

# ACTIVITY INSPIRATIONS



#YouShape



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# FOREWORD

Following the success of #YouShape Week 2016, where over 20,000 young people and volunteers got involved, this year sees the entire month of February dedicated to #YouShape.

Youth Shaped Scouting is a part of our everyday programme, but February provides an opportunity to really focus on supporting young people and adult volunteers to embed this traditional value and to celebrate great examples of Youth Shaped Scouting in practice.

We want to see the impact you are making locally this year, which is why there is no national event. Use the month to focus on and talk about Youth Shaped Scouting or launch a project. Whatever you do, keep the momentum going until next year!

There are 4 outcomes that we want to achieve nationally:

1. Raise the profile and understanding of Youth Shaped Scouting across the organisation. We have set a target of at least 50,000 young people across 80% of Districts to take part in some way.
2. Increase the quality and quantity of sectional Youth Shaped Scouting such as PL Forums and Sixers meetings where young people get to express their ideas and gain more leadership opportunities.
3. Youth Commissioners working collaboratively with their Districts/Counties/Areas to embed Youth Shaped Scouting into the four main areas of the #YouShape strategy: Programme, Leadership, Management and Governance.
4. Work in partnership nationally to shape the future aspirations of the UK Scout Association.

This resource is full of ideas to inspire you to achieve these outcomes at a local level; where the most impact will be had on our young people. It is a working document and we want to continually add new activity ideas to it. If you have created a new way to gather feedback and opinions from your young people or plan events and programmes then please let us know.

Don't forget to order your badges and wristbands from [ScoutShops](#) for taking part in #YouShape 2017!

Matt, Rachael & Rosie - #YouShape Team 2017



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# PEER LEADERSHIP

Providing opportunities for peer leadership is something we as a movement have always done well. Baden-Powell put peer leadership at the heart of Scouting when it began and we need to make sure it stays there going forward, by celebrating what we do well and looking at where we can improve. Increasing the quality and quantity of peer leadership within sections is a key outcome for #YouShape 2017.

A high proportion of our leaders and adult volunteers will have been a Sixer or a Patrol Leader when they were young people and it is highly likely that being given that opportunity inspired them to become a leader. We need to continue this momentum by ensuring the young people in sections now have the opportunity to develop effective leadership skills, as they are the future of UK Scouting.

*“Through the Patrol System, the Scouts learn that they have considerable say in what their Troop does.” - Lord Baden-Powell, Scouting for Boys.*

In Cubs and Scouts we have a clear structure of Sixers & Seconders and Patrol Leaders & Assistant Patrol Leaders. Last year we asked you about peer leadership opportunities in the Beaver and Explorer sections. You said no to a structured peer leadership system in Explorer Units, instead these skills will be developed through taking an active role in programme planning and through the official structured Young Leaders Scheme. A peer leadership system will be introduced into Beavers in 2017, this will give Beavers the opportunity to develop their leadership skills over a period of time without having too much responsibility.

Further guidance, badges and new publications will be released for all sections soon, so keep a look out!

In the mean time we have provided you with some fun and inspiring activities in this resource to support you in continuing to work towards successful peer leadership in your section. Activities we think are appropriate to be run through peer leadership are marked with a PL on the left hand side of the activity pages.



Sixer or Patrol Leader camps are another great way to have an impact locally. Bring all these young people from your District/County/Area together, celebrate the skills they have gained and help them gain even more as they are our future leaders.

# BEYOND 2018

## National Consultation

Locally and nationally, we are continuing to deliver Scouting for All, our 2014-18 strategic plan. The Scout Association is growing, becoming more youth shaped and inclusive while making a positive impact in our communities.

But what does the future hold in store? What role does Scouting have to play? Together, we are planning Scouting's future beyond 2018. Now is an opportunity to think about our priorities and the work we wish to continue as well as identify any new areas where we can make a real difference. Most importantly, we need to answer three questions: how can we improve the lives and futures of young people, increase our impact and better support our volunteers?

