



YOUTH SHAPE SCOUTING

Get involved

#YouShape

FOREWORD

Young people working in partnership with adults in Scouting, has always been something we have been proud of. Youth Shaped Scouting not only improves the way we Scout, but also the young people involved. Learning to speak up, be heard and work towards improving something you are passionate about is an incredible learning experience for the youngest Beaver right the way through to our eldest Network member.

Youth Shaped Scouting is a traditional concept which started in 1907. Today it is about making sure we continue to value and empower our young people. As part of Vision2018 we want every young person to have the opportunity to shape their experience. Youth Shaped Scouting is about young people shaping their own adventure, taking on responsibility, developing skills, making decisions and influencing their own Scout Programme. There are lots of things that you can do to help this happen; from introducing section youth forums to encouraging young people to record video vlogs to share and reflect on past activities and decisions made in the section.

These activities have been written for a young leader or section leader to use, however can be transferred and used at any level of Scouting for example at a district or county forum.

YouShape Week is a week-long focus on youth-shaped Scouting between the 1st and 7th of February 2016. We want all young people to be involved in youth forums and activities during the week. This could be anything from a county youth forum residential weekend to a 10 minute log chew at Beavers – it is really up to you. We hope that this resource will inspire you to get involved and support your involvement by giving you some great ideas!

We want you to use this opportunity to really get the conversation going about your scouting programme in addition to focusing on planning and discussing local topics that are important to the young people, the section, group, district or county. However there are some questions that we really want to know the answer to from as many of our Cubs as possible which you will find on page 4.

Let us know what you talk about and how you have incorporated youth-shaped Scouting into the Section. With your encouragement and support we hope that all young people will have the opportunity to contribute and engage both nationally and within their section to YouShape Week.

We look forward to hearing from you!

YouShape Team

“An invaluable step in character training is to put responsibility onto the individual!”

Lord Baden-Powell, Scouting for Boys

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This resource showcases just a few methods that you can use. There are many more games and activity's around; if you have any feedback or anything that you would like to share with us we would love to hear it. Please email youth.shaped@scouts.org.uk

NB: Where relevant, when the word 'County' or 'District' is used, it may be read as Area, Region (Scotland), or Bailiwick as appropriate.

YouShape Week

1st-7th February

2016



Each section has its own badge, distinguishable by the edging colour with the adult badge having a purple border.

An activity to get involved with the National Conversation and to help you achieve your #YouShape Badge

We want to get a national conversation going amongst Cubs on the following 2 questions:

1. What would you tell your friends is the best thing about being a cub? (Consider doing this question as the diary room chair activity)
2. When/if you were a Beaver do you think it would be have been good to have a lodge leader? (Equivalent to a sixer)

The idea is to use the activities in this resource to help you plan an activity or evening that gets your young people chatting about these questions as well as (and more importantly) their own scouting programme and local decisions. Use the space below to have a think about what you would like to discuss about local Scouting?

Get involved in the national conversation and have the opportunity to feature in Scouting Magazine as well as receiving further hints, tips and activities by giving us your feedback. Let us know what you have discussed and share your stories by visiting scouts.org.uk/youshape.

#YouShape badges are available, wear with pride and show that you have participated in the week and are helping to achieve youth-shaped Scouting. **To purchase the badges visit Scout Shop online.**

Youth Forums

This resource is aimed to get every member of your Pack involved in decision making, allowing them to shape their own Scouting adventure and using leadership forums to do so. A Cub Pack Sixer meeting is between Sixers, sometimes Seconders, Young Leaders and Cub Scout Leaders. A pack forum is where the whole pack spends time together. Although these are not the only way for Cubs to have their say it is a commonly used format. These forums could be set up and run in a variety of ways. Pack forums or the Sixer meetings could be held every term at the beginning or the end and Pack forums could follow a similar pattern but it's flexible depending on what suits the Pack. Forums could also be held at District and County events to engage young people from across a wider area.

These events should be flexible and informal to increase participation. When implementing these events, try and balance discussions with doing activities to stop the Cubs from getting bored. It is really important that things agreed with the young people are acted upon so that they can see their opinions are having an impact, and if an activity proves too difficult to run then the reasons should be explained and an alternative activity agreed with the pack.

Key Messages

- Cubs may come out with some very creative ideas, don't dismiss ideas that you think aren't realistic but rather support the Cub to turn their idea into something more useful. Such as a Cub saying they want to go to the moon, maybe they would like to work towards their Space badge or have a space themed camp.
- Be aware that young people are becoming more influenced by the world around them and are more capable of making their own suggestions than in the past. You will need to support them by providing choices but also give opportunities to suggest their own activities.
- Keep a note on the feedback you get, and use this to shape the Programme, so that the Cubs can see their opinions are being listened to and have an impact.
- Encourage Young Leaders to run Log Chews-this is part of Mission 3 of the Young Leaders' Scheme.
- The Cubs should take on meaningful leadership roles within the Pack – Sixers and Seconders should have specific responsibilities (such as running games, showing a new Cub what to do or looking after equipment).
- Have the opportunity to show other Cubs how to do things, or take on a small role in making activities happen.
- Inform Cubs (and their parents) of opportunities open to them locally and nationally

Ideas for what to discuss

- The content of the pack programme, discuss ideas for future activities and camps.
- Discuss changes in Pack routine (the Sixers can then help to introduce these to the rest of the Pack).
- Choose which challenge badges to complete.
- Train Sixers in their responsibilities, including running games and looking after the Pack, listening to the pack and being supportive.

