

YOUNG LEADERS' LOGBOOK



Edition 1

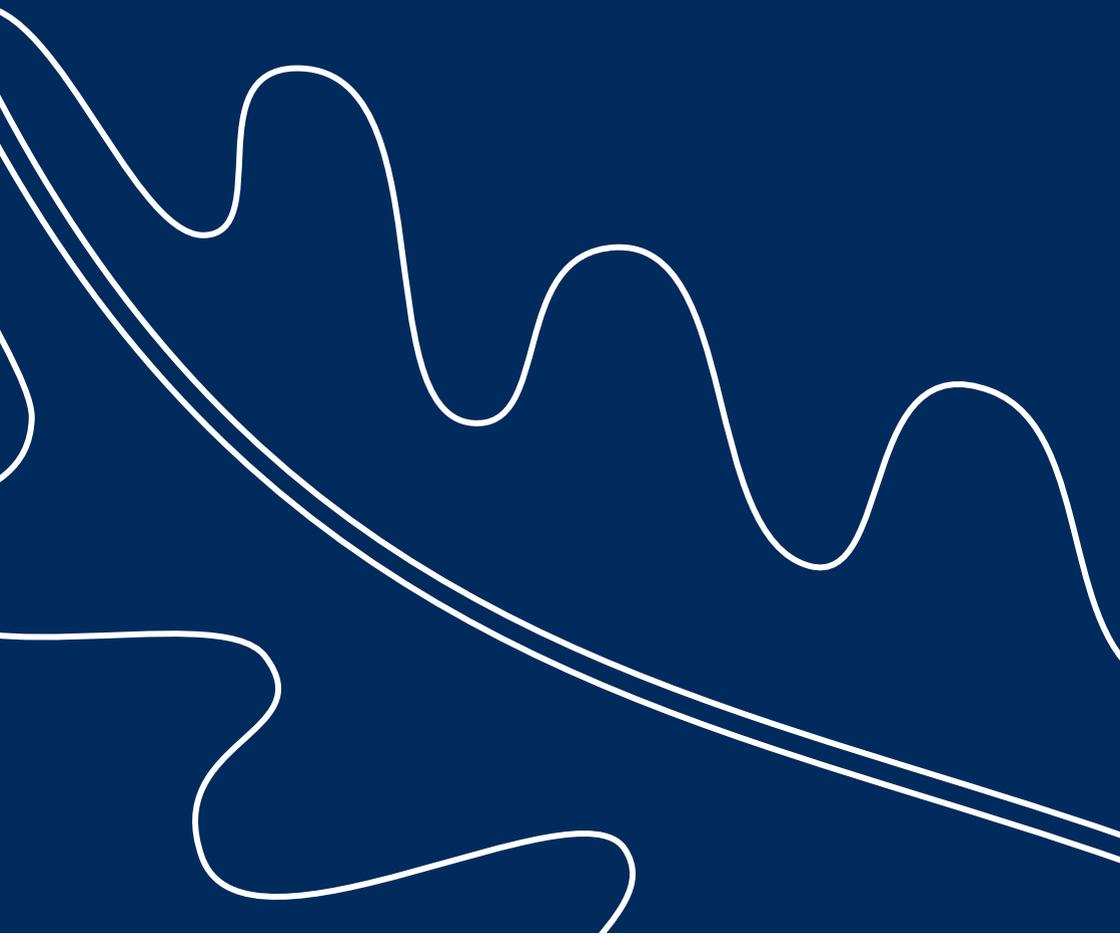
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Contents

Who are Young Leaders?	6
An introduction to the Young Leaders' Scheme	8
What's in it for me?	10
Recognition and awards	12
Important things to know	16
Help and support	16
The Young Leaders' Scheme and external organisations	17
Golden Rules for Young Leaders	18
Your achievements	20
Participation log	20
Links to Adult Training validation	22
Residential experiences	23
Training/forum dates	24
Module training record	25
Module A: Prepare for take-off!	27
Module B: Taking the lead!	31
Module C: That's the way to do it!	35
Module D: Understanding behaviour	37
Module E: Game on!	41
Module F: Making Scouting accessible	43
Module G: Programme plans	45
Module H: Programme plans plus	47
Module I: What did they say?	51
Module K: First aid masterclass	53

Mission training record	55
Mission 1	59
Mission 2	69
Mission 3	75
Mission 4	81
Young Leaders - What's next?	87
Scout Network	89
Section Leader	90
Scout Active Support Unit (SASU)	90
Adult Supporter	91





Who are Young Leaders?

Leaders are an invaluable part of so many aspects of our lives; the world needs leaders. But what makes a good leader? What allows some to inspire people to follow them?

Many would say that the basis is an understanding of people and the ability to see things from their point of view. Some people say that leaders are people with big, exciting dreams who want to make them happen. No matter what, to be a leader you certainly need to have courage and to take on responsibility. This needs to be recognised.

What's it like to be a leader? There is really only one way to find out the answer to this question, and that's to have a go at it.

The Scout Association's Young Leaders' Scheme is a unique, challenging and unforgettable opportunity to step out into leadership volunteering with Beavers, Cubs or Scouts. It offers you an amazing chance to learn leadership skills, gain experience and confidence, and help others to learn and enjoy themselves. It's valuable preparation for all sorts of careers and is a great boost for your CV, helping you get ahead with further and higher education applications and future employment.

Young Leaders are aged between 14 and 18 and work alongside adult leaders to ensure that young people really get the chance to shape their own Scouting adventures. You can be a Young Leader in a Beaver Scout Colony, Cub Scout Pack or Scout Troop. Here are the basic facts:

- Young Leaders are Explorer Scouts aged 14 to 18.
- As a Young Leader, you will work with the younger sections in Scouting: Beavers, Cubs or Scouts.

- All Young Leaders are also Explorer Scouts.
- The scheme is also open to young people who are undertaking the Duke of Edinburgh's (DofE) programme or the Queen's Guide Award.
- As a Young Leader, you will help adult leaders to plan and run meetings and events.
- You will get to take part in training that is flexible, practical and devised to equip you with the skills you need to work well with younger people.
- You can still take part in your usual Explorer activities as well as joining a local District Young Leader Unit.

The Young Leaders' Scheme supports you in key areas to help you get the most out of working with younger sections. The scheme also helps you to develop as an Explorer Scout, enabling you to fulfil the volunteering elements of various awards and to make a positive impact in your local community. It can help you work towards other forms of recognition, for example DofE, Chief Scout's and Queen's Scout Awards, and it will also be of assistance when you move on to Scout Network or become an adult leader.

An introduction to the Young Leaders' Scheme

Registering

Once you have registered with the local Explorer Leader responsible for Young Leaders (ESL YL), you become a member of your Young Leader Unit. Young Leader Units work in very different ways; you may meet once a week, once a month or even virtually. However you meet, this Unit will give you support, answer questions and help you to understand the training process whilst you decide which section you want to work with: Beavers, Cubs or Scouts.

Missions and modules

The Scheme is made up of 10 training modules and 4 missions, all designed to develop your skills.

- Module A** Prepare for take-off!
- Module B** Taking the lead!
- Module C** That's the way to do it!
- Module D** Understanding behaviour
- Module E** Game on!
- Module F** Making Scouting accessible
- Module G** Programme plans
- Module H** Programme plans plus
- Module I** What did they say?
- Module K** First aid masterclass

Mission 1

Run a variety of games: indoor, outdoor or as part of a camp.

