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### The Climbing Wall of Youth Involvement

## 7. Shaped by young people, in partnership with adults

All issues/projects can be initiated by young people or adults and young people can contribute to all aspects of their Scouting journey/experiences. Decisions are made in partnership.

#### 5. Consulted and informed

Young people give advice on issues/projects designed and run by adults. They are informed how their input will be used and outcomes implemented.

#### 3. Tokenism

When young people appear to be given a voice but in fact have little or no choice in what they do or how they participate.

#### 1. Manipulation

Where Scouting uses young people to support issues/projects and acts as if they are inspired by young people.

## 6. Adult initiated, shared decisions with young people

Issues/projects are initiated by adults and decision-making is shared with young people. Young people have the skills and support needed to share decision-making.

#### 4. Assigned and informed

Young people are assigned a specific role and informed how and why they are involved.

#### 2. Decoration

Where Scouting uses young people to help bolster an issue/project but does not act as if it was inspired by them.

#### What Now?

Think about what you do to involve young people, and where it fits on this wall. Are there ways you could adapt your methods to move them up a level.

To find out more visit scouts.org.uk/youthinvolvement

