

# Explorer Scout Programme Updates



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In order to review the programme the project team consulted with a wide number of people over a sustained period of time, as well as using feedback that had been given to the programme team over the years. This consultation included over 12,000 members of Scouting (adults and young people), other National Scout Organisations, other youth organisations in the UK, external and internal specialists.

You may have been involved in at least one element of our consultation since 2011. This might have been:

- Your Programme Your Voice surveys (run 3 times a year)
- Focus groups (for adults and young people) – there were 4 separate ‘waves’
- Your Programme Your Voice Facebook group
- Online ‘red book’
- Consultation at Regional meetings and other events
- Consultation through the external research company that we worked with for particular elements

**Key Messages**

- Outdoor and adventure
- Shaped by young people
- Teamwork and leadership skills
- Community Impact
- Progression and personal development
- Focus on top awards



**Meeting the needs of young people and adult leaders, now and towards 2018**




As a result of all of the work done, these are the key messages for the revised programme:

- Outdoor & Adventure should be 50% of the programme, in all sections. This may include indoor activities that link to these topics, but as much of it should be outside as possible.
- The programme should always be shaped by young people in partnership with adults. There are a whole variety of ways that young people can be involved in shaping their programme, making decisions, planning activities or taking the lead.
- All young people should have the opportunity to develop teamwork and leadership skills, not just Sixers or Patrol Leaders. These skills will help young people be able to shape their Scouting now, and are also them valuable skills for the future.
- Community impact is an important part of what we do as Scouts, and is a central part of the programme
- Young people should all have the opportunity to progress within Scouting and develop personally. Young people need to be able to see what they have achieved, and to have their achievements celebrated.
- The section's programme should be focussed on all young people achieving the top award for that section (ie. The relevant Chief Scout Award or Queen's Scout award). By delivering a programme that meets the requirements of these awards, you can be confident that you are delivering a quality balanced programme.


We know that all around the Country many sections are already doing some or all of these things. The revised programme builds on good practice and pushes us to really focus on these areas, and on delivering a quality experience for young people.

**Key Changes (Overarching)**



- Core themes: Outdoor & Adventure, World, Skills
- Chief Scout Awards more robust
- Less duplication of badge requirements
- Young Leaders' Scheme updates
- Quality programme checker
- Brand refreshed
- Removed: Zones, Bottom Line, Partnership Awards

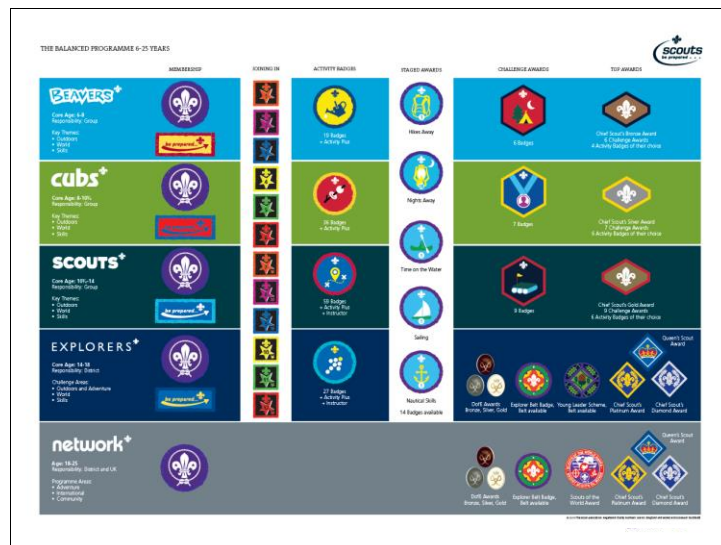
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These key themes and messages have resulted in specific changes to the programme which embed and support particular areas, make the programme more robust, or make it easier to deliver. Key changes across all sections include:

- The core themes which run throughout the 6-25 programme are Outdoor & Adventure, World, Skills. In Beavers, Cubs and Scouts the Challenge Awards are structured around these areas, and in Explorers a range of Challenge Areas support them.
- Chief Scout Awards have been made more robust, reflecting the achievement and value they have for young people. Planning a programme that ensures that young people are able to achieve their Chief Scout Award means that you will be planning a quality balanced programme.
- Activity and Challenge Badge requirements have been reviewed to reduce duplication as far as possible, making programme planning and record keeping simpler.
- Updates to the Young Leaders' Scheme reflect programme changes in the younger sections, as well as helping to make the scheme more interesting to deliver and more relevant to Young Leaders
- A new quality programme checker is available to help you easily identify which areas of your section's programme are strong and which could be improved.
- The brand for each section has been refreshed, including logo, colours and illustrations.
- Programme Zones, the 'Bottom line' and Partnership Awards have been removed from the programme.