Mission 2

Plan and run an activity (not a game) as part of either the section programme or a camp programme.

Mission 3

Take the section's programme ideas to a programme planning meeting.

Mission 4

Responsibility for organising and running part of the section programme.

Completing missions will help you put into practice what you have learnt in the modules; you will gain confidence as you become an integral part of the leadership team in your section and Group.

The Scheme is flexible but you must work through the first training module, Module A: Prepare for take-off!, within the first three months of becoming a Young Leader. Module A will provide the basic information required for getting started in a Young Leader role and will prepare you to deliver safe Scouting for all. The training modules of the Young Leaders' Scheme will help you deal with many different aspects of leadership within Scouting and it is a great achievement to complete them all.

CASE STUDY

Callum is 16 and is about halfway through his Young Leader training. He's made six new friends at the District Young Leader Unit and has loads of laughs meeting with them and swapping stories and experiences. Callum was nervous about taking on the missions with his Cub Pack at first but found that the young people there loved having him around.

'I get a real buzz from being in charge of games and demonstrating skills.'

What's in it for me?

The Young Leaders' Scheme opens up all sorts of opportunities for you:

Awards and training qualifications

- This training can qualify for the Volunteering section of the DofE programme.
- Much of the training can count as prior learning for the Adult Training Scheme. Completing all elements of the Young Leaders' Scheme can therefore support your work towards your Wood Badge.
- You can gain recognition from the Institute of Leadership and Management (ILM) for completing the scheme. The ILM is one of the UK's leading providers of leadership and management qualifications and the accreditation shows the quality of the Young Leaders' Scheme to any external organisations that Young Leaders might apply to in the future.

Life skills and personal development

- Learning useful life skills like first aid, what to do in an emergency and how to work with young people.
- Making decisions and taking the lead.
- Getting ready for taking the lead in shaping and participating in projects with Scout Network when you turn 18.

Great for your CV

- In an increasingly competitive world with so many people trying to win places at the best universities/colleges, and/or secure good jobs, having a stand-out CV is worth a lot. Having a Young Leaders accreditation on your CV will get you noticed; it says that you are someone with common sense, initiative, independence, maturity and leadership potential. It shows that you can see a commitment through, work in a team, help people to develop and take on board training.

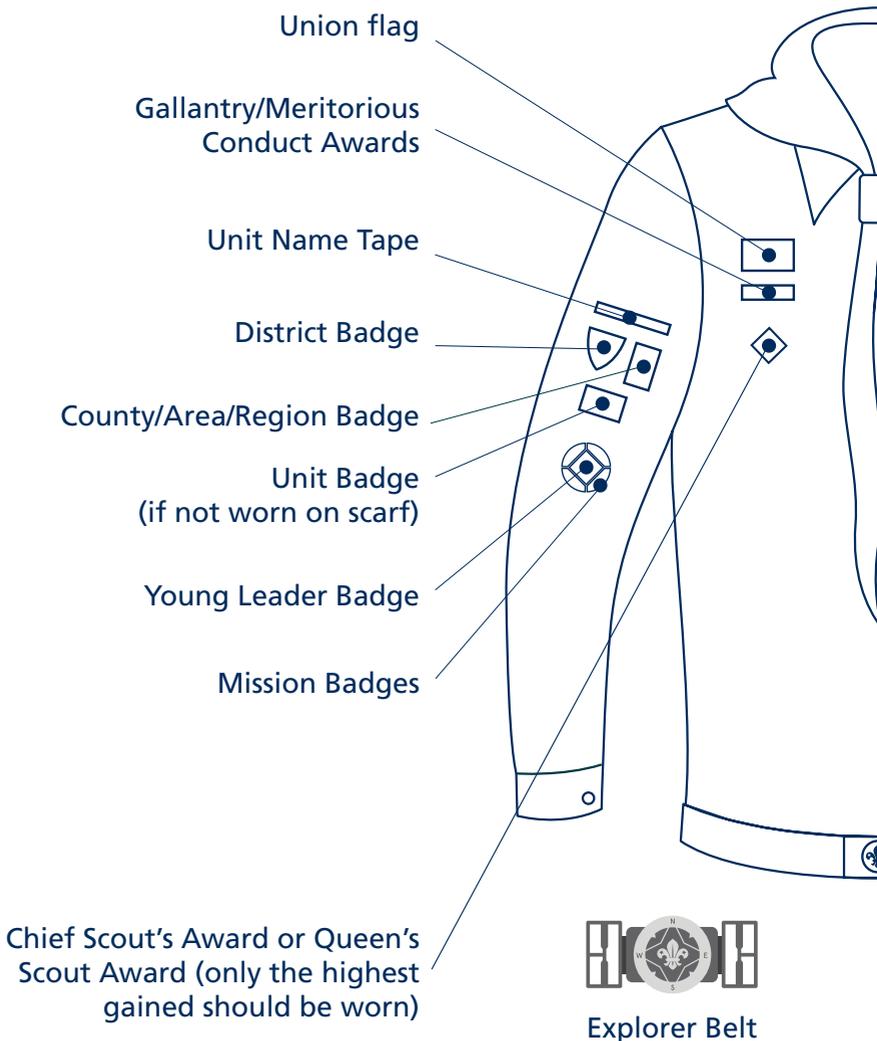
The Young Leaders' Scheme isn't just about gaining more badges and enhancing your CV, however. Some really great things that you will get from it include:

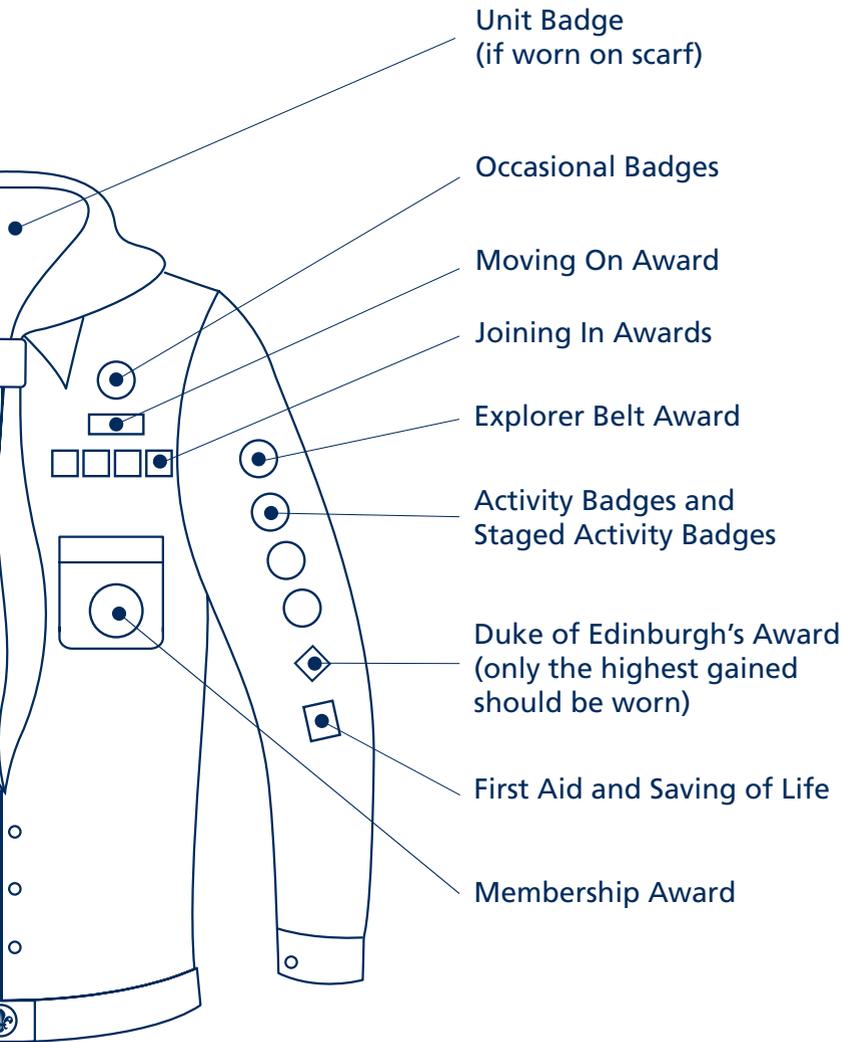
- The buzz that comes from standing up in front of a group, saying what's going to happen and seeing it all come together.
- Seeing Beavers, Cubs and Scouts enjoying their activities that you've helped to shape.
- Finding out what it's like to help others to realise their potential.
- Having the chance to get out and about, meet new people and gain new, varied experiences.

