



Welcome to Scouting



An introduction to Leadership in

Walton On The Hill District

Welcome!

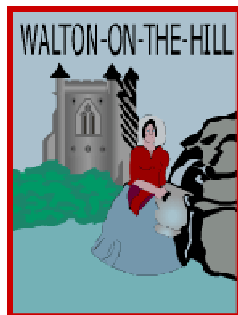
Congratulations on becoming a leader in Walton On The Hill Scouts. It is always a pleasure to welcome new leaders and I thank you in advance for all of your efforts in the coming months and years to follow.

Scouting is FUN, not just for the young people we serve but also for those of us that lead and I hope you too will find this as you involve yourself in the many activities on offer within our programmes.

This booklet is designed to give you a brief introduction to life in our district and to answer some of the questions any new leaders might have. Please remember that other people are there to help you at all times, so do not be afraid to ask a question even if you think they are silly things to ask. We were all new once and all asked the same questions.

Kevin McGlone
District Commissioner

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The Aim of The Scout Association

The Aim of the Scout Association is to help young people in achieving their full physical, intellectual, social and spiritual potential, as individuals, as responsible citizens and as members of their local, national and international communities.

About Scouting

Scout assists young people develop as active members of the community who are;

- Self reliant
- Responsible
- Caring
- Show commitment



We believe young people can learn and develop by;

- Taking part in a variety of new experiences and activities
- Team participation
- Exploring the outdoors
- Taking responsibility for themselves and others

Our method is via a Programme. The programme is delivered through training, activities and awards for young people aged 6-25.

- Body
- Relationships
- Mind
- Community
- Faith and beliefs
- Surroundings

Scouting should be fun and exciting and also safe. The Scout Associations rules provide advice on safety and Child Protection and there are necessary training events for adults to help make sure young people are well cared for.

- Duty to self
- Duty to others
- Duty to god

This is expressed through our promises;

“On my honour, I promise that I will do my best to do my duty to God and to the Queen, to help other people, and to keep the Scout Law”

The structure

Scouting is an International movement with over 28 million members in 216 countries. The Scout Association in the UK welcomes members from different faiths and offers equal opportunities to all young people no matter what their social, religious, ethnic background may be. We welcome young people who have physical and mental disabilities.

The Five sections

At whatever age a young person in our Movement is a Scout. The balanced programme spans 6-25 age range. Each of the five sections has its own identity;

- Beaver Scouts are members ages 6 – 8
- Cub Scouts are members aged 8 - 10½
- Scout are members aged 10½ - 14

These are all part of the Scout Group. We have 8 Groups in our District of Walton On The Hill.

- An Explorer Scout Unit is for young people from 18-25 years old. We have 1 unit in our District.
- A Scout Network is for young people aged 18-25. Network is run at a county level. Our County is Merseyside

The Scouting organisation allows in many ways each level to operate independently with the larger units providing facilities and support.

Who's Who

By now you should have already met your Group Scout Leader or Leader in Charge, as well as your own section leaders and those from the other sections in your groups. These people are those whom you will work closely with and you will soon feel part of the family. All of these leaders started in Scouting in the same way as you are, so please do not be afraid to ask questions.

In your District

Your Group is part of a district and a very important part too. The district is looked after by the district commissioner and the team of Assistant District Commissioners. They are all there to support you with aspects of your Scouting programme.

In your County

Our District is part of the County of Merseyside and is looked after by the County Commissioner and the team of Assistant County Commissioners offering support and advice to districts.

The district

Group	Location
1st	Bishop of Liverpool's own, Westminster Road, L4
2 nd	Walton Parish Church, L4
4 th	Rowan Scout Group, Solar Road, L9
5 th	Clubmoor Church, Cherry Lane, L4
12 th	Methodist Church, Walton Vale, L9
14 th	St John's, Rice Lane, L9
17 th	St Aidens, Cherry lane, L4
19th	St Teresa's Church, Utting Avenue East, L11

Find out more

- Scout Information Centre. This is a one stop shop for all Scouting needs
 - By Phone 0845 300 1818
 - By email info.centre@scouts.org.uk
 - Online www.scouts.org.uk/scoutbase
- Scouting on line. For general information on Scouting
 - Online www.scouts.org.uk
- Merseyside Scout County
 - By phone 0151 707 2671
 - By email office@merseysidescouts.com
 - Online www.merseysidescouts.com
- Walton On The Hill
 - By phone See contacts list at page 27
 - Online www.woth.co.uk
- District Newsletter Published quarterly
- Scouting Magazine Published monthly nationally. Sent to all leaders
- Group Contacts (please fill in)
 - Group Scout Leader / Leader in Charge
 - Tel.
 - Scout Leader
 - Tel
 - Cub Scout Leader
 - Tel
 - Beaver Scout Leader
 - Tel
- Meeting Times
 - Scouts
 - Cubs
 - Beavers

Adult Leader Training

When you agree to take the leader appointment out with any section of the Scout Association you also agree to undertake the training requirements set out by the Association.

What does this mean?

Leader training introduces you to the AIMS and OBJECTIVES of the movement and offers you valuable guidance for use in your section.

It is also a highly sought after process recognised by many employers and other organisations.

What do you achieve?

On completion of all aspects of your training you will be recommended for the award of the “Wood Badge” in recognition of fulfilling your obligation to leader training.

About the training

The training seeks to

- Help adults to understand Scouting and their role
- Provide necessary skills
- Improve the quality and quantity of Scouting delivered
- Support Adults in their own personnel development

You will need to undertake a selection of modules shown in the listing depending upon your role. There is a variety of ways to complete the training that seek to provide you with a flexible approach.

This initially will be part of your appointment process if you are taking on a leader role rather than acting as a helper. The appointment process is shown on the flow chart.

As part of the appointment process you will need to complete a short application form and a form for us to seek a Criminal Record check.