Slide 5



This visual gives you an overview of the programme for each section. You may recognise it, as Section Leaders received a hard copy in the post in November 2014 as part of the initial communications on these changes.

It is contained within the new programme resources, and is also available as a poster to display in your meeting place.

Slide 6



Now we'll take a look at the Explorer specific changes to badges and awards

### Explorer Badges and Awards

- Reduction from 28 to 27 Activity Badges
- Increase from 6 to 14 Staged Activity Badges
- Instructor Badge available
- Updates to: Membership Award, Moving on Awards, Activity Plus

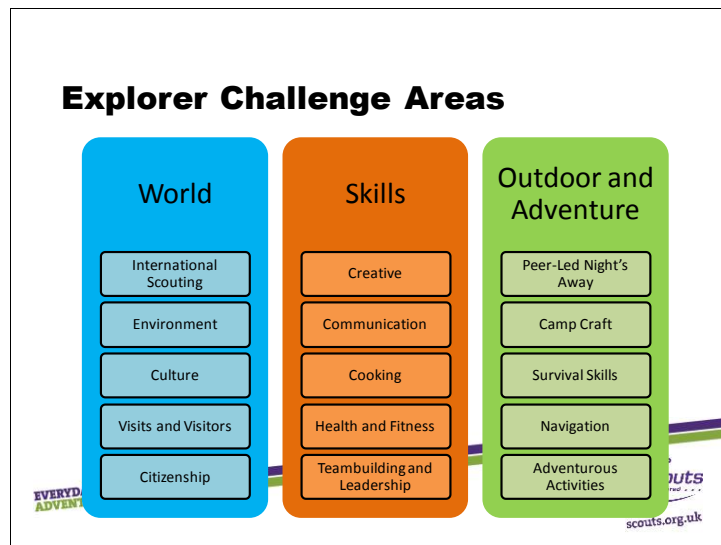


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In the Explorer section there are now:

- Activity Badges and Staged Activity Badges – Explorers now have access to 27 Activity Badges and 14 Staged Activity Badges (41 badges in total). Many of the Explorer activity badges which have been discontinued have been transformed into staged activity badges. There are also new Explorer Activity badges, such as the Leadership badge pictured.
- The instructor badge is now available to Explorers.
- The Membership Award, Moving on Awards and Activity Plus have updated and improved requirements but remain fundamentally the same.
- The Participation Awards remain the same.



Explorer Challenge Areas are new to the Explorer programme. They follow the 3 programme themes and are a progression through from Beavers, Cubs and Scouts where these themes are covered in the Challenge Awards. They are designed to help Explorers to plan and deliver a weekly programme.

Within each theme there are 5 Challenge Areas. Each Challenge Area is supported by programme material (available online on the programme microsite [www.scouts.org.uk/prepared](http://www.scouts.org.uk/prepared) and on Programmes Online) which includes around 20-25 programme activity ideas for each Area (almost 40 for adventurous activities!). Most of the activities are ideas that can be used as part of the Explorer programme as a standalone item, although many of them will also help Explorers to develop skills which will help them with their Top Awards.

These Challenge Areas are not badges, they are all about programme activities and experience. During our consultation Explorers told us that this was a lot more important than badges.

The descriptions for the Challenge Areas are:

**International Scouting** – Scouting is part of a global movement, with over 28 million members worldwide. This challenge area is a chance to explore the world around you, develop your research and presentation skills, or perhaps to prepare for a visit abroad.

**Environment** – Whether doing something practical in your local area, raising awareness or finding out about environmental issues and the natural world, this area is an important part of being an Explorer Scout. Topics could include climate change, recycling, deforestation, drought and flood, habitats, wildlife or pollution.



**Culture** – The world is full of interesting and different cultures. Find out about and take part in activities from around the UK, and around the World including festivals, traditions, language, clothing, faiths, music, values, or art.

**Visits and Visitors** – There are plenty of interesting places to go, and people to invite to visit you – from the police to athletes, businesses to parliament. The programme material for this area includes ideas on the types of visits or visitors you could arrange, and tips on how to go about it.