It's a great way to continue to enjoy what Scouting has to offer by helping section members take part in activities and adventures.

Recognition and awards

Your Young Leader (YL) Badge and woggle are presented when you complete Module A, Prepare for take-off! Young Leader Badges go underneath your Unit Badge on the right arm sleeve of your Explorer Scout uniform. Remember: you earned it, so don't hide it – wear it with pride.





Young Leaders' Belt

As you progress and complete each mission, you'll earn a strip badge to add to your YL Badge. Earning all four mission badge strips completes the YL Circle Badge set. Young Leader Badges are presented by your ESL (YL).



The ultimate award in the Young Leaders' Scheme is the Young Leader Belt buckle, which is awarded to those who successfully complete all 10 modules and four missions of the scheme. Being presented with a Young Leader buckle is a celebration of your development, achievement and service in Scouting. As such, you're entitled to wear the buckle when you become a Scout Network member and adult leader.



When you complete the Young Leaders' Scheme, you will also be presented with the Young Leader certificate and Service Award Badge. This can be worn on your adult uniform, to recognise the service that you have completed as a Young Leader.



CASE STUDY

Su-Li is 23. She's a teacher at an international school in Italy. She grew up in the UK and became a Scout when her best friend told her about it. Su-Li always wanted to work with young children and so she gave the Young Leaders' Scheme a try. She wasn't sure if she would manage because she's always been a shy, quiet kind of person.

'One of the best things for me about being a Young Leader is that it helped me grow up quickly. At 14 I didn't have much confidence in dealing with people at all, but after doing the training and taking on the missions, bit by bit I discovered I could do it and I enjoyed it. I was mentored by Jane, a brilliant leader who helped me all the way. Becoming a Young Leader really changed my life.'

Important things to know

Help and support

The modules have been developed to build up your knowledge and really prepare you for being a great Young Leader. Various resources and training sessions/weekends will help you make the most of your time too. These will make the journey to becoming a Young Leader easier and enjoyable.

- The Explorer Scout Leader (Young Leader), or ESL (YL), is your key contact to guide you through the Young Leaders' Scheme. They look after and support all Young Leaders in the District.
- The Section Leader is usually a leader in the section you help with. This person has experience of dealing with the kinds of situations and challenges that arise when leading a section and working with young people. This can be any leader in Beavers, Cubs or Scouts, as there should always be someone able to help you.
- If you belong to an Explorer Unit, your Explorer Scout Leader can offer a wealth of knowledge as well as leadership tips and advice.

Remember that you are not alone. Meet with the other Young Leaders in your Unit and across the District and share your experiences, good and bad. As well as using this time to support each other, it's also a great opportunity to talk about and swap ideas for any indoor or outdoor games, crafts and activities. Don't be afraid to ask for help at any time, but do take chances to show initiative, try new things, and be creative and imaginative. Think of who inspired you with your Scouting adventures and how you can inspire others.

Training modules (including Module A) and courses are available, subject to Young Leader needs and requirements in your District.

Section visits can also be arranged to help support you in your Young Leader role, validate your missions and present Young Leaders' Scheme Awards. Get in touch with your ESL (YL) for support.

Read the information you are given about modules and missions carefully, jot down any questions you have and ask them when you get the chance. Good luck!

The Young Leaders' Scheme and external organisations

- The Young Leaders' Scheme is also open to non-members to fulfil the volunteering element of The Duke of Edinburgh's Award and the Queen's Guide Award.
- If you're participating in the scheme as part of a DofE Award, you'll need to complete further training to support you in your Young Leader role. This might mean completing additional modules or more targeted training, like a first aid course or specific activity training.
- Once your volunteering period has elapsed, you must become a member and join The Scout Association as an Explorer Scout if you wish to continue being a Young Leader. If you're interested in doing this, speak to your ESL (YL).

DID YOU KNOW?

As an Explorer or Young Leader, you can also gain a permit to lead adventurous activities for young people through the Adventurous Activity Permit Scheme. Find out more at scouts.org.uk/activitypermits or by talking to your ESL (YL), your local Assistant County Commissioner (Activities) or County Assessors.

Golden Rules for Young Leaders

- If you're a Young Leader, you can join both a Young Leaders' Unit and an Explorer Scout Unit. They provide lots of opportunities for personal development, fun, challenge and adventure, so join up!
- Register with a Young Leaders' Unit as soon as possible and make sure that you've completed Module A, Prepare for take-off! within three months of joining the scheme.
- Young Leaders' Unit meetings typically incorporate mentoring sessions to help you develop your skills and review your progress. Go along to make the most of these sources of support.
- Give your Section Leader and your ESL (YL) copies of your home contact information, personal health details (eg allergies you have or medication that you take regularly) and any disabilities or additional needs, so they can best support you. Also ensure that you've obtained and supplied parental permission forms for any residential experiences or adventurous activities that require it.
- The Section Leader is responsible for your safety and welfare during section events and meetings; however, as a Young Leader, you will get the chance to start experiencing what it is like to be a leader in Scouting. You need to remember to keep yourself and others safe. Make sure you follow and have a copy of the 'Young People First' (Orange Card) with you at all times.
- In some instances, you can request to return to your old Scout Troop to volunteer as a Young Leader. However, you should have a break of six months after finishing as a Scout. This is so you can participate in wider Explorer Scout activities. This also enables you to develop your skills and gives your old Troop time to understand and accept that that you are now an Explorer Scout Young Leader with different responsibilities.
- Smile and have fun!

'(A leader) must have a cheery, energetic personality, with sympathy and friendly understanding of his followers.'

Lord Baden-Powell



Your achievements

Participation log

This page is a record of dates and outcomes of training, mentoring sessions and forums you have attended. You should also use it to record reviews with your Explorer Scout Leader (Young Leader), so remember to take this file with you whenever you meet with your ESL (YL) or the rest of your Young Leaders' Unit.

