contact details to request the relevant number of Shields to be sent out (these are being funded by County)
- **Beyond Berkshire:** Badges are 75p each & available on request from our [Scout County Administrator](#) or our [Guide County Administrator](#) as appropriate.

For Scouts, the Shield criteria have been added to OSM to enable progress & achievement to be tracked. And remember, there are numerous crossovers to the core badge schemes in Scouts & Guides. For example:

- **Scouting:** Challenge Awards like Global/Our World, Creative & Teamwork. Activity badges like Naturalist, Navigation, Environmental Conservation & Go Wild. And also the Earth Tribe Award.
- **Guiding:** Skills builders, UMAs and interest badges described in programme resources, and other badges as available online.

**For more information about WINGS 2026,**  
please visit [wingsjamboree.org.uk](https://wingsjamboree.org.uk)





**Calling all Squirrels, Rainbows, Beavers,  
Cubs, Brownies, Scouts, Guides, Explorers,  
Rangers & Young Leaders far & wide...  
it's time to Earn your WINGS Shield!**

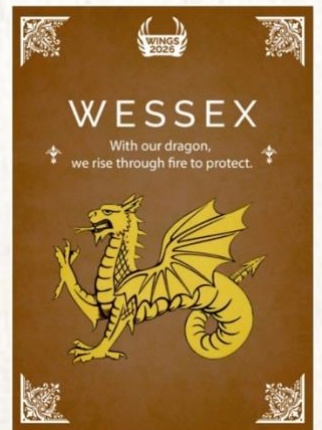
Set forth on this journey of imagination, adventure, & discovery...

To earn your Shield, complete at least **THREE challenges across the five WINGS Kingdoms** – you can choose from the **suggestions below or any other age-appropriate activities** which relate to the characters of the WINGS Kingdoms.



# Kingdom of Wessex

In the green & golden lands of the west, where chalk hills roll like sleeping giants  
& ancient stones mark the turning of time, rose the mighty **Kingdom  
of Wessex** heartland of kings, dragons, & destiny.



## Be resilient, strong & courageous!

**Squirrels / Rainbows / Beavers / Cubs / Brownies**

- Unleash your imagination to design the ultimate resilient, strong & courageous animal – maybe this could be a drawing, a model, a collage or some creative writing.
- Compete in a knight-themed obstacle course (eg: include drawbridges, jousting challenges, moat jumping & dragon toppling).

**Scouts / Guides / Explorers / Rangers / Young Leaders**

- With many resources & people travelling great distances to WINGS 2026 from across the world, undertake an activity to help carbon offset some of the travel & to raise environmental awareness (eg: demonstrate how you've made a concerted & sustainable effort to reduce emissions by reducing the use of vehicles & other energy resources).
- Boost our planets resilience by establishing wormeries & composting (in gardens or Scout / Guide hut land) &/or designing compelling posters to increase the level of recycling in your community.





# Kingdom of Sussex

Far to the south, where chalk cliffs guard the edge of the world & the sun dances over restless waves, lies the ancient **Kingdom of Sussex**. Land of the **South Saxons**, brave sea-hearted folk with salt in their veins & sunlight in their souls.

## Be mighty experts of land & sea!

**Squirrels / Rainbows / Beavers / Cubs / Brownies**

- Spot, discuss & document various animal tracks, scat, feeding grounds, animal routes, burrows, nests, etc, to understand how so many different animal species live in your local natural world.
- Get outside & record a nature diary. Observe the weather & animals you see in different places at various times of day over an agreed timeframe – maybe this could include drawings, photographs & a spotters list.

## Scouts / Guides / Explorers / Rangers / Young Leaders

- Get out & about to study the wildlife in a local parkland such as Windsor Great Park – examine the tree diversity, bird activity, different habitats, etc.
- Organise a photography competition & exhibition highlighting the different habitats, times of day & seasonal changes in your local area.



## Kingdom of Kent

Where the sun first touches England & Roman roads vanish into forest shadow lies the ancient **Kingdom of Kent**. A land of tradition, with quiet strength that comes from unlocking 'the old ways' & an ancient & mysterious power.