**Citizenship** – Take part in or influence change in your community. You might raise awareness about an issue you feel strongly about, engage with local councilors or MPs, take part in a campaign or work on something to improve your local community.

**Creative** – Covering all things creative, including traditional areas such as art or music, new media or entrepreneurial ideas. There are plenty of activities you can do without going anywhere near a paintbrush, a musical instrument or glitter (unless you want to!).

**Communication** – It's not just about mobile phones and social networking – Have you ever played 'Giants, Wizards, Elves', put up a tent blindfolded, joined in a debate, lifted a 'helium stick', or written an article for the local paper? This challenge area includes all sorts of fun activities to try with other people.

**Cooking** – From cooking an egg in an orange to a banquet over an open fire, decorating cupcakes to learning some staple student recipes, this is an opportunity to learn an important life skill (and enjoy eating the results of your efforts!).

**Health and Fitness** – This challenge area covers anything that is about keeping fit, healthy and active. It could include sport, physical fitness, healthy eating, drugs and alcohol awareness, sexual health, first aid, or other healthy lifestyle areas.

**Teambuilding and Leadership** – All about developing your teamwork and leadership skills in a fun way. You might want to use this challenge area when welcoming new members to your Unit, to develop as a small team for a particular event, to give leadership a go or simply to challenge yourself as a group.

**Peer-led Nights Away** – If you fancy staying away without your leader, this challenge area will help you with all of the things you will need to plan including: where to go, what to do, getting a Nights Away Passport, transport, equipment, budgeting and fundraising.



**Camp craft** – Tents, fires, campsite layout, hygiene, pioneering, gadgets, stoves, axe and saw... it's all in here and helps you become experts in going on camp.

**Survival Skills** – Could you survive in the wild without a tent, stove or pre-packed food? Try making a bivouac, foraging for food, lighting a fire without matches, purifying water and a whole host of other survival skills.

**Navigation** – Navigation is all about finding your way around, whether you use a map and compass, GPS, street map, public transport, tracking and trails, the sun or the stars. From skills you could use on an expedition to geo-caching or treasure hunts in your local area, why not give it a go!

**Adventurous Activities** – This challenge area is a chance to try some new adventurous activities, or develop skills in something you already love. Whether it's hiking, climbing, paddling, gliding, skiing or shooting there are literally hundreds of activities you could try.

### Queen's Scout Award Explorer Belt



- Updates were released January 2014
- More clear and robust requirements
- Improved support materials
- New cloth badge and improved belt leather for Explorer Belt
- Transition finishes December 2015

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The Queen's Scout Award and Explorer Belt were reviewed and updated as part of this work. The updated requirements and support materials were released in January 2014.


The updates ensured that the requirements were clearer and more robust (as with all of the top awards in all sections). The support materials were also updated to ensure they are as useful as possible, and include a lot more information that covers the most common queries that we receive about the awards. New training materials are available for adults supporting or delivering the Queen's Scout Award.

A new cloth badge is now available for the Explorer Belt, and the belt has been improved. These are only available from Scout Shops once the award notification form has been processed by the Programme Team at Gilwell Park.



The transition process for these two awards runs 1 January 2014 to 31 December 2015. Any young people who are starting the awards now should be using the new requirements. Young people completing their Explorer Belt on the old requirements must complete by 31 December 2015.

Young people completing their Queen's Scout Award, who started before 1 January 2014, can backdate sections of their award. For example they may have completed the expedition, skill and residential elements prior to 31 December 2015 under the old requirements, but complete the other sections after 31 December 2015 using the new requirements.


### Young Leader's Scheme



- Modules G and J merged
- All modules updated
- Missions updated
- New badge and belt buckle designs
- Service badge for adult uniform



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Updates to the Young Leaders' Scheme include:

- Module J has been merged with module G to create 'Programme Plans', which includes key elements of a balanced programme, delivering activities, planning meetings, awards and badges.
- All modules have updated content and delivery methods
- The missions have been updated to provide better progression and links with the modules, and better guidance for completing. The missions are now:
  - Run a variety of games indoors, outdoors or as part of a camp (minimum of 3)
  - Plan and run an activity (not a game) as part of either the section programme or a camp programme
  - Take the section's programme ideas to a programme planning meeting
  - Take responsibility for organising and running part of the section programme

Full details on the missions are on the Members Resources area of the website.