Training, mentoring sessions and forums

Type	Date	Outcome
Mentoring with Linda	24/02/2016	Got some further tips about how to deal with challenging behaviour

Review log with ESL (YL)

Date	Outcome

Links to Adult Training validation

When you become an adult leader, you will need to complete the 'Wood Badge'. There are two key elements to completing the adult training: learning and validation. Learning is about developing knowledge or skills for the role. You'll have gained a wealth of knowledge and experience through the Young Leaders' Scheme, which should be considered when completing your Wood Badge training. Many of the experiences and skills you gain during your time as a Young Leader can be used to help you complete this training and validate your knowledge. It is therefore very important to log all your leadership participation during your time as a Young Leader. This record will be useful as evidence of prior learning for the Adult Training Scheme.

Tasks/responsibilities undertaken in the section

eg. Taking the register	Collecting subs	Acting as badge secretary

For more information on how the the YLS and Wood Badge link together, see factsheet FS330094 at [scouts.org.uk](https://www.scouts.org.uk) (Prior Learning gained in the YLS).

Residential experiences

Remember to log all residential experiences (camps, nights away etc) that you attend during your time as a Young Leader. If you're part of an Explorer Scout Unit, these experiences can also count towards your own Nights Away Staged Activity Badges and Queen's Scout Award (QSA). Inform your Explorer Scout Leader so they can note it on your record card.

Residential experiences

Date	Type of experience

Training/forum dates

Your ESL (YL) will provide details of forthcoming training, forums or support available.

Date and time	Purpose/objective	Location

Module training record

Welcome. Please use the following log sheets when recording your progress through the modules within the scheme. It will enable you to validate your training quickly and easily.

Don't forget that your ESL (YL) is there to assist you at each stage.



Module A: Prepare for take-off!

Aim

This module aims to give you, as Young Leaders, the essential information you need to perform your role safely. It will provide you with the skills you need to assist with another section and understand your role as a Young Leader. You will also discover how the Young Leaders' Scheme works and how to access further training opportunities.

Objectives

By the end of this module, you will be able to:

- Explain your role as a Young Leader for the section you are supporting and how local Scouting is organised.
- Summarise the purpose and methods of Scouting.
- Explain how the Child Protection Policy applies to you as a Young Leader.
- Explain the importance of Policy, Organisation and Rules and access the information within it.
- Show that you understand how Policy, Organisation and Rules affects your actions as a Young Leader.
- Explain why it's important to provide activities safely and necessary to carry out risk assessments.
- Understand how the Young Leaders' Scheme works and how to access further training.

Putting it into practice

What will I do differently or need to start thinking about more after completing this module?

Tip: Think about risk assessments, Policy, Organisation and Rules (POR) and safeguarding.

What is the purpose of POR?

Tip: Think about safety and rules.

Why do you think people enjoy Scouting?

I have read, understand and have a copy of the Orange Young Leaders' Code of Conduct Card.

Module A completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module B: Taking the lead

Aim

This module aims to introduce you, as Young Leaders, to some of the concepts of leadership. It provides you with the skills you need to work more effectively as a leader in your chosen section. The module explores different styles of leadership, when to use them and how to effectively lead different sorts of activities.

Objectives

By the end of this module, you will:

- Have the confidence to take on a leadership role in your chosen section.
- Be able to run programme activities that are appropriate to your role.
- Recognise and understand different leadership styles, and when each should be used.
- Recognise how different styles of leadership affect an activity.
- Understand the process of evaluation and the need for it, and implement it as necessary.

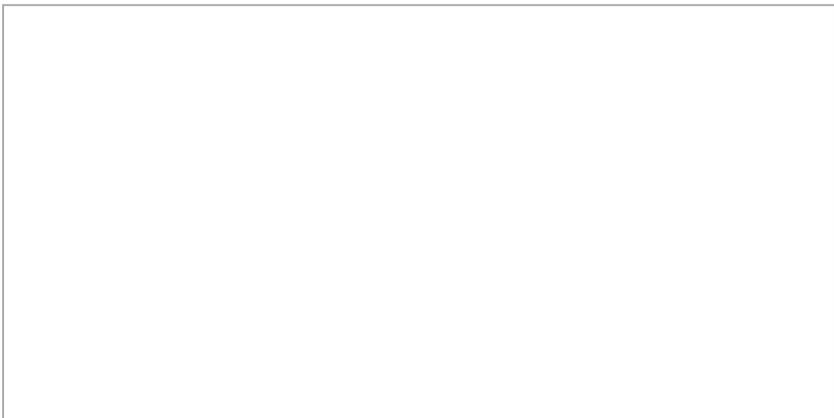
Putting it into practice

What will I do differently after completing this module?

Tip: Observe other leaders and watch out for good examples of leadership skills when working with groups of Scouts. When you are leading an activity, think about which leadership style is the most appropriate for the situation. Experiment by using different styles of leadership and see which is the most effective for you.



How would you describe your own leadership style?



What skills do you have that make you a good leader and what skills do you need to improve on?

Which style of leadership would you need to use if you saw that something dangerous was about to happen?

- a. Informal/supportive.
- b. Formal/directive.
- c. Democratic/team based.
- d. Passive.
- e. Organiser.

Module B completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module C: That's the way to do it!

Aim

This module aims to give you, as Young Leaders, a general understanding of how to successfully demonstrate and teach a variety of skills. It will help make that process fun, and ensure that section members enjoy the experience.

Objectives

By the end of this module, the you will:

- Understand and be able to talk about how young people learn effectively.
- Demonstrate an ability to pass on skills to younger people.
- Understand and talk about different learning styles.
- Have confidence in using different training techniques.

Putting it into practice

What new or different things will I do after completing this module?

Tip: Think about the most effective ways to teach section members new skills, and the troubles you might have if you only use one method.

Ideas for activities I could run or skills could I teach

Tip: Think about teaching Scouting skills in small groups. Good subjects might be navigation, tracking, fire lighting, pitching a tent or tree identification.

Module C completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module D: Understanding behaviour

Aim

The aim of this module is to give you, as a Young Leader, a basic understanding of the different behaviours that young people can display and some possible causes. By the end, you should be able to recognise and propose possible solutions for different behaviours.

Objectives

By the end of this module, you will:

- Understand different types of behaviour.
- Understand and talk about the causes and triggers that can lead to different types of behaviour.
- Demonstrate a number of tools or methods that could be used to manage behaviour.
- Explain how you, as a Young Leader, can assist with managing behaviour in the section.
- Explain where you can get further assistance, and when to involve adults.

Putting it into practice

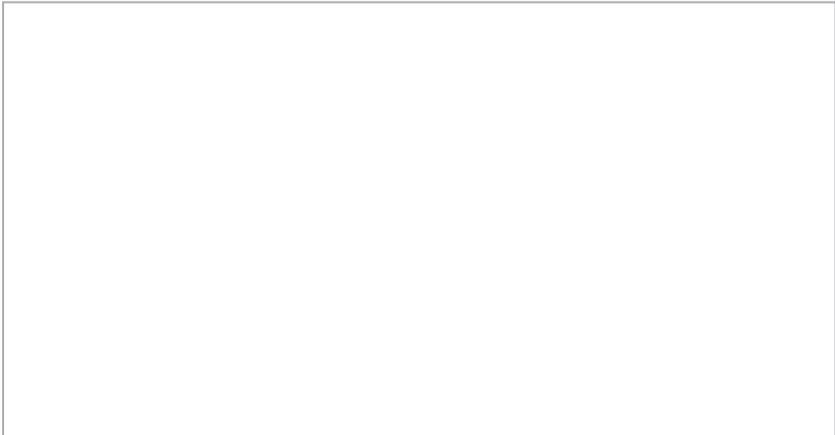
Tip: Talk to your Section Leader and find out about the code of conduct or rules of the section you help with.