During the process you will have a provisional appointment which means:

- Until a clear Criminal Records check is received you cannot be allowed “unsupervised access” to young people
- You are required to work under supervision and agree to the key policies of the Scout Association

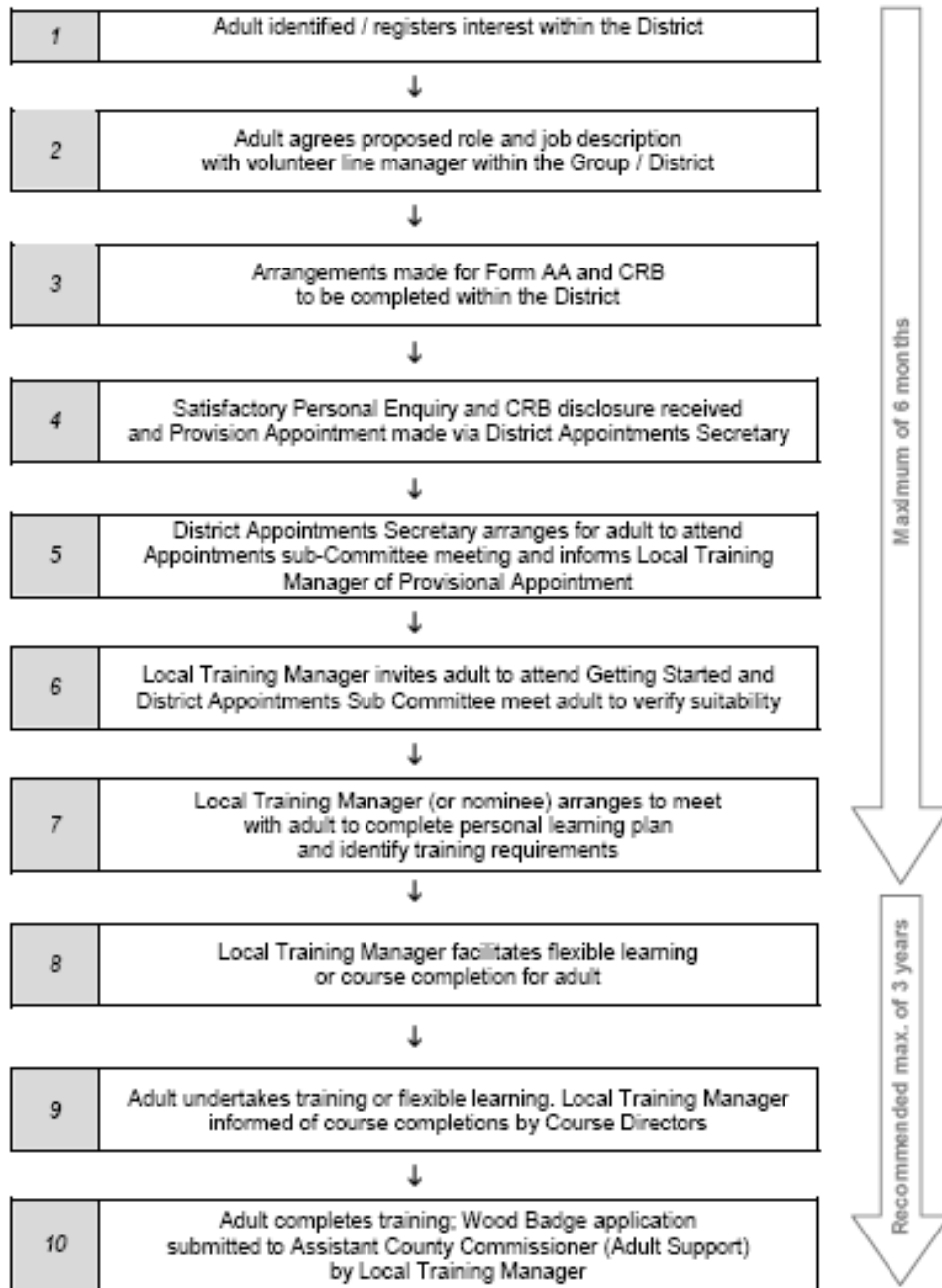
We are a uniformed organisation and your Group Scout Leader / Section Leader can advise you about what you need.

Help will be available at Group, District and County levels to assist you with your training.

The district’s training manager Carol Baker will meet with you, guide you through the training and complete with you a Personnel Learning Plan.

3. Adult Appointment and Training Process

The following flow chart provides an overview of the adult appointment and training process for all new adults within the County. A more flexible approach should be adopted for adults who are changing roles and the Local Training Manager should be consulted on what will be required.



6. Training Course Matrix

				Core Modules (1 to 26)																										
				Essential Information	Personal Learning Plan	Tools for the Job (Section Leaders)	Tools for the Job (Managers)	Fundamental Values of Scouting	Changes in Scouting	Valuing Diversity	Skills of Leadership	Working with Adults	First Aid	Administration (Section Leaders)	Providing a Balanced Programme	Growing the Movement (Section Leaders)	Young People Today	Challenging Behaviour	Nights Away	Activities Outdoors	Practical Skills	International	Administration (Managers)	Growing the Movement (Managers)	Section Support	Safety for Managers and Supporters	Managing Adults	Assessing Learning	Supporting Adults	
Course Title	Target Group	Duration	Frequency	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
Getting Started	All Adults	One Evening	4 per year	✓	✓			✓	✓	✓	✓	✓																		
Section Essentials	Members of Section Leadership Teams (BS/CS/S/ES)	One Day	2 per year			✓								✓	✓	✓	✓	✓		✓		✓								
Management and Support Essentials	Members of County and District Teams and Group Scout Leaders	One Day	2 per year				✓															✓	✓	✓	✓	✓	✓	✓	✓	
Nights Away	All Adults	One Day and One Weekend	1 per year																✓		✓									
First Aid	All Adults	One Day	2 per year										✓																	

Note: Courses to cover supplementary modules will be provided on demand to those providing training opportunities (25 and 27 to 35) or who work with young people with special needs (36). Module 18 (Practical Skills) will be covered, in part, during the Nights Away course and via Adult Support Workshops and local training, often delivered via Section meetings.