Young people should shape our next strategic plan, and so we're asking you to tell us what your young people think to four simple questions. Use the activities within this pack to get your young people's views, and then tell us at <http://bit.ly/2ie3Ums>.

As a thank you, we are giving away 5 £100 vouchers to participating groups to be used with Scout Shops or Scout Adventures.

Question	Potential Activity Inspirations	What we ask you to send us?
What are the best things about Scouting? What should we do more of?	Cool Wall – get the Young People to write activities on their sticky notes. Market Stalls – get the Young People to make a stall on their favourite activity.	The top three activities or features of Scouting that they most enjoy
What could be better about Scouting? What could there be less of?	Dragons Den – get the Young People to 'pitch' what they would change about Scouting. Pizza Review – Young People make slices of activities they like or don't like in Scouting.	The top three activities or features of Scouting that they least enjoy
What do you most value in an adult leader?	Crime Scene – Get the Young People to draw their ideal leader with the best features. Video Diary – Get the Young People to talk to the camera about what they value most in an adult leader.	The top three characteristics they most value in an adult leader
What do you want to get out of your time in Scouting?	Debate Night – get the Young People to debate the most important things Scouting gives Young People. Scouting Sketch – get the Young People to draw what they will have achieved through Scouting.	The top three things young people say they want to get out of their time in Scouting (skills, qualities and attributes).

# ACTIVITY INSPIRATIONS

The pages that follow are full of ideas, old and new, on how to make #YouShape Month 2017 easy and engaging for both adult volunteers and young people. There are ideas to use across all sections ranging from 10 minute games to long term project planning.

Expanding to a month this year gives more flexibility to section leaders. A week is a short period of time, especially if you already have something planned in your programme. However you don't need to do something every week for the month. We want you to pick and choose what is best for you and what will have the most impact on your young people. February is the perfect opportunity to launch a long term project and start those initial conversations that will continue for months to follow.

Each activity has a suggestion of what to do with the information or feedback gathered as a result. It is important to choose activities based on the outcomes and what you want to achieve as a result. We have also shown, where appropriate, how these activities can link to other badges across the programme. This shows how you can incorporate Youth Shaped Scouting into all areas of your programme.

There are links to any resources you may require to carry out the activity at the bottom of each page too.

Use the session planners at the end of the booklet to link these activities together and create the ideal #YouShape meeting.

Lastly, make sure you let your Local Youth Commissioner know how you are getting involved. Invite them to come and visit a meeting or ask them for advice on how to do an activity. They have a wealth of knowledge and are there to support you. Doing so may help you reach a Silver or Gold #YouShape Pledge!

Don't forget, if you have any more activity suggestions to include, then please let us know via [YouShape@scouts.org.uk](mailto:YouShape@scouts.org.uk).

# COOL WALL



## RESOURCES NEEDED

Blu-tack



Flipchart paper

Images of badges

Sticky notes or labels



To prepare for this activity write a variety of activities on a sheet of labels or sticky notes and leave some blank for the Young People to fill in, or you can print off and cut out images of the section's badges. These can be activities and badges you have already done or brand new ones.



Next, set up your cool wall by pinning up four large headings - seriously cool, cool, uncool and seriously uncool (you can choose your own headings if you prefer).



Working in groups, give each a set of the pre-labelled sticky notes or badge images. Explain that the Patrol Leader should lead the discussion on each activity, trying to let each young person express their opinion. Young Leaders and leaders should be on hand to assist if they feel that they need some help.

When the group has come to an agreement on the activity or badge, one of the young people should attach it to the appropriate part of the cool wall.

At the end, show the whole section the cool wall and highlight any obvious trends right away.

## TIME

**15 - 20** mins

One meeting

## OUTCOME

A great way of reviewing badges and activities or finding out what to do next in your programme.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# SCOUTING SKETCH



## RESOURCES NEEDED

Pens

Large sheets of paper



Set out the large sheets of paper so everyone has access to them. Ask the young people to then draw or write their ideas onto it.



You should set a theme for the sketches or ask a question for them to answer.