Explore how positive behaviour is promoted and what strategies the leaders use to respond to any challenging behaviour. This will ensure everyone in the leadership team has a shared approach that is applied consistently. If your section doesn't have a code of conduct, ask the leader if you can work with the Scouts to create one.

What could be some causes of challenging behaviour?



What can I do to promote positive behaviour in my section?



How should you respond to a Scout displaying challenging behaviour?

Module D completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module E: Game on!

Aim

The aim of this module is to give you, as a Young Leader, a good understanding of the importance of games in the section meeting. It will give you an idea of the different types of games that can be played and when to use them to the greatest effect.

Objectives

By the end of this module, you will:

- Understand the importance of games in the section meeting.
- Understand the need for different types of games and when to play them.
- Be able to explain and run different types of games.
- Be able to select games that suit the section's programme.

Putting it into practice

What will I do differently after completing this module?

Tip: How could you explain rules to section members when running games with your section? Take into account the individual needs of all of the young people.

When would running a quiet game be beneficial?

What are the benefits of running group games?

Tip: Think about how it would widen the young people’s skills or impact upon behaviour or attitudes.

Module E completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module F: Making Scouting accessible

Aim

This module will prepare you, as Young Leaders, to make reasonable adjustments to the programme to meet the needs of all the young people in the section. It will also give you a basic understanding of the different additional needs young people may have.

Objectives

By the end of this module, you will be able to:

- State a range of additional needs that young people in a section may experience.
- Understand how additional needs may affect their participation in the programme.
- Explain how to adapt programmes to meet the needs of all young people within the section.
- Explain where to go for further information and guidance.

Putting it into practice

What will I do differently after completing this module?

Tip: Get to know the Scouts in your section a little better. Do any of the young people have disabilities or additional needs?

If you were supporting a younger Scout with dyslexia, how could you ensure that an activity that includes written clues or instructions was accessible to them?

Tip: Think about using different teaching techniques and styles.

State three things that you could do to adapt a ball game to meet the needs of a Beaver/Cub/Scout who has a visual impairment:

I understand where to find The Scout Association's equal opportunities policy, flexibility statement and further information and guidance about a variety of additional needs.

Module F completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module G: Programme plans – A quality programme

Aim

This module aims to provide you, as a Young Leaders with the skills and understanding necessary to plan and run a balanced programme for their section. It also helps you to understand how awards and badges help to achieve this.

Objectives

By the end of this module, you will be able to:

- Identify the key elements of the younger section programmes, including activity badges, challenge awards, requirements for completing the top awards, and staged badges.
- Explain how the awards and badges form a progressive scheme from age 6 to 25.
- Understand the concept and importance of having a balanced programme.
- Demonstrate how to plan a section meeting.
- Prepare a programme for a section meeting around a theme from the challenge areas.

Why is a quality programme important?

Are there any activities, badges or awards that you are interested in running in your section - could you demonstrate how you can create an evening meeting around this?

I know where to find the badge requirements for the section in which I lead.

Module G completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module H: Programme plans plus

Aim

This module aims to provide you, as a Young Leader, with the skills and understanding necessary to plan and run a quality and balanced programme for your section over a three-month period.

Objectives

By the end of this module, you will be able to:

- Understand the concept of a balanced programme over a three-month period.
- Use a range of programme planning techniques.
- Describe what you need to consider when planning and running activities.
- Plan an outline programme for a three-month period.
- Understand and explain how Moving On Awards improve links between sections.
- Assess awards and badges on the basis of 'personal best'.

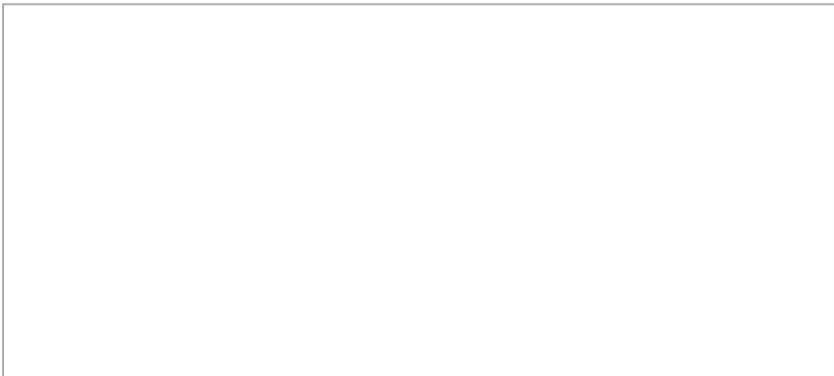
Putting it into practice

How can you make sure that the programme is exciting and shaped by the young people in your section?

Tip: Could you run a youth forum? Ask the young people about their favourite activities? Help them write the programme themselves?



What sort of activities/games could you run to help the 'Moving On' process between your section and the one above/below?



Where could you find ideas for a programme?

Tip: Think about different people as well as resources and places online.

I have seen and understand how to use a Quality of Programme Self-Checker.

Module H completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module I: What did they say?

Aim

This module aims to make you, as a Young Leaders aware of the importance of good communication, listening to the views of young people, and involving them in the planning of the programme.

Objectives

By the end of this module, you will be able to:

- Understand how important effective communication is between the leaders and young people in the section you are working with.
- Understand the decision making process within your section.
- Describe the techniques available to review a programme at regular intervals.
- Understand how you, as Young Leaders, can take part in programme planning forums.
- Understand how to involve young people in planning the programme.
- Demonstrate a number of youth involvement tools or methods.

Putting it into practice

Why is it important to get input and feedback from the young people on decisions that affect them? (eg camps, programme, the type of equipment bought etc.)

What games or activities could you use to help shy or quieter young people get involved with making decisions and saying what they enjoy?

It is very important that as a Young Leader you have your voice heard and the opportunity to shape your own Scouting adventure. How have you been involved in the decision making or programme planning in your section? If you haven't, do you know how to get involved?

Module I completed on:

Signed:

Name:

to be completed by the ESL (YL)

Module K: First aid masterclass

Objectives

The objectives of this module are that of the course undertaken or the qualification obtained (see below).

As a Young Leader you will need to complete one of the following options to fulfil the requirements of this module:

- Attend a First Response course.
- Gain Stage 4 of the Emergency Aid Staged Activity Badge.
- Gain the Lifesaver Activity Badge for the Explorer Scout section.
- Gain any other equivalent qualification in agreement with the Explorer Scout Leader (Young Leader).

The course I attended was:

Module K completed on:

Signed:

Name:

to be completed by the ESL (YL)

Mission training record

Missions are an exciting part of the Young Leaders' Scheme. This is your chance to put your training into practice and use what you have learnt in the modules. The missions will give you the vital experience necessary to become a good leader. You'll build confidence and become an integral part of the leadership team within your section and Group. Evaluation of your performance along with constructive feedback forms a key part of the missions.

The following tips will make completing and validating your missions easy, while the log sheets are a great way to record your progress within the Scheme. Completing them after you've carried out the missions will enable you to validate your missions quickly and easily as you work towards the Young Leader buckle.