Merseyside County Scout Council

Personal Learning Plan



Personal Details

3 Copies Required: Adult, LTM and ACC AS (when training complete)

Membership No.	(if known)
Full Name	
Address	
City	
Postcode	
Telephone	
Email	
Date of Birth	
Group and District	
Appointment	

Completed With:

 Local Training Manager
 (or nominee)

Date Completed:

Training Required:
 Yes No

LTM to send 3rd copy to ACC AS when training complete, for Wood Badge recommendation

Module	Skills Assessed	Training Required	Assessment Method / Not Applicable to Role	Complete
1	Essential Information			
2	Personal Learning Plan			
3	Tools for the Job (Section Leaders)			
4	Tools for the Job (Managers)			
5	Fundamental Values of Scouting			
6	Changes in Scouting			
7	Valuing Diversity			
8	Skills of Leadership			
9	Working with Adults			
10	First Aid			
11	Administration (Section Leaders)			
12	Providing a Balanced Programme			
13	Growing the Movement (Section Leaders)			
14	Young People Today			
15	Challenging Behaviour			
16	Nights Away			
17	Activities Outdoors			
18	Practical Skills			
19	International			
20	Administration (Managers)			
21	Growing the Movement (Managers)			
22	Section Support			
23	Safety for Managers and Supporters			
24	Managing Adults			
25	Assessing Learning			
26	Supporting Adults			

Modules 27 to 35 are associated with managing, planning, delivering and supporting learning. Should you be interested in being involved in Adult Support within the County, please inform your Local Training Manager or the Assistant County Commissioner for Adult Support. Module 36 provides awareness in special needs and will be provided as a support opportunity.

Signed	(Adult)	Date	
Signed	(LTM or Nominee)	Date	



An Introduction to the Beaver Scout Section

Introduction

Since Beaver Scouts became a part of The Scout Association in 1986, it has been one of the quickest growing Sections. It currently has somewhere in the region of 100,000 members in 7,000 Colonies! The Beaver Scout Colony will tend to meet weekly for about an hour, but they will also have the chance to go on a residential experience every year and there might also be day trips away.

Who is Beaver Scouting for?

Beaver Scouting is open to young people aged between six and eight years old who want to join and can make the Beaver Scout Promise.

The Beaver Scout Promise

Scouting differs from many organisations in that it requires its Members to make a Promise. The wording for Beaver Scouts is simpler than that of the Scout Promise, it is:

I promise to do my best
To be kind and helpful
And to love God.

Different wordings of the promise are available for those of different faiths who may prefer not to use the word "God" and for those with special circumstances and needs.

By making the promise a young person becomes a Member of the worldwide Movement; they become a Scout.

The Motto

The motto for all Members of the Movement is: *Be Prepared.*

The Beaver Scout Uniform

Beaver Scouts wear a turquoise sweatshirt. They also wear a scarf (sometimes called a "necker"), which varies in colour from Scout Group to Scout Group. They also have a woggle, to keep their scarf up. Traditionally all Beaver Scouts wear a maroon coloured woggle, but they may also wear a woggle of the colour of the Lodge they are in (see below on how Beaver Scouts are organised). There are several other items of optional uniform.

How Beaver Scouts are organised

Beaver Scouts meet together as a Colony and work within a variety of small groups called "Lodges". A team of adults will run the Beaver Scout Colony. Some will be uniformed Leaders, others may be informal Assistants or helpers. Explorer Scouts who are Young Leaders might also assist the leadership team in the running of the Colony.

Investiture

Making the Promise is the most important act in Scouting and is common to every Section. Scouting has a special ceremony for making the Promise called Investiture or being invested. When a young person makes their Promise they receive their Group Scarf, The Membership Award and are welcomed as a new Member into the Scout family.

What do Beaver Scouts do?

Beavers take part in a wide range of activities. These include making things, singing, playing games, going out on visits, investigating nature, listening to stories, learning how to be safe and most importantly, making new friends. They do this through taking part in a programme of activities provided by the leadership team.

Beaver Scout Programme

The philosophy underpinning the programme is that every Beaver Scout should participate in a Balanced Programme over a period of time. This ensures that all young people experience a quality programme covering a wide range of subjects, so that they develop in all of the Personal Development Areas. To help, the Balanced Programme is divided into a number of Programme Zones and Methods.

Programme Zones

The following are the six Programme Zones for Beaver Scouts. As part of the Balanced Programme they will take part in activities from all the zones regularly.

- *Beliefs and attitudes*
- *Community*
- *Creative*
- *Fitness*
- *Global*
- *Outdoor and Adventure*

Methods

These Zones are delivered using 12 methods, which give the programme variety and range. The Zones give Beaver Scouts the opportunity to:

- Help others
- Play games
- Explore their world
- Undertake prayer and worship
- Listen to stories
- Follow themes
- Go on visits
- Make things
- Meet new people
- Act, sing and make music
- Chat
- Go outdoors

Badges and Awards

Even though the emphasis is on a Programme that is balanced with a variety of activities, there are still badges and awards for Beaver Scouts to aim for during their time with the Colony. Badges and awards are given in recognition of the effort made by each young person at their own level.

- The Membership Award

This Award helps the young person understand the commitment they are making when they make the Promise and become a Member of the Movement. It covers the history, traditions and practices of Scouting.

- **Joining In Awards**

The Joining In Awards recognise a commitment to Scouting. They celebrate Beaver Scouts participating in a Balanced Programme over a period of time. They are awarded on the anniversary of the young person joining Scouting.