For example:

- What adventurous activities would you like to do next?
- The theme of our next camp or sleepover.
- What would the best meeting ever look like?



You could have multiple sheets with a different theme on each for the young people to rotate around.

Allow the young to be creative and to think big. Remember you can adapt those out of reach ideas into something more achievable.

## TIME

**15 - 20 mins**

**One meeting**

## OUTCOME

A creative way to get new programme and events ideas from your young people.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# CAR PARK



## RESOURCES NEEDED

Post-Its

Pens or Pencils



This is perfect if you have a group or section that likes to go off topic.

1. Identify an area of wall or flip chart to be your car park.
2. If the discussion gets stuck or bogged down or the young people have questions, get them to write it on a post it note and place it on the Car Park.
3. Explain that you have 'Parked' the item, so there will be no more discussion on it now, but you will come back to the it at the end of the session
4. At the end of the session go through the the Post-It and answer any questions. Save other topics for discussion at your next meeting.

## TIME

**15 - 30** mins

One meeting

## OUTCOME

A useful tool to keep your discussions on track.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# DRAGONS DEN

## RESOURCES NEEDED

Task brief      Panel of judges  
Pens              Paper



The aim of this activity is to allow the young people to think about the finer details of an activity they want to do and pitch it in a competition style event.

Give them some guidance in the form of a brief. For example:

- How can we make the District more Youth Shaped?
- What new adventurous activity should we try?
- Which international camp should we attend?

Then break it down into the components you want them to consider, such as:

- Pricing
- Transport
- Location
- etc

Split them into small teams to brainstorm ideas and choose one to pitch. Internet access may be useful to research ideas too. Encourage them to be unique and creative with their pitch so they stand out to the judges!

After the allotted time have each team take it in turns to pitch their idea and plan to the panel of judges. Your judges could include local business people or adults in Scouting they haven't met before. This would be a perfect event to invite your Local Youth Commissioner down to.

The ultimate prize for the winning team would be to see their idea in action!

## TIME

**60 + mins**

**One meeting**

## OUTCOME

This allows the young people to think about the finer details of an activity and pitch their idea in a competition style event.

## BADGE LINKS



**Find out more at...**  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# IDEA CREATIONS



## RESOURCES NEEDED

Flipchart paper                      Marker pens  
15-20 random items (e.g. toothbrush, candle,  
battery, spoon etc)  
Box of Cotton buds or other small items  
Glue                      Coloured paper                      Pens

### Brainstorm box

Bring a bag of random items to your Unit meeting. Tip the contents of the bag into the middle of the floor. One person from each team must pick up an item and take it back to their team. The team then has to generate six programme suggestions from the item before returning it to the pile in the middle and picking up another one. Encourage them to think laterally e.g. the toothbrush might suggest; Teeth: visit a dentist or Brush: art, visit an art gallery. Some ideas may be practical, some may not, this is not important. You are trying to encourage free thinking.

### Idea Chain

Explain to small groups that the idea is to build the longest paper chain that they can in a set amount of time. Each chain link must have a different activity or idea that they would like to plan or take part in whilst at Scouts- let their imaginations run wild! At the end of the time, stop each group and ask them to pick their top 3 - 5 ideas and feedback to the group. Take these ideas and review the suggestions.

### Top Tip:

- Depending on how much time you have you could ask the Young Leaders to prepare the paper links in advance or you could give the scouts a template or size dimension and let them decide between themselves who on the team should do what.
- You can use these chains as decorations around your hall and as a reminder of the type of activities the young people would like to be taking part in.

## TIME

**15 - 30 mins**

**One meeting**

## OUTCOME

Fun ways to generate ideas for programmes or events.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# AGREE - DISAGREE



## RESOURCES NEEDED

Agree Card

Disagree Card



Blue Tac

Prepared statements or questions



This game is the ideal opportunity to gather the opinions of your section on ideas as well as sparking debate between peers.



In advance prepare the questions you want your section to agree or disagree on.



Place the Agree / Disagree cards at different ends of the room.