- Badge and belt designs have been refreshed
- And a new badge is now available to be worn on adult uniform to recognise service as a Young Leader




Once the programme content had been reviewed and refreshed the team started work to renew all of our programme publications, posters and certificates that support the programme. This was an extensive piece of work which lasted throughout 2013 and 2014.

**Publications – consultation**

- There are too many resources
- People don't know what their purpose is
- A successful programme can run without them
- Resources are often left at home and not looked at again
- They are not particularly functional
- Young people want to remember their time in Scouting



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Consultation on publications told us that:

- There are too many resources at present, particularly adult resources
- People often don't know what the purpose of a particular resource is
- A successful programme can be run without the resources – they need to be useful and add value
- Young people's resources are often left at home and not looked at again after the initial use
- Current resources are not particularly functional for example in terms of size, paper and durability
- Young people particularly want something that they can use to remember their time in Scouting, or to keep as a record of their achievements.



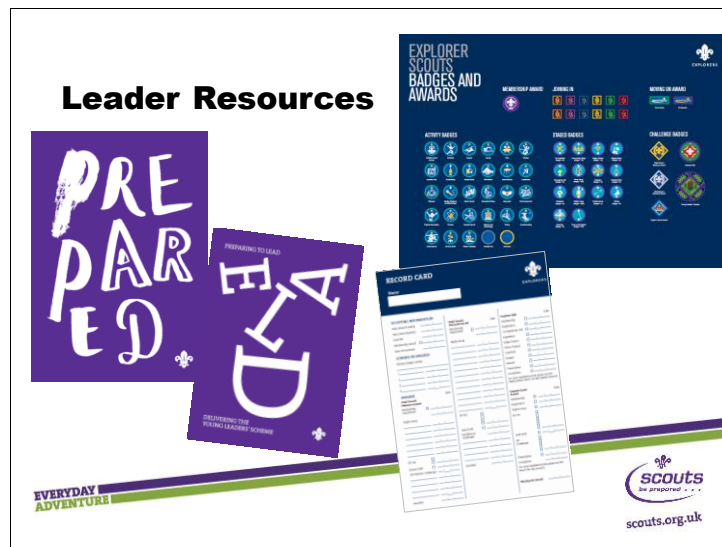
These are the new resources for Explorers (ie. Young people)

Explorer Activity Log contains an introduction to Explorers, the promise and journey through Scouting. It can be used for keeping a record of the young person's time in Explorers and has sections for personalisation.

The Explorer badge book contains all of the badge requirements for Explorers (including all of the staged activity badges), as well as notes for leaders.

The Young Leader pocket book fits inside the Activity Log. It contains information on being a Young Leader, what can be achieved, and an overview of the modules and missions. More information about the modules and missions is available online. The Young Leader Logbook continues to be available as a downloadable resource only (from the Members Resources area of [scouts.org.uk](https://scouts.org.uk)), and will be updated during the transition period.

The Chief Scout Platinum and Diamond Award, Explorer Belt and Young Leader certificates have been updated and are available in hard copy from Scout Shops. Investiture and Well Done certificates are also available on the print centre.



There are now just two key adult resources which help you deliver Scouting in your section:

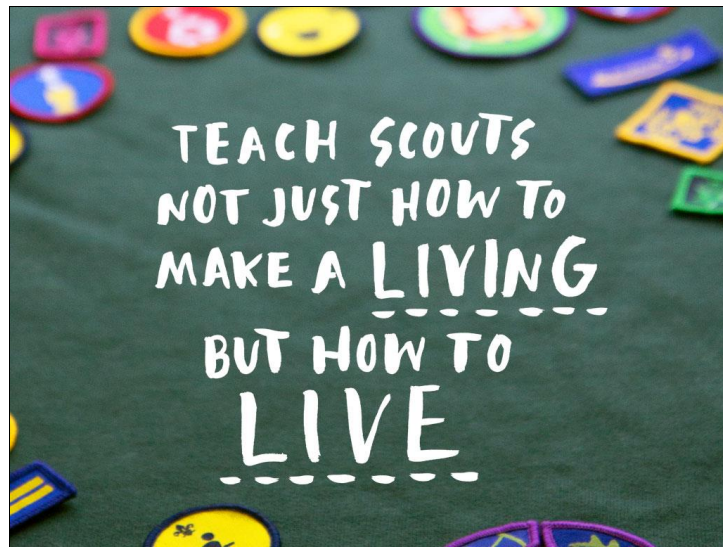
Prepared is one handbook covering information for all sections (Beavers – Explorers). It is an easy to carry and functional resource with a spiral binding, durable plastic cover, and a pocket at the back to keep extra items such as a copy of the section programme. Content includes:

