

The Programme in the Scout Section



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The Scout Leaders are responsible for planning and delivering a Balanced Programme.

In Scouting, 'programme' has the widest possible interpretation. Programme is not just all the activities that Scouts can take part in, including almost anything from Archery to youth hostelling. It is also *how* we do those activities, known as the method, and *why* we do them, known as the purpose.

This means that when Leaders plan an activity for their Scouts, they need to consider both how the activity will be done and why they are doing it.

The second word to consider is 'balanced'. The Programme is designed to help young people to grow and develop so at its heart are six 'personal development areas'. These are:

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

For Scouting to achieve its purpose, Scouts need to grow and develop in each of these areas, through a Balanced Programme that offers the widest variety of activities and methods.

There are three main elements involved in creating a Balanced Programme

- The inclusion of a wide range of activities taken from the Programme Zones
- The use of a variety of different methods to deliver the activities

- The Maintaining of the Underlying Ways of Working.

The Six Scout Section Programme Zones

Programme Zones are specific areas of activity. There are six in the Scout Section, and a balanced Programme draws ideas from all of them over time.

Scoutcraft and Adventure

This zone is full of opportunities for Scouts to learn not just the traditional Scouting skills associated with hiking and camping, but also those needed for adventurous activities such as sailing, canoeing, caving and climbing.

Global

This zone helps Scouts to explore the similarities and differences in lifestyle, cultures and environments, both locally and from around the world.

Community

This zone helps Scouts explore the community in which they live, discovering local people, places and facilities. It also gives opportunities to offer help and support.

Fit for Life

This zone focuses on activities to improve fitness, promote health and increase awareness of personal safety

Creative Expression

This zone provides opportunities for young people to display their creativity through art, music, drama, design, worship and leadership.

Exploring Beliefs and Attitudes

This zone provides opportunities to explore and develop Scouting values, personal attitudes and a range of beliefs.

The Scout Information Centre

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The Ten Scout Methods

To provide variety and interest, Leaders can use a number of methods when working with ideas and activities from the Programme Zones. They are:

Activities outdoors – Using outdoors whenever possible and practical

Games - they have many more uses than just allowing Scouts to let off steam, or fill up spare time in the programme. Games can also be used to test knowledge and develop skills.

Visits and visitors – this encourages Leaders to look for places to go and people to invite into the Troop meeting.

Service – helping other people is part of the Scout Promise

Technology and new skills – learning to use new skills that may be anything from pioneering to Information Technology

Team-building Activities – encouraging Scouts to work together to achieve agreed goals

Activities with Others – encouraging interaction with other people, both in and outside Scouting.

Themes - using an idea or concept to link together the various parts of a programme, no matter how contrived

Prayer, worship and reflection - helping Scouts to reflect on their values and reflections.

Underlying Ways of Working

Good Scouting is taking place when the following can be seen in all that is taking place in the Programme.

- Activity
- Fun
- Teamwork
- Leadership & responsibility
- Relationships
- Commitment
- Personal Development.

Awards and Badges

If a Scout has come from the Cub Pack, they should have had the opportunity to gain the **Moving On Award**. They will have attended a number of meetings, and got to know the members of the Troop. They will also have found out about the traditions and ceremonies of the Troop, and learnt about the Law and Promise. The Moving-On Award is designed to ease the process of moving from the Pack, into the Troop.

Young people, who are new to Scouting, will work for the **Membership Award**, which is very similar to the Moving-On award.

The Scout Leader needs to keep a record of when each member of the Troop first joined Scouting, because every year on this anniversary, each should present a **Participation Award**, for taking part in a Balanced Programme. The Scout may have already received similar badges (The Joining In Award) in the Beaver Colony and the Cub Pack.

In addition to the activities used from the Programme Zones, Scouts can also take part in Eight **Challenges**.

They are:

Outdoor Challenge

Outdoor Plus Challenge

Adventure Challenge

Expedition Challenge

Creative Challenge

Global Challenge

Fitness Challenge.

Community Challenge

Individual Scouts earn Challenges, sometimes as a member of a group, and sometimes as an individual.

Younger Scouts are expected to show personal commitment and activity involvement.

Older Scouts are expected to take a more active part in designing, organizing and leading the projects or activities. **Challenges** are still part of the Balanced Programme, so whatever the Scouts

do, it is bound to fit in with one or more of the Programme Zones.

The Highest Award in the Scout Section is the **Chief Scout's Gold award**. To earn this a Scout must complete the Outdoor Challenge, plus four of the other seven challenges, plus a **Personal Challenge**.

This Personal Challenge is agreed between the Scout and their Leaders, but it must involve some progress in three areas, Adventure, Leadership and Commitment.

Scouts can also earn **Activity Badges**. There are more than seventy to choose from. Activity badges recognise a special level of interest or involvement in a particular area. Whilst Activity Badges are optional, they can be used to complement and extend the programme and range of activities.

Scouts can also gain any of the four **Staged Activity Badges** that are available to any Scout under the age of 18. These are IT, Musician, Nights Away and Swimmer.

Scout can also gain an **Instructor Badge** in an area in which they have already demonstrated a particular skill or ability. The syllabus is the same for all Instructor Badges and involves the Scout not only in demonstrating a particular skill but also in the theory and practice of instructing in that skill.

Aviation Skills and Nautical Skills

As part of the Activity Badge Scheme, particularly to support Sea and Air Scout Troops, there are three staged Activity Badges in both Aviation Skills and Nautical Skills.

There are also three **Group Awards**, open to all Scouts. The purpose is to bring members of more than one Section together, to work on projects connected with Faith, International Friendship and The Environment.

Scout with Special Needs

The Scout Association has a policy of being open to all regardless of creed, colour or ability and the programme therefore has to be flexible enough to accommodate those with particular needs. To this

end, each Scout County and in some instances Scout Districts have specialist Advisers who, can offer advice on how best to tailor the programme to an individual Scout's needs.

Full details of the programme are to be found in Troop Essentials and Troop Programmes.