Ask the young people to stand at the centre of the room.



Read out your first statement and ask the young people to move to either disagree or agree.

REMINDE the group that there is no right or wrong answer to each question.

Ask one young person to explain why they have chosen to stand where they have. Ask if anyone from the opposing option would like to respond.

REMEMBER to ensure that it continues to be a discussion and does not become confrontational.

[Agree / Disagree Cards](#)

## TIME

**15** mins

One meeting

## OUTCOME

An interactive way of gathering young people's thoughts and opinions.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# YOU SAID... WE DID...



## RESOURCES NEEDED

This can all depend on how you wish to let your young people know how you have listened to them.

You could use an active display, a newsletter or make it part of your review process.



There are no real instructions for how this should take place as it should reflect the best way for your section to understand they have been listened to.

You could have it as a section on every log chew, Sixer meeting or PL forum. Produce a display with information on that the young people could read or set up a newsletter ready for whole groups to read.

Its in your hands, to show your young people that "They said.... so You did..."

For example, on a display you could have the headings 'You said...' and 'We did...'. Each time you gather suggestions or feedback from your young people add them to the 'You said...' side. Review the display regularly and move items over to the 'We did...' side when you have acted upon on them. You could add specific details of what you did when you move it over, but make sure you discuss how and why it has moved with your young people.

This is great to use in conjunction with the #YouShape Pledges.

## TIME

**15 mins**

**One meeting**

## OUTCOME

Young people feel valued and listened to. They also clearly see how you have taken onboard their feedback.

## BADGE LINKS



**Find out more at...**

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# DEBATE NIGHT

## RESOURCES NEEDED

Enthusiastic young people  
Chair Person



Depending on the number of people in the Unit split into teams of around 8 people. Pick a topic, statement or question that has an open answer or a for or against stance.



For Example:

- What should we do for our Christmas party?
- What name should we give to our new unit?
- Does the unit want to go on a trip to the Lake District or London for a weekend in the summer?
- We should spend some unit funds towards a trip abroad rather than new tents.



Give the teams 30 minutes (or more) to plan and research their topic. There are many ways to do this but a suggestion could be that the team present their case and then listen to the opposing team. You then could open it up for teams to ask each other questions and debate the points made.

At the end a panel of judges (or participants that have not been involved in the prep) will impartially and independently decide on the winning team. It is important to have a chair person to organise and to facilitate the debate.

## TIME

**30+** mins

One meeting

## OUTCOME

With this activity you get an insight into which activities the young people are passionate about and really want to do.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# CRIME SCENE



## RESOURCES NEEDED

Large sheets of paper / blank wall paper  
Marker pens



Layout the large pieces of paper on the floor. Make sure they are big enough to draw around one of your members.



Draw around one young person.



Ask your members to think about what makes the best:

- a. Leader
- b. Peer Leader

Either write their ideas on post its and add to the person or write them directly on the paper.



Explore the comments with your section if they are realistic and achievable

## TIME

**20 - 30** mins

One meeting

## OUTCOME

Great activity to collect responses for the National Conversation.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# MARKET STALLS

## RESOURCES NEEDED

Blu-tack

Coloured paper

Felt tip pens

Marker pens

Clear sticky tape

Colouring pencils

Flip chart paper

Scissors



The idea of this activity is that in groups, young people should set up a market stall advertising an activity idea / evening that they are 'selling' for the next term of meetings.

Groups should work together to choose which activities to plan and advertise to the other groups. They need to make posters and banners showing off their ideas and for the older sections they should go away and research costs and logistics involved. Once the groups have set up their displays, each young person should have something to vote with, whether this be a pingpong ball, fake money or something similar.

Once the activity is complete the votes should be counted and as many as possible of the ideas should be used in the Programme.

Top Tip: 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 reasons why they wouldn't be able to do a particular activity.