Mission 'possible' – tips to make your missions a success

- Use the information from the Young Leaders' Scheme training modules that you have completed.
- Don't be afraid to ask for help and support.
- Use resources such as the online Scouting magazine, 'Prepared', and the section badge and award books to get ideas for games and activities. These books are all available from Scout Shops, or you may be able to borrow them from adult leaders.
- Work with your Section Leader and other adult volunteers to explain what you want to do with the members in your section.
- Draw on your experiences in Scouting and visit other Groups to gain advice from other Young Leaders.
- Try things out – the missions are a chance to be original and creative. What would you have loved to do when you were a Beaver, a Cub or a Scout?
- Once you've come up with some programme ideas, practice them before you run them with the section members. You may need to adjust them to suit the size of your section, or meet the needs of young people within the section.
- Always think about safety. Do you need to alter the game or activity to make it safer for section members? Remember that you can adapt the activity according to the age and abilities of your section members.
- Your Section Leader should invite you to contribute to programme planning and leader meetings. If they forget, then ask to be involved.

- Record everything that you have done with your section in the following Mission Logs so you have the evidence to validate your missions. Supplement the notes here with any additional relevant information.

Remember

When completing all off your missions, you should:

- Use the information from the Young Leaders' Scheme modules.
- Do not be afraid to ask for help and support.
- Have fun!

Mission 1

Task

Run a variety of games: indoor, outdoor or as part of a camp (minimum of three).

To be included

- At least two different types of leadership style (Module B, C).
- Three different types of game, eg energetic, active, thinking, creative, etc (Module E).

Suggested activities

- Run a game at the beginning or end of a section night.
- Run a wide game on a camp.
- Run a game that ties into a badge that the section is working towards.
- Run a game that reinforces something the section has just learned.
- Any other ideas, subject to agreement with your ESL (YL) and Section Leader (SL).

What to consider before completing this mission - Using your training modules, think about and discuss the following questions with your ESL (YL):

Which leadership style is most appropriate for the games you're running? (Module B.)

What risks do your games present and what controls or rules do you need to put in place? (Module A.)



Have a think about the different types of games you can run. (Module E.)



Mission 1 evaluation log sheet – Activity 1

What have I done?

Why did I do it?

What did I want to achieve?

What did the section members get from it?

What did I learn from it?

What would I do differently next time?

How do I feel about it now?

Mission 1 evaluation log sheet – Activity 2

What have I done?

Why did I do it?

What did I want to achieve?

What did the section members get from it?

What did I learn from it?

What would I do differently next time?

How do I feel about it now?

Mission 1 evaluation log sheet – Activity 3

What have I done?

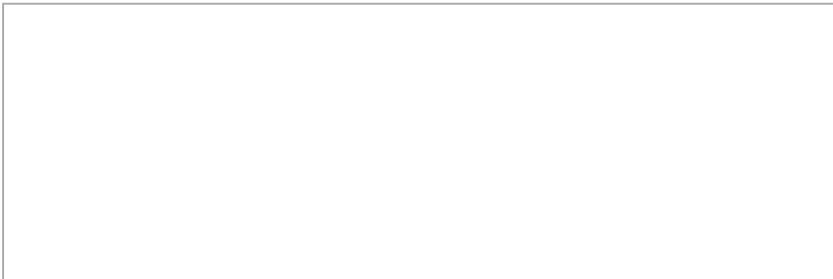
Why did I do it?

What did I want to achieve?

What did the section members get from it?



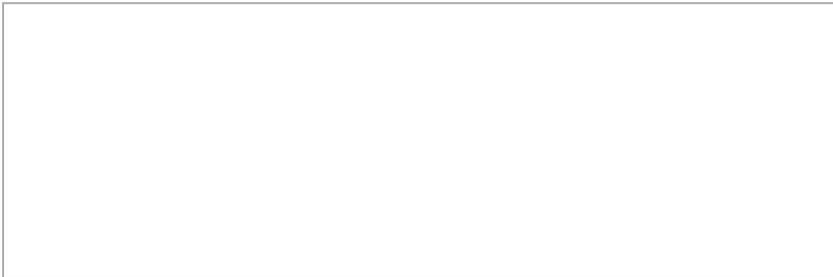
What did I learn from it?



What would I do differently next time?



How do I feel about it now?



Mission 1 badge presented on:

Section

Signed:

Section Leader (optional)

Name:

Signed:

to be completed by the ESL (YL)

Name:

Mission 2

Task

Plan and run an activity (not a game) as part of either the section programme or a camp programme.

To be included

- Planning and organisation.
- Delivery.
- Gathering any equipment or materials needed.

Suggested activities

- Choose an activity badge to run as part of the programme, providing all the information and materials required for the section to achieve this.
- Run part of a camp programme:
 - Pioneering activity.
 - Obstacle course.
 - Plan the route for a hike.
 - Team challenges.
 - Organising and leading a campfire.
- Create a way to record how your activities are working towards different badges.
- Run an activity for the section relating to one of your own hobbies or interests.
- Any other ideas, subject to agreement with the ESL (YL) and Section Leader (SL).

What to consider before completing this mission - Using your training modules, think about and discuss the following questions with your ESL (YL):

What risks does your activity present and what controls or rules do you need to put in place? (Module A.)

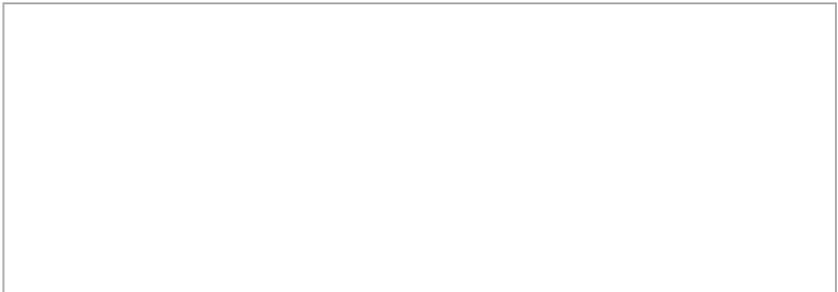
Do you need a qualified instructor for your activity? (Module G.)

What equipment do you need? (Module G.)

Can all members of the section(s) take part? Is there anything you need to consider or do differently to ensure that all young people can fully participate in the activity? (Module F.)

A large, empty rectangular box with a thin black border, intended for a written response to the question above.

Is the activity appropriate for the whole section? (Module C.)

A large, empty rectangular box with a thin black border, intended for a written response to the question above.

Mission 2 evaluation log sheet

What have I done?

Why did I do it?

What did I want to achieve?

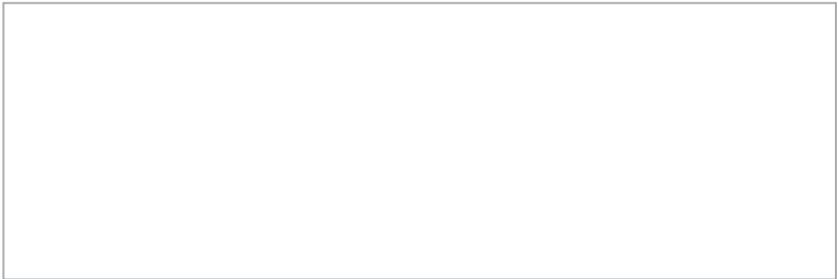
What did the section members get from it?