- **Challenges**

The Challenges complement the Balanced Programme. These have been developed to extend Beaver Scouts' skills and experience in a particular area. There are six Challenges in the Beaver Scout Section:

- Outdoor Challenge
- Friendship Challenge
- Promise Challenge
- Fitness Challenge
- Creative Challenge
- Global Challenge

- **Activity Badges**

Activity Badges are optional, but they provide an opportunity to reward a young person who has taken part in an activity over a period of time. They should raise interest and extend a young person's skills throughout their time in Scouting. There are 12 Beaver Scout Activity Badges:

- Adventure
- Air Activities
- Animal Friend
- Creative
- Experiment
- Explore
- Faith
- Health & Fitness
- Healthy Eating
- Hobbies
- Imagination
- Safety

- **Staged Activity Badges**

In addition to the Beaver Scout Activity Badges, there are six Activity Badges staged across all the Sections, which gives a young person the opportunity to develop an area of interest throughout their time in Scouting from 6 - 18. They are:

- Emergency Aid
- Hikes Away
- Information Technology
- Musician
- Nights Away
- Swimmer

- **Partnership Awards**

Partnership Awards are designed to encourage Sections to work together, and for Scouts to work with other young people in their community. There are three Partnership Awards:

- [The International Friendship Award](#)
- [The Environment Award](#)
- [The Faith Award](#)

- **Chief Scout's Bronze Award**

This badge is the highest award available in the Beaver Scout Section. It is gained by completing:

- Creative Challenge
- Fitness Challenge
- Friendship Challenge
- Global Challenge
- Outdoor Challenge
- Promise Challenge

The Chief Scout's Bronze Award can be worn on the Cub Scout Uniform once they move onto Cubs.

- The Moving-On Award

This helps ease the transfer of a Beaver Scout to the Cub Scout Pack. It also allows the Beaver Scout to be invested into the Pack immediately, recognising that they are already Members of the Scout Movement.

Beaver Scout Sleepovers

Sleepovers give young people their first experience of a night away from home without their parents/carers. They are intended to plant a 'seed', which then grows as the young person moves through the Sections. Leaders have to be specially trained before they may take young people away, so you know they will always be in safe hands. Sleepovers in the Beaver Scout Section must be indoors and must not exceed 24 hours. They provide an excellent opportunity for young people to try out activities that are not possible at the regular Colony Meeting. As you might imagine, the whole atmosphere of living together even for a short while as a Colony is very special for the young people involved.

Beaver Scouting...it's just the start!

While a young person is in Beavers they will have fun, make friends and get to do exciting activities that they wouldn't get to do anywhere else. But this is just the start! Beavers is the first step in Scouting for future development as individuals and Scouts. It will seem that they have only just started before it will be time to 'swim up' to Cubs!

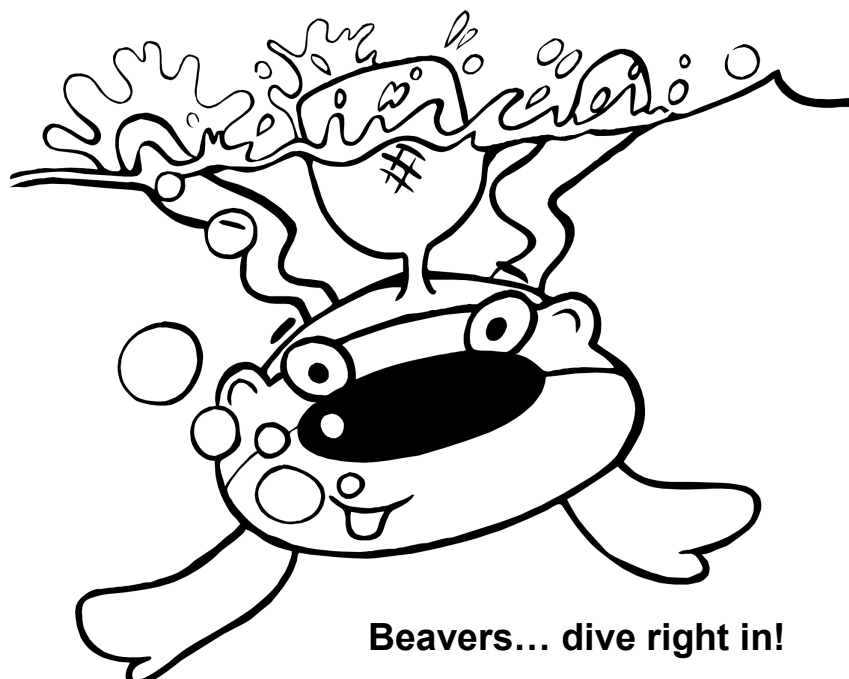
Beavers on-line

Beaver Scouts have their own colourful pages on The Scout Association's website where they can find out information, play games, puzzles and quizzes. Find out more at:

www.scouts.org.uk/beavers

Resources for Beaver Scouts

Beaver Scouts have their own special handbook called *The Beaver Scout Logbook*. It is a Beaver Scout's guide to the programme and has lots of space for them to colour things in, draw and learn about Scouting.



Beavers... dive right in!



An Introduction to the Cub Scout Section

Introduction

Cub Scouting began in 1916, and has gone from strength to strength ever since. Currently there are somewhere in the region of 140,000 Cubs in nearly 8,000 Packs! Many Cub Scouts will have been Beaver Scouts, but some will join Scouting for the first time as Cubs looking for fun, adventure and friendship.

Who is Cub Scouting for?

Cub Scouts is open to young people aged between eight and ten and a half years old who want to join and can make the Cub Scout Promise.

The Cub Scout Promise

Scouting differs from many organisations in that it requires its Members to make a Promise, the wording for Cub Scouts is slightly simpler than that of the Scout Promise. It is:

I promise that I will do my best
to do my duty to God and to the Queen,
to help other people
and to keep the Cub Scout Law.

Different wordings of the Promise are available for those of different faiths who may prefer not to use the word 'God' and for those with special needs and circumstances.

By making the Promise a young person becomes a Member of the worldwide Movement; they become a Scout.

The Cub Scout Law

Every Cub should know their Cub Scout Law, put simply it is something they should try to remember in their everyday lives. The Cub Scout Law is:

Cub Scouts always do their best,
think of others before themselves
and do a good turn every day.

