

Training Resource: Scenarios

When using these scenarios, assume that you are the person holding 1st Response for the event/activity.

For each scenario think about:

- what your immediate action would be.
- what you would do next.

Rainbow/Beaver scenarios	Brownie/Cub scenarios
<p>Place: Paved area outside the meeting hall</p> <p>Time: Half an hour from the end of the meeting</p> <p>Numbers: 18 Rainbows/Beavers - 3 outside, 15 in the hall</p> <p>Adults: 1 in the hall, 3 outside</p> <p>Incident: One young child was running across a paved area and fell, landing on their knees. They are sitting on the ground, hugging their knees and crying.</p>	<p>Place: Meeting hall with a wooden floor</p> <p>Time: 10 minutes to the end of meeting</p> <p>Numbers: 24 Brownies/Cubs</p> <p>Adults: 3 and 1 Young Leader. You are leading the game, the Young Leader and the other adults are clearing up.</p> <p>Incident: Playing a game which involves some chasing, there is a collision of several children; some fall and pick themselves up. All carry on playing, but you notice one child standing on the edge of the game area who has gone very pale and is rubbing his/her arm.</p>
<p>Place: A field</p> <p>Time: 20 minutes into the unit meeting</p> <p>Numbers: 18 Rainbows/Beavers</p> <p>Adults: 4, situated at opposite sides of the game area</p> <p>Incident: Two children were running and collided head-on. One is lying on the ground and the other is standing, looking dazed and rubbing his/her head.</p>	<p>Place: Local school activity day 10am to 6pm</p> <p>Time: 3pm</p> <p>Numbers: 24 Brownies/Cubs</p> <p>Adults: 1 in each activity area, 2 floating</p> <p>Incident: You are supervising an activity making musical instruments. One young person has their thumb stuck in a bottle; the more they pull the sorer it gets.</p>
<p>Place: Meeting place</p> <p>Time: 20 minutes into the unit meeting</p> <p>Numbers: 18 Rainbows/Beavers</p> <p>Adults: 4</p> <p>Incident: You are supervising a craft activity. One young person cuts their hand when using scissors. A second child faints at the sight of the blood.</p>	<p>Place: Kitchen in a meeting hall</p> <p>Time: Half an hour into the meeting</p> <p>Numbers: 21 Brownies/Cubs - 6 in kitchen, 15 in hall</p> <p>Adults: 1 in kitchen, 2 and a Young Leader in hall</p> <p>Incident: While preparing for a cookery badge in the kitchen, one child fills the electric kettle then plugs it in with wet hands. The child is flung across the kitchen by an electric shock. She/he knocks into the others before crashing against the cupboards and landing in a heap on the floor. The other children begin screaming.</p>

Guides/ Scouts	TSS/Explorer Scouts/Scout Network
<p>Place: Meeting hall</p> <p>Time: Half an hour into the meeting</p> <p>Numbers: 30 Guides/Scouts</p> <p>Adults: 3</p> <p>Incident: A pile of stacking chairs falls over and traps two young people. One pulls his/her foot out, freeing themselves, but brings more chairs down on top of the other, who is very quiet. The other young people are screaming and shouting.</p>	<p>Place: Local park</p> <p>Time: 9pm</p> <p>Numbers: 10 members of The Senior Section/Explorer Scouts/Scout Network</p> <p>Adults: 1</p> <p>Incident: While playing a ball game with a football, one player has thrown a ball with some force. It has hit another player on the chest and knocked them over. They are lying silent on the ground.</p>
<p>Place: Safari/theme park</p> <p>Time: 2pm (journey time is 1 hour, left home at 10am and returning at 4pm)</p> <p>Numbers: 40 Guides/Scouts</p> <p>Adults: 6 and 2 Young Leaders</p> <p>Incident: All the children are eating ice creams. A wasp lands on one child's ice cream; the child does not notice and the wasp stings his/her tongue.</p>	<p>Place: Activity day at a campsite</p> <p>Time: Noon (started at 10am and finishes at 4pm)</p> <p>Numbers: 80 Guides/Scouts and members of The Senior Section/Explorer Scouts/Scout Network</p> <p>Adults: 7 plus service team (unknown number)</p> <p>Incident: You are watching a group of six young people building a rope bridge over a small river. One young person decides to use the bridge. Halfway over they lose their footing, fall through the rope and are left hanging by their neck.</p>
<p>Place: Hall on an activity day</p> <p>Time: 10 minutes before the lunch break</p> <p>Numbers: 40 Guides/Scouts</p> <p>Adults: 5</p> <p>Incident: During an active game a child over-stretches and tumbles from their wheelchair.</p>	<p>Place: All-day hike in open country</p> <p>Time: Late morning in June</p> <p>Numbers: 10 members of The Senior Section/Explorer Scouts/Scout Network</p> <p>Adults: 2</p> <p>Incident: The day has turned out wet and windy. You stop for a rest before lunch but then decide to have a ball game to help dry off. One person is more interested in their book and when you go to speak to them they look pale and listless and are shivering.</p>