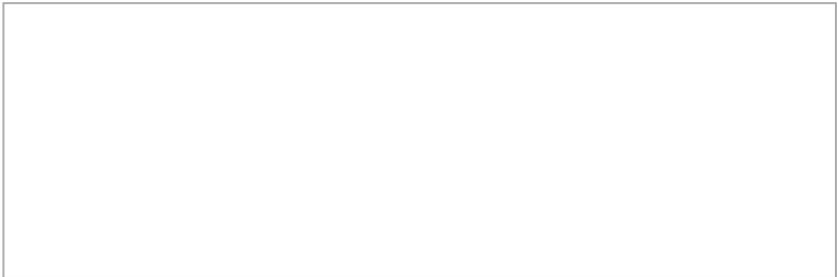
What did I learn from it?



What would I do differently next time?



How do I feel about it now?



Mission 2 badge presented on:

Section

Signed:

Section Leader (optional)

Name:

Signed:

to be completed by the ESL (YL)

Name:

Mission 3

Task

Take the section's programme ideas to a programme planning meeting.

To be included

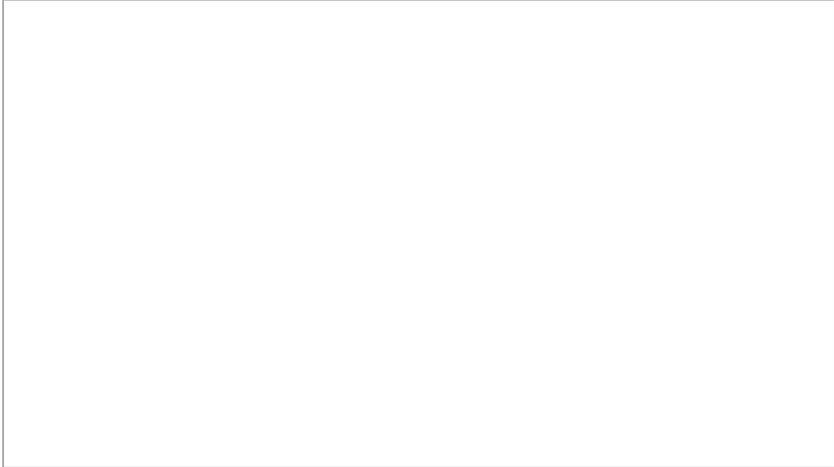
- Ask the young people in the section for ideas for the programme.
- Attendance and contribution at a meeting (eg programme planning, District or County meeting, leaders' meeting).

Suggested activities

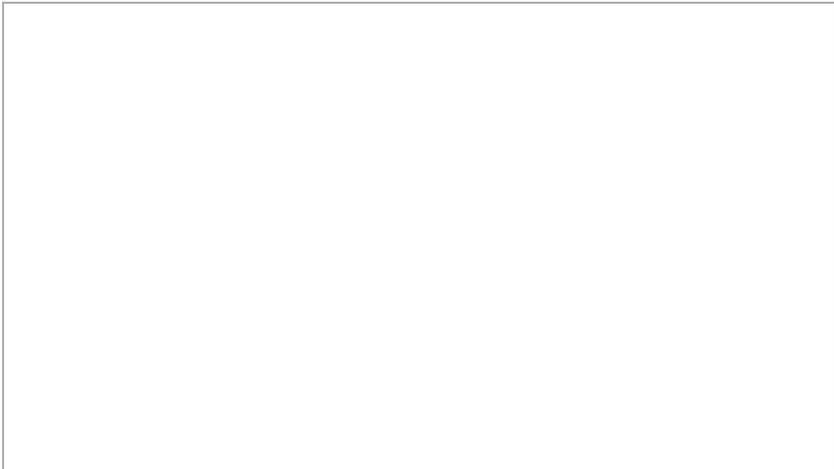
- Attend a section planning meeting.
- Plan and run a meeting (for example, section planning forum).
- Decide who should attend a meeting and invite them.
- Organise and run a forum for the young people in your section, taking their ideas and suggestions and giving them to the Section Leader.
- Organising for someone to take notes/minutes/points of action.
- Plan and run a Forum for your section for two terms (this could be a Sixer or Patrol Leader Forum). Ensure that the young people in the section understand how they can input their ideas into the section programme.
- Any other ideas, subject to agreement with the ESL (YL) and SL.

What to consider before completing this mission - Using your training modules, think about and discuss the following questions with your ESL (YL):

What is your role in the meeting? (Modules G and H.)



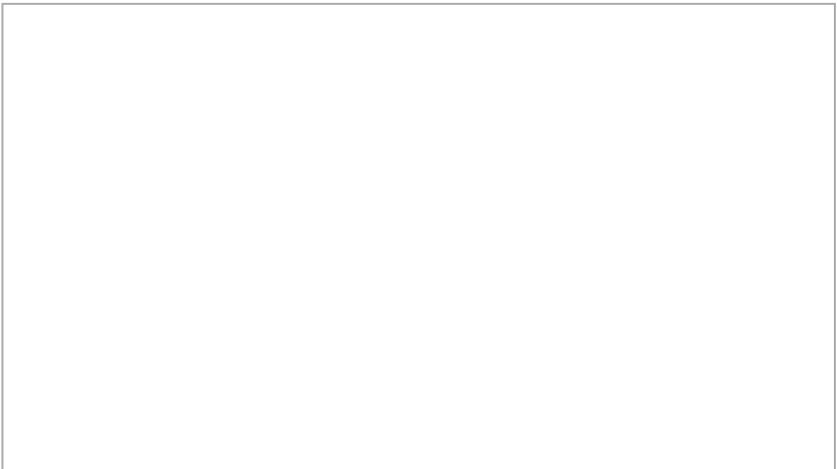
How are you going to ask the young people for their ideas? (Modules I and E.)



How are you going to feedback the information? (Module I.)



The logistics of the meeting: is the proposed date/location convenient for the majority of people? (Modules G and H.)



Mission 3 evaluation log sheet

What have I done?

Why did I do it?

What did I want to achieve?

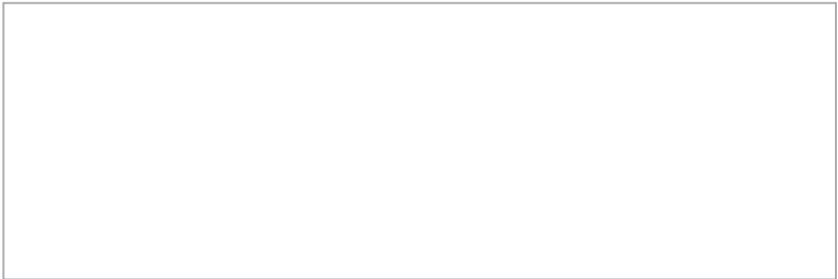
What did the section members get from it?



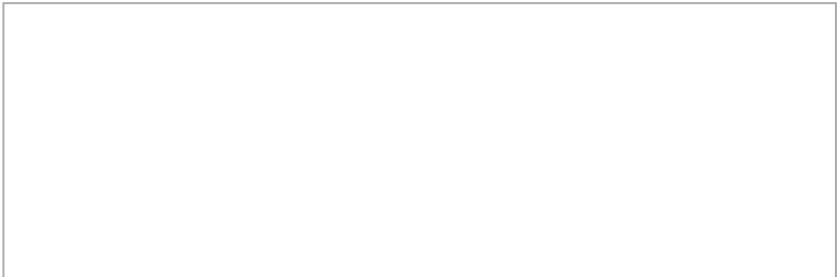
What did I learn from it?



What would I do differently next time?



How do I feel about it now?



Mission 3 badge presented on:

Section

Signed:

Section Leader (optional)

Name:

Signed:

to be completed by the ESL (YL)

Name:

Mission 4

Task

Responsibility for organising and running part of the section programme.