The Motto

The motto for all Members of the Movement is: *Be Prepared.*

The Cub Scout Uniform

Cub Scouts wear a green sweatshirt. They will also wear a scarf (sometimes called a "necker"), the colour of which varies from Scout Group to Scout Group. They will also have a woggle, to keep their scarf up. The woggle will normally be of the colour of the six they are in (see below on how Cub Scouts are organised). There are many other items of optional uniform.

How are Cub Scouts organised?

Wolf Cubs, as they were originally called in 1916, used Rudyard Kipling's story *The Jungle Book* as their theme. Some Packs continue to do this today. They use characters and events as an inspiration for the names of Leaders (such as Akela for the Cub Scout Leader) and activities.

Cub Scouts meet together as a Pack and work within a variety of small groups called "Sixes". A team of adults will run the Cub Scout Pack, usually led by an Akela. Some will be Uniformed Leaders, others may be informal Assistants or helpers. Explorer Scouts who are Young Leaders might also assist the Leadership team in the Pack.

Investiture

Making the Promise is the most important act in Scouting and is common to every Section. Scouting has a special ceremony for making the Promise called Investiture or being invested. When a young person makes their Promise they receive their Group Scarf and the Membership Award or their Moving-On Award and are welcomed as a new Member into the Scout Family.

What do Cubs do?

Cubs take part in a wide range of activities that are designed to be interesting and to challenge them. At the same time they have fun, adventure and make friends along the way. They do this through taking part in a programme of activities provided by the Leadership team such as: camping, playing games, trying new things and exploring the outdoors.

Cub Scout Programme

Every Cub Scout participates in a Balanced Programme over a period of time. This ensures that all young people experience a quality programme covering a wide range of subjects. To help, the Balanced Programme is divided into a number of Programme Zones and Methods to ensure Cubs develop in all the Personal Development Areas.

Programme Zones

The following are the six Programme Zones for Cub Scouts. As part of the Balanced Programme they will take part in activities from all the zones regularly.

- *Beliefs and Attitudes*
- *Community*
- *Fitness*
- *Creative*
- *Global*
- *Outdoor and Adventure*

Methods

These Zones are delivered using 11 methods, which give the programme variety and range. The Methods are:

- Make things
- Games
- Singing, stories and drama
- Visits and visitors
- Outdoors
- Activities with others
- Help other people
- Themes
- Prayer, worship and reflection
- Team challenges
- Try new things

Badges and Awards

Even though the emphasis is on a Balanced Programme of activities, there are still badges and awards for Cub Scouts to aim for during their time with the Pack. Badges and awards are given in recognition of the effort made by each young person at their own level.

- The Membership Award

This award helps the young person understand the commitment they are making when they make the promise and become a Member of the Movement, if they have not been a Beaver Scout. It covers the history, traditions and practices of Scouting.

- Joining In Awards

The Joining In Awards recognise a commitment to Scouting. They celebrate Cub Scouts participating in a Balanced Programme over a period of time. They are awarded on the anniversary of the young person joining Scouting.

- Challenges

The Challenges complement the Balanced Programme. These have been developed to extend Cub Scouts' skills and experience in a particular area. The seven Challenges in the Cub Scout Section are:

- Outdoor Challenge
- Promise Challenge
- Creative Challenge
- Fitness Challenge
- Global Challenge
- Community Challenge
- Outdoor Plus Challenge

- Activity Badges

Activity Badges are optional, but they provide an opportunity to reward a young person who has taken part in an activity over a period of time. They should raise interest and extend a young person's skills throughout their time in Scouting. There are 33 Cub Scout Activity Badges, ranging from Book Reader to Navigator to Water Activities

- Staged Activity Badges

In addition to the Cub Scout Activity Badges, there are six Activity Badges staged across all of the Sections, which gives a young person the opportunity to develop an area of interest throughout their time in Scouting from 6 –18. These are:

- Emergency Aid
- Hikes Away
- Information Technology
- Musician
- Nights Away
- Swimmer

- Partnership Awards

Partnership Awards are designed to encourage the Sections to work together, and for Scouts to work with other young people in their community. There are three Partnership Awards:

- [The International Friendship Award](#)
- [The Environment Award](#)
- [The Faith Award](#)

- Chief Scout's Silver Award

This badge is the highest award available in the Cub Scout Section. It is gained by completing:

- Promise Challenge
- Creative Challenge
- Community Challenge
- Fitness Challenge
- Global Challenge
- Outdoor Challenge

The Chief Scout's Silver Award can be worn on the Scout Uniform once the Cub moves onto Scouts.

- The Moving-On Award

This badge helps ease the transfer of a Cub Scout to the Scout Troop. It also allows the Cub Scout to be invested into the Troop immediately, recognising that they are already Members of the Scout Movement.

Pack Holidays and Camping

Ask any current or former Cub about what they remember most (and enjoyed most!) about being in Cubs and they will probably say Pack holidays or going camping. Camps give the Pack the opportunity to go away together. Camps and Pack holidays are an opportunity for Cubs to take part in activities that they would not otherwise be able to do at regular Pack meetings. The experience of being away with the Pack is a very special experience for Cubs.

Why get involved?

Cubs gives young people a taster of the exciting activities they will do more of in Scouts. They will go camping, try adventurous activities outdoors, make new friends and enjoy themselves whatever they are doing!