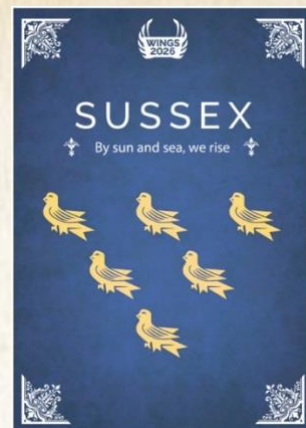
## Be scholars & explorers!

**Squirrels / Rainbows / Beavers / Cubs / Brownies**

- 'Bring on the Battle' using the fantastic [online resource from the Royal Collection](#) teaching about Windsor Castle & its knights.
- Appreciate our Scouting & Guiding families across the World – play some of their games, learn new dances or campfire songs from other countries, research & compare uniforms.

**Scouts / Guides / Explorers / Rangers / Young Leaders**

- Study the night skies, gaining an appreciation of how our predecessors used them for navigation across land & sea & you could use them for navigation now.
- Design & lead a Treasure Hunt for members of the younger sections.





# Kingdom of East Anglia

In the eastern lands, where silver mists rise from the marshes & ancient trees whisper forgotten names, lies the **Kingdom of East Anglia**, a realm of dreamers, artists & craftsmen with deep-rooted honour.

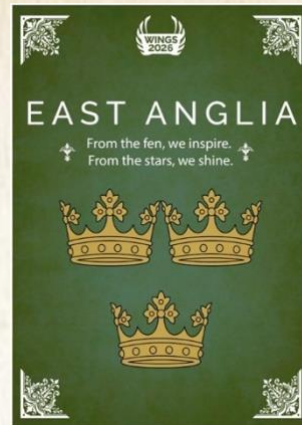
**Be master craftsmen, demonstrating your honour & pride!**

**Squirrels / Rainbows / Beavers / Cubs / Brownies**

- Collect natural materials & make large colourful shields. Younger sections will also be proud to parade with their shields so their friends & family can see.
- Work as a team to construct a large Viking Longboat out of your household recycling.

**Scouts / Guides / Explorers / Rangers / Young Leaders**

- Design & build sophisticated detailed models, working in small groups & to a budget (eg: the Windsor Copper Horse, Windsor Castle or maybe even a Viking Longboat).
- Create decorative runes or braids using a range of natural materials & techniques (eg: pyrography, carving, painting).



# Kingdom of Northumbria

In the wild northlands, where the wind howls like wolves & the skies stretch forever, lies the mysterious **Kingdom of Northumbria**. The Land of monks, scholars, monsters, & mighty kings.

## Be loyal, clever & knowledgeable!

**Squirrels / Rainbows / Beavers / Cubs / Brownies**

- Join a knights-themed activity to understand the aspects of your membership badge. Maybe race to match the symbols with their meaning? Maybe decorate shield-shaped biscuits with the various parts of your badge as you learn why they are important?

**Scouting:** Decode the World Scout Badge (eg: discuss the rope circle & it's similarity to the unity of the roundtable, & the fleur-de-lis promise to duty, service & obedience & it's reflection of medieval chivalry).

**Guiding:** Decode the World Trefoil (eg: discuss the love of humanity flame & it's similarity to the unity of the roundtable, & the two Promise & Law stars to help us consider medieval loyalty).

- Compete in a runic relay - memorise & recreate the rune patterns that you see in various remote locations.

**Scouts / Guides / Explorers / Rangers / Young Leaders**

- Create colourful & detailed maps of local public spaces or parklands, showing key land features, resources, transport routes, etc. If possible, try to select an area with local signs of Anglo-Saxon times (eg: churches, crosses, burial sites, earthworks, castles or archaeological sites).
- Design an Escape Room to find the Lost Kingdom (eg: a series of puzzles & clues to collate numbers to unlock a combination lock to access the 'Lost Kingdom').