To be included

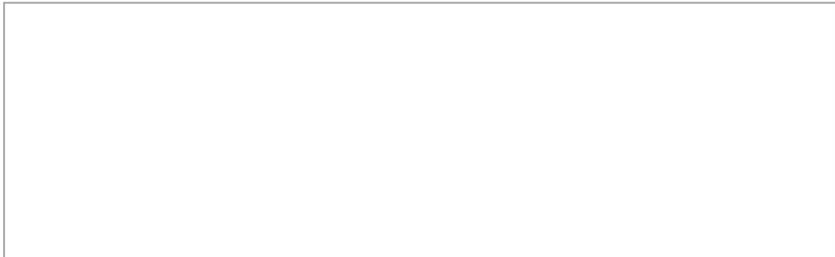
- Planning and organising.
- Delivery.

Suggested activities

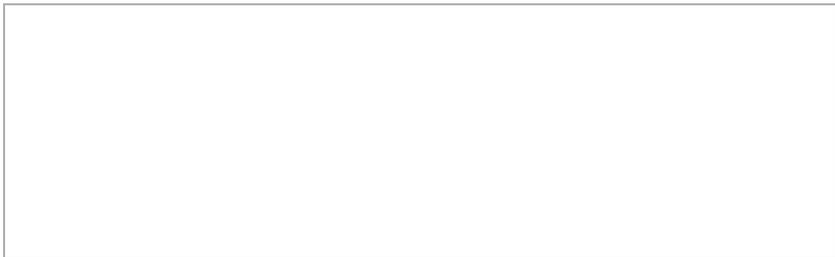
- Plan and run a linking activity/event with either the section above and/or below:
 - Work with the leaders of the sections above and below yours (if appropriate) to arrange a linking event/night/activity.
 - Plan the event/night/activity, making sure it is appropriate for the age/venue.
 - Include members of the section to assist in the evening.
- Plan and run a challenge award:
 - Choose a challenge award that either has not already been achieved or has been achieved by the fewest members.
 - Plan the activities needed to achieve the award on the monthly/termly/yearly programme.
- Plan a camp for the section (under the supervision of a leader with a Nights Away Permit).
- Help the young people in the section to explore a particular topic or develop some specific skills.
- Any other ideas, subject to agreement with the ESL (YL) and SL.

What to consider before completing this mission - Using your training modules, think about and discuss the following questions with your ESL (YL):

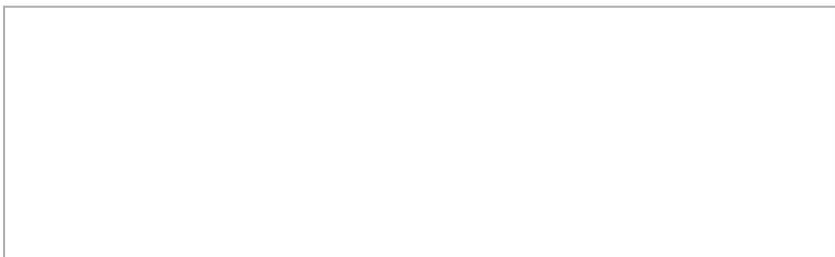
What risks do your activities present and what controls or rules do you need to put in place? (Module A.)



Can all members of the section(s) take part? Is there anything you need to consider or do differently to ensure that all young people can fully participate in the activities? (Module F.)



How will you get everyone involved and handle different behaviour? (Module D.)



What leadership style is most appropriate for the activity/ event you're running? (Module B.)

How are you going to plan a programme over a longer period? (Module H.)

Is the activity age appropriate for everyone taking part? (Module C.)

How are you going to communicate with the young people involved – written instructions, spoken explanation or demonstration? (Modules C and I.)

Mission 4 evaluation log sheet

What have I done?

Why did I do it?

What did I want to achieve?

What did the section members get from it?

What did I learn from it?

What would I do differently next time?

How do I feel about it now?

Mission 4 badge presented on:

Section

Signed:

Section Leader (optional)

Name:

Signed:

to be completed by the ESL (YL)

Name:

Young Leaders: What's next?

This Scheme offers the chance to experience what it's like to be a leader in Scouting. There are numerous options available to young people aged 18 and over and we want you to be fully informed about your options; these include joining the Scout Network and taking on other adult roles that will allow you to use the skills developed during your time as a Young Leader.

If you are interested in any of these roles, talk to your Section Leader or Group Scout Leader (GSL) who will be more than happy to offer advice and guide you along the way.



Scout Network

When you reach the age of 18 and choose to stay in Scouting, you will become a Scout Network member. This is the fifth and final section and is for all young adults in Scouting aged 18 to 25. Scout Network is great for further personal development and the emphasis is on even more fun, adventure, teamwork and leadership. The skills you've gained as a Young Leader can be put to good use in shaping and leading projects focused around the three themes of Adventure, International and Community. It's free to join too.

- Like your Young Leaders Unit, there will be a Scout Network in your District and chances are that you might know some of the members already.
- There is also a UK Scout Network, which is great if you're moving away from home or may not have a connection with a District.
- Scout Network members wear an adult uniform with a Scout Network badge and scarf.
- The programme includes a broad range of activities, including adventure, community impact work, international opportunities and networking. Members have access to a UK Scout Network website where they can see, search and sign up to stimulating projects that will be of real interest to them. As well as working towards top awards, members can also gain virtual badges and maintain a record of all the skills that have been developed.
- Members plan, organise and run the activities themselves with support from others.
- There are a number of awards available to Network members. These include the Chief Scout's Diamond Award, Queen's Scout Award, the Explorer Belt, DofE and the Scouts of the World Award.

- If you've been a Young Leader and don't feel ready to take on a formal adult role with another section, but would like to support Scouting in your District, don't worry: there will be opportunities for you and other members of the District Scout Network to support the other four sections. For example, you might undertake the training required to gain an activity permit and then be ready to help run activities for others.
 - Get involved- see **ukscoutnetwork.org.uk**
-

Section Leader

You can continue to build on your leadership skills and really give something back by becoming a Section Leader, where you will:

- Work with young people regularly.
 - Directly contribute towards their personal development.
 - Get training and support relevant to your role (via the Adult Training Scheme).
 - Have the chance to help the next generation to achieve their potential - this is very rewarding.
-

Scout Active Support Unit (SASU)

Becoming part of a SASU is an opportunity to use your skills or get involved in different ways and provide practical help for Scouting by becoming part of a Scout Active Support Unit (SASU). You will:

- Support Scouting in a flexible way.
- Use skills you already have or develop new ones.
- Get involved in a variety of ways – see **scouts.org.uk/activesupport**.

Adult Supporter

If you would like to continue being part of the Scouting movement but your interests lie outside of personally delivering the programme to young people, you can still provide vital support to Scouting by becoming an Adult Supporter. You will:

- Support the adults in Scouting, enabling them to work with young people.
- Receive training and support relevant to your role.

Adult supporter roles include:

- Treasurer.
- Badge secretary.
- Assistant District Commissioner for a section.
- District Explorer Scout Commissioner or District Scout Network Commissioner
- Safety coordinator.

Information on further roles can be found at **scouts.org.uk** or by speaking to your local leaders and Commissioners.

'You gain strength, courage and confidence by every experience in which you really stop to look fear in the face. You must do the thing you think you cannot do.'

Eleanor Roosevelt





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