QUICK FIRE ENGAGEMENT

These activities can be used to quickly gauge opinions on an issue or activity.

Dot Voting

A quick method of voting

5-10 minutes
Flipchart paper Marker pens Sticky notes

Instructions

Use this activity to quickly and effectively gain the Cubs response to a variety of questions.

Questions could include:

Which activities would you like to do at camp?

Which of these activities would you most like to try?

What fundraising cause would you like to be part of?

What badge would you like to do next?

Where would you like to go on our next trip out?

What national events would you like to take part in?

Create a list of possible answers in response to a question. Write the question and possible answers up on a piece of flipchart paper, leaving space next to each option.

Give each Cub three sticky dots, and ask them to stick the dots next to their chosen answers. You will quickly be able to see which options are the most popular and discuss these further.



Diamond ranking

Young people rank Programme ideas in order of preference.

10-15 minutes

Flipchart paper.
Marker pens.
Pens.
Sticky notes

Instructions

Ask the Cubs, either as a whole or in sixes to generate nine ideas and write them on sticky notes- think of a few ideas in advance to get the ball rolling (for example the activities on offer at a camp site or an activity centre).

Ask the group to arrange the sticky notes in a diamond shape, with their top priority at the top, two in second place, three in third place, two in fourth place and the lowest priority at the bottom. Groups should get a consensus before finishing where everyone agrees.

The whole group could discuss a different activity or aspect of an event and then rank them, or if in smaller groups, all groups should get the same activities and an average is taken at the end with the top events going forward to the next round of heats.

Advantages of this method include each group discussing the ideas without realising they are, and as a group deciding on the order (therefore it's not one person's opinion, which can often be the problem when asking for suggestions on an individual basis).

Snowball Fight

A fun and useful planning tool to help Cubs express their ideas.

10-20 minutes
Plain paper, scrap paper
Pens, pencils

Instructions

Everybody loves a snowball fight and this one is not just for the winter! Give all of the Cubs a piece of paper and set a topic or question for them to answer.

Which activities would you like to do at Cubs?

What theme would you like the next camp to be?

What badge would you like to do next?

Where would you like to go on our next trip out?

What is your favourite activity?

What would you like for breakfast on camp?

Have them crumple the paper into a snowball. Divide the group into two teams on opposite sides of the room and let the snowball fight begin! When you call stop, each Cub is to pick up the nearest snowball and split up into pairs, small groups or Sixes to discuss the ideas. After this feedback to the group on the Sixes favourite ideas.



ACTIVITY IDEAS

Here are some longer activity ideas designed to get Cubs involved in making decisions and shaping their programme.

A morning at the market

A fun and interactive activity to encourage Cubs to share programme ideas.

60-90 minutes

Blu-tack
Clear sticky tape
Coloured paper
Colouring pencils
Felt tip pens
Flipchart paper
Marker pens
Scissors.
Paper money in two different colours.



Instructions

In Sixes, Cubs should set up a market stall advertising all of the activity ideas they are 'selling' for the next term of Cub meetings.

Leaders should explain that to help them choose activities for the next term's Programme, they will be holding a market for ideas. Sixes should then work together to choose which activities to advertise, and make posters and banners showing off their ideas. Leaders should be on hand to 'quality control' activities, making sure they aren't unrealistic or too expensive. If this is the case, then the leader should explain to the Cubs the reasons why they wouldn't be able to do a particular activity.

Once the Sixes have set up their displays, each Cub should be given pretend paper money in two different colours. They can use one colour (which they should have more of) to buy activities from their own Six, and the other colour to buy activity ideas from other Sixes. When the Cubs buy an activity, they should write the name of the activity on it, or put money in separate pots in front of the different activities, so they will know at the end which activities are the most popular.

Once the activity is complete, leaders should collect the results and rank the activities in the order of preference shown by the Cubs. They should announce the order to the Pack, and try to include as many as possible in the Programme.

This activity isn't just about camping, there are loads of other topics it could be applied to

Crafty campsite

An activity to help Cubs choose the best campsite.

30-45 minutes

Coloured paper
Felt tip pens
Pencils
Pens
White paper
Cards with campsite features
written on them

Instructions

This activity is best carried out in Sixes, with help from Young Leaders if possible.

Give each Six a set of pre-written and blank cards, and ask them to put them in order of most important to least important for the place they will go on camp.

These are some ideas for the cards:

- Space for camping.
- A place to sleep indoors.
- Activities to do during the day.
- Activities to do during the evening.
- Activities to do by yourself.
- Activities to do as a team.
- Be able to get there by car.
- Near a stream or the sea
- Be able to get there by bus or train.

Also include any others that they are to write themselves.