## TIME

One meeting or  
Over a month

## OUTCOME

This gives the young people the chance to plan an activity in detail and hopefully carry it out later in the term and will provide the leaders with some great future planning ideas.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# TALKING STICK



## RESOURCES NEEDED

Anything at all to use as a talking stick:

Wooden Spoon	Stick	Pen
Cuddly toy	Pole	etc



Decide as a group on the item that you wish to use as a talking stick. This could be anything at all as long as the whole group agrees.

Decide when it will be used – just during discussion activities or all session.

Decide how it will be used. Will you have to raise your hand to have the stick? Will it be passed in turn?

Start using your talking stick.

## TIME

Every Meeting

## OUTCOME

A great tool to ensure everyone's views are heard fairly.

Can be adapted and used for many other things too.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# VIDEO DIARY



## RESOURCES NEEDED

Good quality phone or camera  
Someone to operate the video camera and edit the clips afterwards



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.



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.

Top Tips:

- 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](mailto:youth.shaped@scouts.org.uk) or #YouShape on twitter.
- Use the phone landscape not portrait so it can be easily used afterwards.
- Make sure you have parental or guardian permissions

## TIME

One meeting or  
Over a month

## OUTCOME

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.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# PARACHUTE GAMES



## RESOURCES NEEDED

Parachute



### The Sun Shines On...

Lay the parachute out and have the young people 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.

Some examples include:

- The sun shines on....anybody who would like to go swimming
- The sun shines on....anybody who would like to go to the cinema for the last day of term
- The sun shines on....anybody who would like to learn about gardening



Allow the young people time to voice their suggestions and throw their own 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

### Mushroom

Lift the parachute and ask the young people to pull it behind their backs and sit down to create a mushroom, Use the parachute as a fun and different space to share ideas about the term ahead.

## TIME

**20 mins**

**One meeting**

## OUTCOME

This is an active game that allows you to see the really popular ideas and those that the young people are not so keen on.

## BADGE LINKS



**Find out more at...**

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# VOTING METHODS



## RESOURCES NEEDED

Flipchart paper

Marker pens

Ping pong balls or similar

Sticky notes

Bowls or similar

Labels



Voting is a great visual way to get young people's opinions quickly and easily. Mix it up and use some of the following methods.

1. Dot Voting- 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 for the young people to add sticky dots (give them 3 dots each)
2. Object voting- - Create a list of possible answers in response to a question. Write the question and possible answers on paper attached to different bowls/buckets. It's up to them to decide which one they do by placing their ping pong ball/object in the bowl labelled with the different activities.
3. Vote with your feet- Set up an imaginary line across the centre of the room, with clearly defined start and end points. Explain to the young people that one end of the line is 'really like' or 'agree', the other end is 'hate' or 'disagree', and the rest of the line is somewhere in between, with 'not sure' right in the middle. You should then give the Beavers a question, and ask them to stand at the point on the line corresponding to their opinion.

Which activities would you like to do at camp?  
Which of these activities would you most like to try?  
What badge would you like to do next?  
Where would you like to go on our next trip out?  
'Should we go climbing?'  
'Should we learn about another country?'  
'Should we build a den?'

## TIME

5 - 30 mins

One meeting

## OUTCOME

Use this information to help when planning your programme.  
Encourage the young people to say aloud why they have chosen their choice.



## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# PIZZA REVIEW



## RESOURCES NEEDED

Coloured paper

Felt tip pens

Glue

Scissors

Large cardboard or paper 'pizzas'

Pre-cut 'toppings' of different shapes

Out of a large piece of cardboard cut-out large circles which can be used for the activity. Cut the 'pizza' into slices, as many as you need for one per person (you may need more than one pizza).

Split the young people into groups and give each group one or more cardboard pizza slices, lots of toppings and a pen for each person.



Each topping should represent a different emotion:

- Pepperoni for things that are liked about the section – friends, fun games, trips out.

- Pineapple for new things that they would like to do – programme ideas, fundraising, recruiting new members, helping in the community, decorating the hut.

- You could also add mushrooms for things they might like to change.

The young people should discuss the toppings together and then write their answers on the group slice. It will be helpful to have a leader or Young Leader with each group to stimulate discussion.