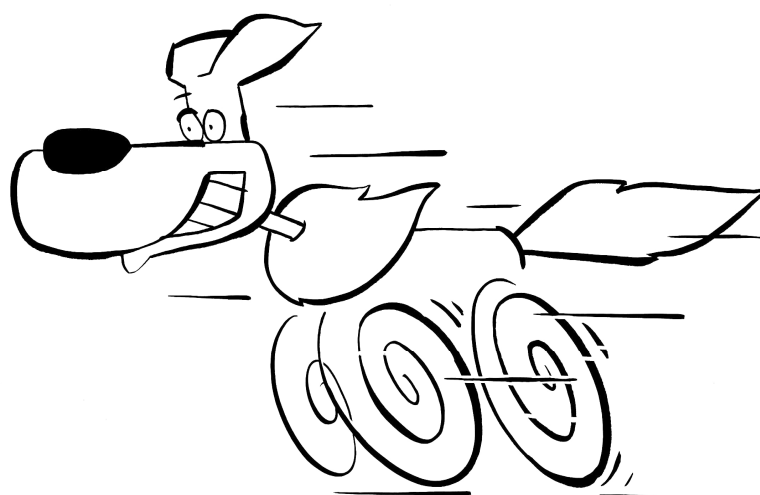
Cubs on-line

Cub Scouts have their own exciting pages on The Scout Association's website where they can play games, do quizzes and complete puzzles. Find out more at:

www.scouts.org.uk/cubs

Resources for Cubs

Cubs have their own special handbook called the *Powerpack* - full of useful information about badges and what Cubs do. It's full of stickers, facts and fun things to do!





An Introduction to the Scout Section

Introduction

The Scout Section has existed since Scouting began in 1907. Though the Section has gone through many changes its values and fundamental principles have remained unchanged. Today there are over 100,000 Scouts in 6,600 Troops across the UK.

Who is the Scout Section for?

Scouts is open to young people aged between ten and half and fourteen years old who want to join and can make the Scout Promise.

The Scout Promise

Scouting differs from many organisations in that it requires its Members to make a Promise. The Scout Promise is the same for Scouts, Explorer Scouts, Members of the Scout Network and adult Members of the Association. It is:

On my honour,
I promise that I will do my best
to do my duty to God and to The Queen,
to help other people
and to keep the Scout Law.

Different wordings of the promise are available for those of different faiths who may prefer not to use the word "God" and for those with special needs and circumstances.

By making the Promise a young person becomes a Member of the worldwide Movement; they become a Scout.

The Scout Law

The Scout Law is a set of 'rules' that Scouts should do their best to live their life by. They are based on the Laws that Baden Powell came up with, but have evolved to reflect changing times. The Laws are:

1. A Scout is to be trusted.
2. A Scout is loyal.
3. A Scout is friendly and considerate.
4. A Scout belongs to the worldwide family of Scouts.
5. A Scout has courage in all difficulties.
6. A Scout makes careful use of time and is careful of possessions and property.
7. A Scout has self-respect and respect for others.

The Motto

The Motto for all Members of the Movement is: *Be Prepared.*

The Scout Uniform

Scouts wear a teal coloured shirt. They will also wear a scarf (sometimes called a "necker"), the colour of which varies from Scout Group to Scout Group. They will also have a leather woggle, to keep their scarf up. Activity trousers and a Scout belt are also parts of the Scout uniform and there are several optional items available as well!

How are Scouts organised?

Scouts meet together as a Troop and work within a variety of small groups called Patrols. A Scout called a Patrol Leader leads the Patrol. The Patrol Leaders work with the Leadership Team in setting the programme and in decisions affecting the Troop. The Patrol system is one of the important ways that young people can take responsibility for themselves and others. A volunteer leadership team made up of uniformed Leaders and other informal Assistants and helpers will guide the Troop. Explorer Scouts who are Young Leaders might also assist the leadership team in the Troop.

Investiture

Making the Promise is the most important act in Scouting and is common to every section. Scouting has a special ceremony for making the Promise called Investiture or being invested. When a young person makes their Promise they receive their Group Scarf, The Membership Award (for those coming into Scouting for the first time) or their Moving-On Award (if they have been in Cubs) and are welcomed as a new Member into the Scout Family.

What do Scouts do?

Scouts normally meet once a week for a couple of hours. It is an opportunity for them to catch up with friends, learn new skills and explore issues relevant to their age group. They will also have their chance to say what they want to do!

Scout Programme

Scouts are encouraged to take part in a wide range of activities as part of their programme. On top of the adventure of outdoor activities that forms a large part of the Scout Section, a Balanced Programme will help them find out about the world in which they live, encourage them to know their own abilities and the importance of keeping fit and help to develop their creative talents. It also provides opportunities to explore their own values and personal attitudes and develop in all the Personal Development Areas.

Programme Zones

The following are the six Programme Zones for Scouts; as part of the Balanced Programme they will task part in activities from all the Zones over a period of time. They are:

- *Outdoor and Adventure*
- *Global*
- *Community*
- *Fit for Life*
- *Creative Expression*
- *Beliefs and Attitudes*

Methods

These Programme Zones are delivered using ten methods, which give the programme variety and range. The methods are:

- Activities Outdoors
- Games
- Design and Creativity
- Visits and Visitors
- Service
- Team-Building Activities
- Activities with Others
- Themes
- Prayer, Worship and Reflection
- Technology and New Skills

Badges and Awards

While the emphasis is on a Balanced Programme of activities, there are still badges and awards for Scouts to aim for. Badges and awards are given in recognition of the effort made by each young person at their own level.

- The Membership Award

This award helps the young person understand the commitment they are making when they make the Promise and become a Member of the Movement, if they have not been a Cub Scout. It covers the history, traditions and practices of Scouting.

- Participation Awards

The Participation Awards recognise a commitment to Scouting. They celebrate Scouts participating in a Balanced Programme over a period of time. They are awarded on the anniversary of the young person joining Scouting.

- Challenges

The Challenges complement the Balanced Programme. These have been developed to extend Scouts' skills and experience in a particular area. There are nine Challenges in the Scout Section:

- Outdoor Challenge
- Outdoor Plus Challenge
- Expedition Challenge
- Adventure Challenge
- Community Challenge
- Creative Challenge
- Global Challenge
- Fitness Challenge
- Promise Challenge

- Activity Badges

Activity Badges are optional, but they provide an opportunity to reward a young person who has taken part in an activity over a period of time. They should raise interest and extend a young person's skills throughout their time in Scouting. There are 69 Scout Activity Badges, ranging from Astronomer to Circus Skills and Canoeist.