This activity could be used to select the location for the next camp. For example, leaders could adapt the ideas on the cards to reflect features of real campsites, and use the priorities identified by the Cubs to select which campsite to choose. Once they have ranked the campsite features, then Cubs could be asked to draw or make a model of the campsite.

To make this activity more fun, Cubs could work in Sixes (with Young Leader or leader support if necessary) to put up tents beforehand and then complete this activity inside their tents.

The sun shines on....

An active game to help gather information about the group and review programme ideas from the Cubs.

20 minutes

Parachute

Instructions

Lay the parachute out and have the Cubs stand and spread themselves around the edges. Ask them to shake the parachute vigorously to create a storm, when you have expelled a little excess energy then the game can begin.

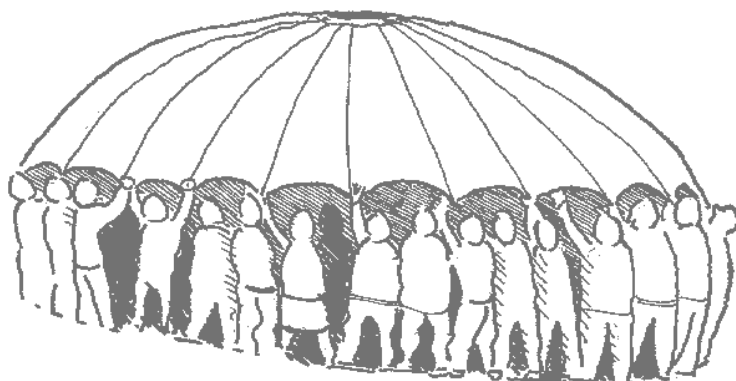
Explain that in a minute you will stand up and lift the parachute and that whilst the chute is lifted you will shout out words or sentences and they must run underneath if they agree or like the idea.

- You could choose activities for the next term.
 - The sun shines on....anybody who would like to go swimming
 - The sun shines on....anybody who would like to go to the park.
- Trip for the last day of term.
 - The sun shines on....anybody who would like to go to the cinema
 - The sun shines on....anybody who would like to have a party.
- Badges to work towards
 - The sun shines on....anybody who would like to learn about gardening
 - The sun shines on....anybody who would like to learn about space.

This is an active game that allows you to see the really popular ideas and those that the young people are really not so keen on. Allow the Cubs time to voice their suggestions and throw in some strange wacky suggestions!

Top Tip: Before moving onto the main activity and to get the game started you can start with some simple statements such as...

The sun shines on...anybody that has a brother
The sun shines on....anybody with stripy socks on
The sun shines on...anybody who loves chocolate



Diary room chair

Set up a diary room chair to record young people's views on various subjects in an informal and fun way

60-90 minutes (with other activities happening at the same time with a base system.)

Good quality camera phone

Someone that can operate the video function on the phone and edit the clips afterwards.

Instructions

Set up a diary room chair, either in a room set aside from a main activity at a meeting or event. Note, if you ask young people to give views to camera in front of a large audience, they may give different views to those they may give in a more private environment.

Each young person will spend anything from a few seconds to several minutes in the chair or diary room. How long the activity lasts in total will depend on the format of the event and how many young people take part.

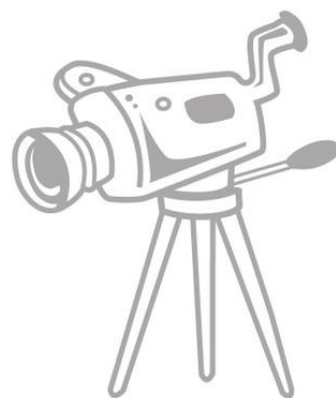
Set up a camera that records video or camcorder on a tripod in front of the chair. Have someone allocated to operate the camera phone. Young people then talk to camera and give views on any subject you like from general views on Scouting to specific opinions on how an activity went, to views on structures or badges or recent news items etc.

You can direct the whole thing by providing questions to answer or you can just let them freestyle. Be clear about the objective of the exercise beforehand and select your format to suit.

Results can be viewed later by your leader team to help you with the review process. You can also play an edited version back to the young people or to an adult audience. It is probably best to spend some time on the editing process to avoid inclusion of personal issues.

Top Tips:

- Use the phone landscape not portrait so it can be easily used afterwards.
- This is a great way of making memories for the young person to remember their scouting experiences and a great keepsake to refer back to.
- We would love to be able to share these experiences far and wide so don't forget to share with us using youth.shaped@scouts.org.uk or #YouShape on twitter.
- Make sure you have parental or guardian permissions



CHALLENGES

Get involved with YouShape week and try to do as many of the following as possible!

- Take a selfie and post on social media using #YouShape
- Take a short video and share it with us.
- Submit feedback and receive your YouShape Week certificate to display proudly in your meeting place.
- Order #YouShape badges to wear throughout 2016.
- Make sure that every person has their say.
- Think of an original way of spelling out the word YouShape
- Set up a thoughts box to allow young people to submit their ideas in writing and anonymously if they wish.
- Have one or more Cubs write a blog or piece about the evening. Send this to us for the chance to be in the next Scouting Magazine.