- Background Scouting information eg. The fundamentals, Scouting's structure
- Running your section eg. Managing behaviour, youth shaped Scouting, transitions between the sections, ceremonies
- The programme eg. Elements of the programme, overview of badges, finding activity ideas and planning a programme
- Adventurous activities eg. Activity permit scheme, nights away, Scouting skills
- Young Leaders' Scheme eg. How the scheme works, supporting young leaders in your section
- Adults in Scouting eg. Leadership teams, recruitment and support
- Administration eg. Finances, record keeping and fundraising

Preparing to Lead is for adults delivering the Young Leaders' Scheme. It contains full information on running each module in the scheme.

There is also a poster which can be displayed in your meeting place containing all of the Explorer badges and awards, and a record card which is optional and can be used to record progress through the programme. *Note: the record card is not for recording a young person's personal details, as these must now be recorded on Compass. Compass can also be used to record progress through the programme and has a variety of functionality available which will help you to manage your programme and the badges and awards Explorers gain.*





Finally, lets look at what makes a quality programme, and what support you may want to plan in order to implement the programme changes in your area.

## A Quality Explorer Programme

**Key Measurements:**

- Chief Scout Diamond Award
- Engagement with other programme opportunities
- Activities outside the meeting place
- Delivery of the programme
- Activities with others
- Youth involvement
- Nights away opportunities



The checker tool displays several metrics with progress bars and color-coded indicators (green for good, yellow for needs attention, red for poor). The metrics include:

- Chief Scout Diamond Award:** Progress bar showing achievement level.
- Engagement with other programme opportunities:** Progress bar showing participation level.
- Activities outside the meeting place:** Progress bar showing activity level.
- Delivery of the programme:** Progress bar showing delivery level.
- Activities with others:** Progress bar showing activity level.
- Youth involvement:** Progress bar showing involvement level.
- Nights away opportunities:** Progress bar showing participation level.

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*Depending on the nature of your presentation you may want to have copies of the quality programme checker available for participants*

A quality programme is important to help grow and retain our members. We know if scouting has places for young people to join (sections) and access to a quality programme we will grow. So what makes a high quality Explorer programme:



Key measurements are:

- Achievement of the Chief Scout Diamond Award
- Engagement with other programme opportunities such as the Young Leaders' Scheme, Explorer Belt, Queen's Scout Award and Activity Badges
- Activities outside the meeting place
- Delivery of the programme
- Activities with others
- Youth involvement
- Nights away opportunities

The quality programme self checker tool is available online and is a simple way for you to review your programme and decide which areas to target the next time you programme plan.

### What next?

- All programme material now available
  - Badge requirements
  - Adult training
  - Adult and young people's resources
  - Transition guidance
- Time to absorb and consider
- Discuss with sectional teams, ADC, ACCs etc.
- Transition by 30 September 2015



All of the material to support the revised programme is now available including:

- Badge requirements for all Activity Badges, Staged Activity Badges and other programme badges are available online
- Adult training materials have been updated
- New resources for adults and young people are available from Scout Shops
- Transition guidance is available to help you to ensure that young people are able to continue working on and achieving their top award during this period of change

Although everything is now available, you do not have to start using it straight away. Take time to absorb and consider the changes and how you can best implement them in your section.

If you have questions or would like help with any of the revised programme content in the first instance it will be best to discuss things with your sectional leadership team, or to ask your ADC or ACC for support.

The transition period runs until 30 September 2015. It is completely up to you whether you decide to make a gradual transition as you plan your programme between now and then, or whether you choose one particular point to change to using the new materials.

All sections must be using the new programme by 1 October 2015.

All information at:  
[www.scouts.org.uk/prepared](http://www.scouts.org.uk/prepared)



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## Implementation and Support

How will you implement the programme updates in your section?

What support may you need? Where do you think you can access that support?

How will you make sure that your programme is a quality Explorer programme?

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*Depending on the type of session you are running these questions could be prompts for a group discussion, a County or District support plan, or things for individual participants to think about and take away. If these suggestions are not appropriate in this context you may want to end the presentation on the previous slide*