- Staged Activity Badges

In addition to the Scout Activity Badges, there are six Staged Activity Badges staged across the all Sections. These give a young person the opportunity to develop an area of interest throughout their time in Scouting from 6 –18. These are:

- Emergency Aid
- Hikes Away
- Information Technology
- Musician
- Nights Away
- Swimmer

- Partnership Awards

Partnership Awards are designed to encourage the Sections to work together, and for Scouts to work with other young people in their community. There are three Partnership Awards:

- The International Friendship Award
- The Environment Award
- The Faith Award

- Chief Scout's Gold Award

This badge is the highest award available in the Scout Section. It is gained by completing:

- The Promise Challenge
- The Community Challenge
- The Fitness Challenge
- The Creative Challenge
- The Global Challenge
- The Outdoor Challenge



and two of the following:

- The Outdoor Plus Challenge
- The Adventure Challenge
- The Expedition Challenge

The Chief Scout's Gold Award can be worn on the Explorer Scout Uniform once the Scout moves onto Explorer Scouts.

- The Moving-On Award

This Award helps ease the transfer of a Scout to the Explorer Scout Unit. It also allows the Scout to be invested into the Unit immediately, recognising that they are already Members of the Scout Movement.

Scouting Outdoors

Scouting has a reputation as an outdoor organisation based on strong traditions of camping and other outdoor pursuits. This is reflected in the Balanced Programme, with about half the programme taken up by the Outdoor and Adventure Programme Zone. Scouting offers a range of activities for Scouts away from their home throughout the year, lots of camps and when possible a longer camp in the summer. These are an important part of Troop life and everybody is encouraged to go.

Scouts... Taking the Lead!

Scouts have the opportunity to make more and more decisions for themselves about they want to do and want to get out of Scouting. The opportunities will be there for them to take part in a wide range of activities and to gain a variety of skills and knowledge. They will get to learn more about themselves by not only taking responsibility for themselves, but for others as well.

Scouts on-line

Scouts have their own pages on The Scout Association's website where they can find out lots of useful information, enter competitions and even read reviews of the latest films! Find out more at:

www.scouts.org.uk/scouts

Resources for Scouts

Scouts can track their own progress through the awards using their own *Scout Record Book*. They can also find out what's required to complete badges with the *Scout Badge Book*. Thirdly, the *Scout Skills Cards* contain practical information and tips to get up to speed with some Scouting Skills.





An Introduction to the Explorer Scout Section

Introduction

The Explorer Scout Section was formed in 2002 along with the Scout Network (for 18 – 25 yr olds) to replace Venture Scouting. Since its launch Explorer Scouting has taken off and has over 30,000 Members in 2,000 Units across the UK.

Who is the Explorer Scout Section for?

Explorer Scouts is open to young people aged between 14 and 18 years old who want to join and can make the Scout Promise.

The Scout Promise

Scouting differs from many organisations in that it requires its Members to make a promise. The Scout Promise is the same for Scouts, Explorer Scouts, Members of the Scout Network and adult Members of the Association. It is:

On my honour,
I promise that I will do my best
to do my duty to God and to The Queen,
to help other people
and to keep the Scout Law.

Different wordings of the promise are available for those of different faiths who may prefer not to use the word "God" and for those with special needs and circumstances.

By making the Promise a young person becomes a Member of the worldwide Movement; they become a Scout.

The Scout Law

The Scout Law is a set of 'rules' that Scouts should do their best to live their life by. They are based on the Laws that Baden-Powell came up with, but have evolved to reflect changing times. The Laws are:

1. A Scout is to be trusted.
2. A Scout is loyal.
3. A Scout is friendly and considerate.
4. A Scout belongs to the worldwide family of Scouts.
5. A Scout has courage in all difficulties.
6. A Scout makes careful use of time and is careful of possessions and property.
7. A Scout has self-respect and respect for others.

The Motto

The motto for all Members of the Movement is: *Be Prepared.*

The Explorer Scout Uniform

Explorer Scouts wear a khaki colour shirt. They also wear a scarf (sometimes called a “necker”), which varies in colour from Explorer Unit to Explorer Unit. They will also have a leather woggle, to keep their scarf up. Activity trousers and a Scout belt (including Young Leader and Explorer Belts) are also part of the Explorer Scout uniform and there are several optional items available as well!

How are Explorer Scouts organised?

Explorer Scout Units are primarily Leader led, with as much participation in decision making by young people as possible. There are a number of different types of Explorer Scout Units; these will vary according to local needs and circumstances. Explorer Units are all based at District level, even though the Unit itself may be attached to a Group or specialist Scout body, such as a campsite.

Explorer Scouts also have the option to become Young Leaders. Young Leaders carry out a Leadership role in a Beaver Scout Colony, Cub Scout Pack or Scout Troop. Young Leaders have their own training scheme but can also take part in all other Explorer Scout Activities.

Explorer Scouts have no structured groupings as you find in Beavers, Cubs or Scouts. By being involved in a number of different groupings Explorer Scouts will get the chance to develop their teamwork and leadership skills.

Investiture

Making the Promise is the most important act in Scouting and is common to every section. Scouting has a special ceremony for making the Promise called Investiture or being invested. When a young person makes their Promise they receive their Unit Scarf, The Membership Award (for those coming into Scouting for the first time) or their Moving-On Award (if they have been in Scouts) and are welcomed as a new Member into the Scout Family.

What do Explorer Scouts do?

Units decide themselves how often they meet. Members should be able to attend when it is convenient for them. Explorer Units might not need to meet every week because they will often be out and about at weekends or in the holidays doing activities. There will be times when they will be busy doing other things such as exams, and being an Explorer Scout will have to fit around these.

Explorer Scout Programme

Explorer Scouts have the opportunity to take part in adventurous activities, local conservation projects, creative projects, camps and expeditions; community support...the list is endless! Explorer Scouts can gain awards – from nationally recognised governing bodies (e.g. BCU for canoeing), to Scout Awards and Duke of Edinburgh’s Award.

Explorer Scouts are highly involved in deciding what they want to do and helping their Leaders in running the Programme.