Once each group has had time to make their pizza slices they can put them all together to understand that everybody is given the chance to feedback and have a say.

## TIME

**25+** mins

One meeting

## OUTCOME

Use the information you have gathered to help when planning your future programmes.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# DIAMOND FORMATION

## RESOURCES NEEDED

List of Priorities

Post-Its

Pens or Pencils

Formation Template



Ask each group to arrange their topic ideas in a diamond formation with the priority at the top, two in 2nd, three in 3rd, two in 4th and their lowest at the bottom. They need to get consensus as a group and can move the ideas around until they reach an order with which they all agree.

For a consensus to work the group must understand that everyone must not have an objection. So the majority may agree, but if one person disagrees then this is not a consensus. The people disagreeing must remember that the aim is cooperation and not to be argumentative.

It might be useful to emphasise that ideas that come towards the bottom of the formation are the ninth most important issue overall and not the least.

## TIME

**15 - 30** mins

One meeting

## OUTCOME

A useful tool to help prioritise ideas to form an action plan.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# HOT AIR BALLOON

## RESOURCES NEEDED

Flip Chart Paper

Pens

Post-Its

Hot Air Balloon Template



Decide on the project you are planning beforehand using one of our idea generating activities.

Display the template for everyone to see. Then get participants to write or draw the ideas on post-its and stick them on the relevant bit of the flipchart.

1. On the balloon- issues and factors that will be needed for the proposal to fly
2. In the basket- write the names of people or organisations who can help and support your aims
3. Ropes- what will hold it back, before the balloon/ project has started?
4. Clouds- what could push the balloon off course? (once the project has started)
5. Making it fly- above the balloon write factors that will make things happen and work.

[Hot Air Balloon Template](#)

## TIME

Keep returning to and changing over a year

## OUTCOME

A visual aid to planning a project. Great for considering factors that will prevent it from succeeding.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# PERMIT EVENING

## RESOURCES NEEDED

Appropriate activity equipment

Permit holders

Venue

Find out what activities your young people are interested in learning more about or that they already have some level of experience doing.

Invite appropriate local volunteers to come and help run practical skills sessions or bases and give the young people a taste of activities. You could choose to run several different activities in one evening or concentrate on different activities each night over a few weeks.

At the end of the practical skills sessions, make sure that the young people understand the next steps.

- How to build up their experience
- Explain the permit process
- Think about the skills they already have, that can be built upon
- Put them in contact with their local ACC (Activities), Assessors or similar
- Signpost them towards possible funding such as DGB (Development Grants Board)

Think about inviting the following roles:

- ACC (Activities)
- Activity Advisors and Assessors
- Manager of Activity Permit Scheme (MAPS)
- Local skills instructors and permit holders

Advertise this locally and get other young people along from different groups and sections.

Why not invite parents along and you may even get some extra help in the process!

To make this even more youth shaped, let the young people themselves organise the evenings.

NB: Please ensure that all activities follow POR activity guidance



## TIME

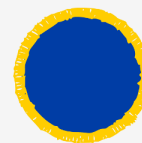
**60+** mins

Over a month

## OUTCOME

For young people to understand how to develop their skill and work towards gaining permits and outdoor qualifications.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

*#YouShape* More than just a month...



# #YouShape Pledges

#YouShape is all about young people and adults working in partnership together, and what better way to do that than declaring it for everyone to see. It's then easy to see when points have been completed and to show that you really are shaped by young people in partnership with adults.

The pledge is broken down into five areas that join up to create the basis of a Youth Shaped section. These areas are: LISTEN, ACT, PARTNER, EMPOWER and RECOGNISE

By committing to the #YouShape pledge, your section can print it off for all members to sign then display it proudly. If your section continues to build on the partnerships to become even more youth shaped, you can work with your Youth Commissioner to be awarded the silver and gold certificate.

Ideas for fun and simple Youth Shaped activities to fit with each area of the #YouShaped pledge can be found in this #YouShape Activity Handbook. Try them with your section, and adapt them to suit the needs of the young people.

