



**YOUTH
SHAPED
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 Beavers 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



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

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 conversations.

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

1. What would you tell your friends is the best thing about being a Beaver? What fun things would you like to do? (Consider doing this question as the diary room chair activity) - this is for your benefit as a section leader to get ideas of what activities to run, however it also helps us to understand what our young people enjoy doing most in Scouting.
2. Would you like to be a lodge leader? What would be the most fun part? (for reference, equivalent to a Sixer) We really want to hear what aspect of leadership young people value most so that we can support section leaders and young people with appropriate resources.

Visit scouts.org.uk/youshape to let us know your answers.

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.

#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 Shops online.

YOUTH FORUMS

A Beaver log-chew is the great way to get young people involved in all aspects of Scouting, from thinking about programme ideas to planning camps and events. Log chews are a frequently used forum in Beaver Scouts, however these are not the only way for Beavers to have their say.

These forums could be set up and run in a variety of ways. You could hold the forum at the beginning or end of the meeting each week; if you're Colony is particularly large, a log chew could be held with a different Lodge each week. Beavers could also be split into Lodges and Young Leaders could help them to start the discussions, before coming together as a Colony.

Key Messages

- Beavers may come out with some very creative ideas, don't dismiss ideas that you think aren't realistic but rather support the Beaver to turn their idea into something more useful. Such as a Beaver saying they want to go to the moon, maybe they would like to work towards their space activity badge or have a space themed sleepover.
- These events should be fun, flexible and informal to increase participation.
- Balance discussions with doing activities to stop the Beavers from getting bored.
- Get the Beavers to suggest and set some ground rules, and ensure that the Beaver Scouts know they have to take it in turns to speak and that they must not shout out- maybe use a soft toy or a talking stick to ensure everybody gets a say. (This helps quieter Beaver Scouts feel confident enough to give their opinions, as they know they will not be interrupted).
- Keep a note on the feedback you get, and use this to shape the Programme, so that the Beavers can see their opinions are being listened to and have an impact.
- If an activity proves too difficult to run then the reasons should be explained and an alternative activity agreed with the Colony.
- Encourage Young Leaders to run Log Chews- this is part of Mission 3 of the Young Leaders' Scheme.
- Be aware that at this age, young people's ideas are limited by what they have experienced- they will need help to develop their ideas.
- Inform Beavers (and their parents) of opportunities open to them locally and nationally

Ideas for what to discuss

- The content of the Colony Programme.
- Favourite games and activities (and those that they don't like!)
- Discuss ideas for future activities and camps.
- Choose which badges to work towards.
- How they would they like to celebrate when Beaver's achieve their Chief Scout Bronze Award.
- What new activity equipment they would like.

QUICK FIRE ENGAGEMENT

These activities can be used to quickly gauge opinions on topics or activities.

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 Beavers 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 badge would you like to do next?

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

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 Beaver 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.



Imaginary line

A fun, active non-verbal way to encourage Beavers to express their views.

5-15 minutes

Markers for each end of the line

Instructions

Set up an imaginary line across the centre of the room, with clearly defined start and end points. Explain to the Beavers 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.

For example:

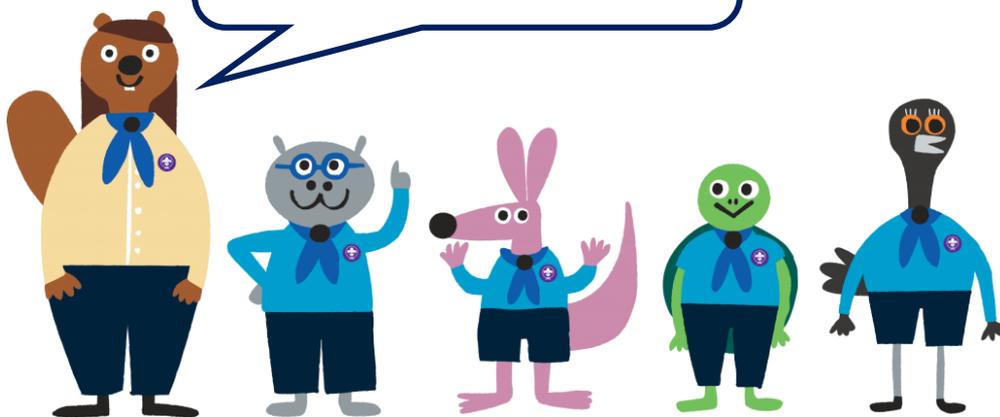
'Should we go climbing?'

'Should we learn about another country?'

'Should we build a den?'

Once the Beavers have chosen their place on the line, you could ask them to say aloud why they have chosen to stand there. You could adapt this activity to use as a vote. Simply make either end of the line a different option, for example football and dodgeball, and ask the Beavers to run to the end of the line that corresponds to their choice.

Try to get the Beavers to say different reasons and not just copy what they're friends say.



Ping Pong Voting

An activity to enable Beavers to choose activities to complete.