Programme Zones

The following are the Programme Zones for Explorer Scouts: as part of the Balanced Programme they will take part in activities from all the Zones over a period of time. They are:

- *Outdoor and Adventure*
- *Skills*
- *Community Service*
- *Values and Relationships*
- *Global*
- *Physical Recreation*

Methods

The Unit Programme is delivered using a number of methods to make meetings and activities more interesting and appeal to more Members. They are:

- Visits
- Games
- Outdoor Activities
- Residential Experiences
- Technology
- Networking Activities
- Discussion

Badges and Awards

Even though the emphasis is on a Balanced Programme of activities, there are still badges and awards for Explorer Scouts to aim for during their time with the Unit. Badges and awards are given in recognition of the effort made by each young person at their own level. There is a wide range of awards and badges to appeal to all Explorer Scouts, whatever sort of Unit they are in. Awards are important as they offer challenge, achievement and recognition for young people.

▪ The Membership Award

This Award helps the young person understand the commitment they are making when they make the promise and become a Member of the Movement, if they have not been a Scout. It covers the history, traditions and practices of Scouting.

▪ Participation Awards

The Participation Awards recognise a commitment to Scouting. They celebrate Scouts participating in a Balanced Programme over a period of time. They are awarded on the anniversary of the young person joining Scouting.

▪ Top Awards

The top awards for Explorer Scouts are the Chief Scout's Platinum Award, the Chief Scout's Diamond Award and the Queen's Scout Award. All three are linked to the Duke of Edinburgh's Awards (Bronze, Silver and Gold respectively)

The Awards are made up of four challenges:

- Skills
- Physical Recreation
- Community Service
- Expedition

For the Queen's Scout Award and the Gold Duke of Edinburgh's Award there is also the requirement to complete a five-day residential experience.

The Queen's Scout Award is The Scout Association's top award. The Chief Scout presents Queen Scout Award Certificates at a National Presentation on a regular basis. Queen's Scouts are also invited to the annual National Scout Service and Parade at Windsor Castle held in April each year. All those who have achieved the Award in the last year, plus their guests, are invited to attend.

▪ Activity Badges

There are 28 Activity Badges available to Explorer Scouts. These build on the requirements of the Activity Badges in the Scout Section and lead towards the requirements for National Governing Body Awards. They range from Lifesaver to Mountain Activities and Snowboarding.

▪ Staged Activity Badges

In addition to the Explorer Scout Activity Badges, there are six Activity Badges staged across the all Sections. These give a young person the opportunity to develop an area of interest throughout their time in Scouting from 6–18. These are:

- Emergency Aid
- Hikes Away
- Information Technology
- Musician
- Nights Away
- Swimmer

▪ Partnership Awards

Partnership Awards are designed to encourage Sections to work together, and for Explorer Scouts to work with other organisations in their community. There are three Partnership Awards:

- [The International Friendship Award](#)
- [The Environment Award](#)
- [The Faith Award](#)

▪ The Moving-On Award

This badge helps ease the transfer of Explorer Scouts to the Scout Network. It also allows the Explorer Scout to be invested into the Network immediately, recognising that they are already Members of the Scout Movement.

▪ The Explorer Belt

The Explorer Belt is a challenge of a lifetime available to Explorer Scouts over the age of 16 and to the Scout Network. It is the opportunity to undertake an expedition in another country over ten days that brings a real understanding of a different country, its people and their way of life.

Explorer Scouting Outdoors

Scouting has a reputation as an outdoor organisation based on strong traditions of camping and other outdoor pursuits. Explorer Scouts will have the opportunity to camp and go away on expeditions that will challenge and test them. This is an essential part of Explorer Scouting and a good opportunity for them to organise activities and stretch their limits.

Why get involved?

As Scouts young people have the opportunity to develop their skills in many areas including decision making. Explorer Scouts provides opportunities for young people to decide what they want to do and what they want to get out of Scouting. The opportunities will be there for them to take part in a wide range of activities and to gain a variety of skills and knowledge. They will get to learn more about themselves by not only taking responsibility for themselves, but for others as well.

Explorers on-line

Explorer Scouts have their own pages on The Scout Association's website where they can find out lots of useful information, enter competitions and connect with other Explorers on social networking sites! Find out more at:

www.scouts.org.uk/explorers



Resources for Explorer Scouts

Explorer Scouts have their own resource called the *Explorer Scout Membership Pack*. It's full of useful information about the programme and Scouting. The requirements for all Explorer Scout Badges are included in the *Explorer Scout Badge Book*.

Adult resources include posters and record cards as well as 4 comprehensive resources; Unit Essentials, Unit Programmes, Unit Programmes Plus and the Young Leaders Essentials.

Glossary of Terms

BSL	Beaver Scout Leader
ABSL	Assistant Beaver Scout Leader
CSL	Cub Scout Leader
ACSL	Assistant Cub Scout Leader
SL	Scout Leader
ASL	Assistant Scout Leader
(D)ESL	District Explorer Scout Leader
AESL	Assistant Explorer Scout Leader
DC	District Commissioner
ADC	Assistant District Commissioner
DESC	District Explorer Scout Commissioner
DBSL	District Beaver Scout Leader
DCSL	District Cub Scout Leader
DSL	District Scout Leader
CC	County Commissioner
ACC	Assistant County Commissioner
CS	County Scouter
PTA	Personnel Training Advisor
POR	Policy, Organisation and Rules

Names and Numbers

District Commissioner	Kevin McGlone 10 Mill Hey Lane Rufford Lancashire L40 1SJ Tel – 01704 822 814
ADC (Beavers)	Pam Johnson 26 York Street Liverpool L9 1 BW Tel – 0151 523 1171 Mobile – 07813 664019
ADC (Cubs)	Vacant
ADC (Scouts)	Bernie Hughes 13 Hornby Place Liverpool L9 3DB Tel – 0780 184 7768
Training Manager	Carol Barker 27 Mostyn Avenue Old Roan Aintree Liverpool L10 2JB Tel – 0151 526 8741