This is something you can work on all year round, as #YouShape is more than just a month.

## Wear Their Necker

Wear Their Necker is a fun, exciting and empowering project to celebrate Youth Shaped Scouting. The aim of the project is for groups across the UK to give their young people the opportunity to take over adult volunteer roles. It puts young people into decision making positions and encourages adults to hear their views

Ideally, Wear Their Necker should take place during #YouShape month, in February 2017. However, if you can't complete it during this time, don't worry, we still encourage you to run it whenever you can.

It could range from a Beaver being the Section leader for a night, to an Explorer attending a District Exec meeting or a Network member shadowing the County Commissioner. Whatever you do, both parties will be working in that vital partnership to ensure local Scouting is Youth Shaped. It will also help you to identify Future Leaders in the making.



# SESSION PLANNERS

The pages that follow are examples of how to incorporate activities from this resource into one meeting for your section.

A #YouShape themed meeting would be ideal to run during the month. It can be used to highlight the excellent youth shaped practice or peer leadership that already exists in your section, or it can be used as a focus point to start something new.

Remember youth shaped Scouting doesn't just happen in February! Start those conversations that will last for the rest of the year too.

There is also a blank session planner for you to use or adapt to suit your section.

Be sure to let us know about any great #YouShape meetings you hold during the month via [YouShape@scouts.org.uk](mailto:YouShape@scouts.org.uk) and shout about them on social media too!

Make sure you order your badges and wristbands from [ScoutShops](#) for taking part in #YouShape at any time throughout 2017!

## PLAN FOR #YOUSHAPE EVENING

SECTION: Cubs      DURATION: 1 Hour 30 Mins      NO OF YOUNG PEOPLE: 20

	Time	Young People Activity	Leader Activity	Resources
Beginning	5 Mins	Normal Pack Opening – Perhaps led by Cubs.	None	None
Middle	5 Mins	<b>‘Ship’ Game</b> Put 4 different game ideas on the walls. Cubs to run to which activity they want. Play this game at the end of the night.	Write up and stick up 4 game ideas on the wall.	Paper, Pen, Sellotape
	10 Mins	<b>‘Sun Shines On’ Activity</b> Everyone sits on a chair in a circle. Have 1 less chair so someone is standing. Start with general statements with like the ‘The Sun shines on all those wearing blue socks’ If it applies to them, they swap seats. Then ask statements like ‘The Sun shines on... those who like Cubs/want to go camping/want to go on a visit’	Leaders to guide session and ask questions.	Chairs arranged in a circle
	45 Mins	<b>‘Dragon’s Den’</b> Cubs are asked to pitch for their own activity/which badge they want to do. They have to work in a group, design a pitch and present to the ‘Dragons’ (Leaders!) Spend 10-15 mins on each base	Leaders to guide the session. Act as ‘Dragons’ who the Cubs have to pitch to. Don’t be afraid to ask questions of the ideas to make them realistic.	Paper/Pens
	10 Mins	<b>‘Ship’ Game - Continued</b> Play the game that the Cubs voted on in the Ship Game at the beginning.	Young Leader/Leader to facilitate the game	Depends on Game
Summary/Closure	10 Mins	<b>Like/Dislike Wall</b> Leader to read out activity ideas. Beavers to run to one wall if they like it or another if they don’t.	Leaders to read out 3-4 activity ideas	None
	5 Mins	Normal Closure – Perhaps led by Beavers	None	None