5 minutes
Ping Pong Balls (or similar) Bowls Labels

Instructions

Explain to the Colony that they have a choice of activities (either for that particular meeting or for a future one). It's up to them to decide which one they do by placing their ping pong ball in the bowl labelled with the different activities.

The Leader should clearly explain each activity to the Beavers so they clearly understand what is on offer to them. An alternative method could be to decide on which order the activities are run in depending on the amount of votes for each one

Top Tip: This could work with badges too - at the end of a term for example to get them to say which badges they want to do next term

ACTIVITY IDEAS

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

Arty mural

A fun activity to aid programme planning.

25 minutes +

Clear sticky tape
Coloured paper
Colouring pencils
Felt tip pens
Flipchart paper
Pencils

Instructions

Using large sheets of paper stuck together, ask the Beavers to make a mural. You should set a theme for the mural.

For example:

- The best Beaver meeting ever
- What Beavers like to do in their spare time?
- What would you like to do on sleepover

Then ask the Beavers to write words or draw pictures on the mural which express their opinions on the theme.

Young Leaders and Leaders should talk to the Beavers about what they are discussing and drawing and look over the mural once it's finished. Be sure to include the ideas and opinions expressed when they plan the Programme. This is a good activity to use during a Log Chew.

Pizza review

An activity to aid programme planning and review

25 minutes +

Coloured paper
Felt tip pens
Glue
Scissors
Large cardboard or paper
'pizzas'
Pre-cut 'toppings' of different
shapes

Instructions

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 for each Beaver (you may need a more than one pizza).

Split the Beavers into Lodges and give each group one or more cardboard (or paper) 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 beavers – friends, fun games, uniform
- Pineapple for new things they would like to do- programme ideas, trips, painting the hall
- You could also add mushrooms for things that they might like to change.

Lodges should discuss the toppings together and then write their answers on them and add them to their 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 paper pizza slices they can put them all together to understand that everybody is given the chance to feedback and have a say. You should then use this information to help when planning the programme.



Lucky squares

An activity to aid programme planning and review

25 minutes +

Coloured paper or paper plates

Felt tip pens

Glue

Scissors

Instructions

Prepare and create a square grid board-each square providing enough space for a paper plate or piece of paper to be displayed. Pick a range of 'lucky squares' before the activity begins and number them.

Ask the Beavers to create a picture on the coloured paper or paper plates using the felt tip pens of a theme or question for example: What is your favourite thing to do at Beavers? What would you like to do on the last week of term? Or even just What would you like for breakfast on sleepover? Ask the Beavers to explain what they have drawn and write their name on the back before asking them to pick a number to display their square.

You can use and discuss the ideas with the Beavers to help build a Programme or make decisions about future activities or events. The pictures displayed on the lucky squares win a small prize

Top Tip: These are great to use as part of a display board after the activity to advertise your group or colony

The sun shines on....

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

20 minutes

Parachute

Instructions

Lay the parachute out and have the Beavers 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.

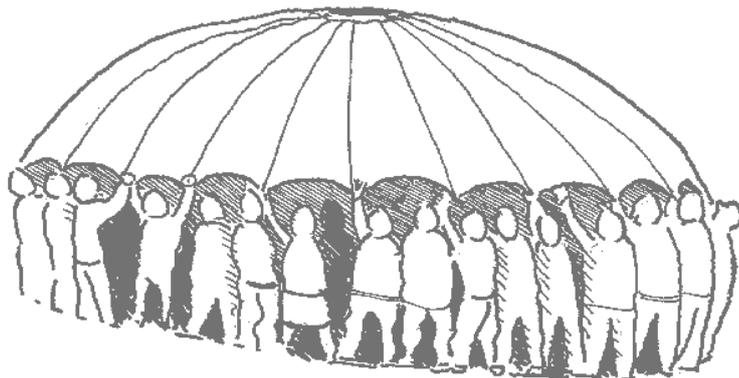
This is an active game that allows you to see the really popular ideas and those that the young people are really not so keen on. Allow the Beavers time to voice their suggestions and throw in some strange wacky suggestions!

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.

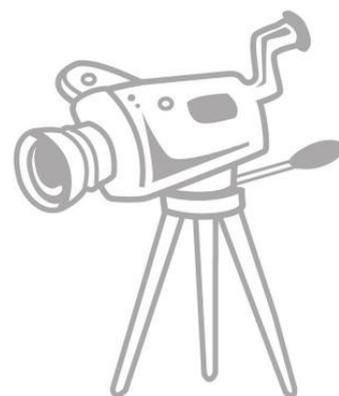
Set up a camera that records video or camcorder on a tripod in front of the chair. Have someone allocated to operate the camera phone. Young people then talk to camera and give views on any subject you like from general views on Scouting to specific opinions on how an activity went, to views on structures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

- 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.
- Use the phone landscape not portrait so it can be easily used afterwards.
- 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- use #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.
- Send us a short piece and picture on your experience for the chance to be in the next Scouting Magazine.