# PLAN FOR #YOUSHAPE EVENING

SECTION: Scouts

DURATION: 1 Hour 30 Mins

NO OF YOUNG PEOPLE: 20

	Time	Young People Activity	Leader Activity	Resources
Beginning	5 Mins	Normal Pack Opening – Led by Scouts.	None	None
Middle	10 Mins	<b>Snowball Game</b> Scouts to write down an idea for a game. Screw up the paper and throw it across the room. The person receiving it opens the paper and writes down a comment. Some Scouts are chosen to read out ideas.	Facilitate discussion of ideas Come up with a 'Top 2' games.	Paper, Pens
	25 Mins	<b>'Dragon's Den'</b> Scouts are asked groups of 3/4 to pitch for their own activity/which badge they want to do. They have to work in a group, design a pitch and present to the 'Dragons' - Leaders!	Leaders to guide the session. Act as 'Dragons' who the Scouts have to pitch to. Don't be afraid to ask questions of the ideas to make them realistic.	Paper, Pens
	10 Mins	<b>'Snowball' Fight Game - Continued</b> Play the game that the Scouts voted on in the 'Snowball game' at the beginning.	Scouts lead the game	Depends on Game Chosen
	25 Mins	<b>Debate</b> Split the troop in half. Choose an interesting topic in Scouting e.g. uniform in Scouting or role of religion in Scouting. One group takes 'pro' and the other 'against'. Allow 15 minutes for discussion and then 2 minutes for presentation from a 'spokesperson' with 2 minute follow up questions allowed for each side.	Leaders to help with discussion, perhaps adding a few ideas and helping with presentation planning.	Paper, Pens
Summary/Close	10 Mins	Normal Closure – Led by Scouts	None	None

# PLAN FOR #YOUSHAPE EVENING

SECTION: Scouts      DURATION: 1 Hour 30 Mins      NO OF YOUNG PEOPLE: 20

	Time	Young People Activity	Leader Activity	Resources
Beginning	10 Mins	Normal Pack Opening – Led by Explorers.	None	None
Middle	10 Mins	<b>Snowball Game</b> Scouts to write down an idea for a game. Screw up the paper and throw it across the room. The person receiving it opens the paper and writes down a comment. Some Scouts are chosen to read out ideas.	Facilitate discussion of ideas Come up with a ‘Top 2’ games.	Paper, Pens
	30 Mins	<b>Debate</b> Split the troop in half. Choose an interesting topic in Scouting e.g. uniform in Scouting or role of religion in Scouting. One group takes ‘pro’ and the other ‘against’. Allow 15 minutes for discussion and then 2 minute succinct presentation from a ‘spokesperson’ with 2 minute follow up questions allowed for each side.	Leaders to help with discussion, perhaps adding a few ideas and helping with presentation planning.	Paper, Pens
	10 Mins	<b>‘Snowball’ Fight Game - Continued</b> Play the game that the Scouts voted on in the ‘Snowball game’ at the beginning.	Explorer lead the game	Depends on Game Chosen
	25 Mins	<b>Explorer Forum</b> Stick 3 sheets of paper on the wall entitled ‘favourite’, ‘dislike’ and ‘repeat’. Explorers are given 3 post it notes. They write their ‘favourite’ activity of the term on one post it note and stick it to the sheet, ‘dislike’ is for their least favourite and ‘repeat’ what they would do again.	Leaders to note feedback and adapt subsequent programmes based on comments.	Paper, Pens, Post It Notes, 3 large sheets
Summary/Closure	5 Mins	Normal Closure – Led by Explorers	None	None

# Plan for #YouShape Evening



**Section:**

**Date:**

**Duration:**

**No of Young People:**

	Time	Young People Activity	Leader Activity	Resources
<i>Beginning</i>				
<i>Middle</i>				
<i>Summary/ closure</i>				

# #YouShape Challenges

How many of the following can you complete during #YouShape month 2017?

- Take a selfie with your Local Youth Commissioner and the [#YouShape frame](#), then post it using #YouShape.
- Order your #YouShape wristbands and badges to wear throughout 2017!
- Snap a shot of the hand over for Wear Their Necker.
- Make sure you're part of the Youth Shaped Discussion group on Facebook.
- Download the resources from [scouts.org.uk/YouShape](https://scouts.org.uk/YouShape)
- Photograph the moment you sign your #YouShape Pledge.
- [Submit](#) your feedback for Beyond 2018 by the end of the month.
- Share photos on social media of any #YouShape activities and events you take part in using the [#YouShape frame](#).

#YouShape

