

# Great Places for Great Scouting Activity Inspirations



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

 @NottsScouts

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# Introduction

We are very proud to provide a brand new, youth-shaped funding scheme to support the delivery of Great Scouting in Great Places across Nottinghamshire. Your young people will play a crucial part in identifying areas for improvement within your headquarters and assist with the delivery of the chosen project through to completion, because, after all, no-one knows the young people's Scouting experience better than the young people themselves. This is why we are asking you to strike a partnership between your leadership team and your young people to work together on your property improvement initiative.

To aid you and your group with the application process, the Nottinghamshire Youth Commissioner Team has collated a series of programme ideas to help you ensure that your application is Youth-Shaped. There is a suggested programme activity for each of the Scouting sections within this booklet, along with some hints and tips as to how you can put your own spin on these ideas. We really hope this will spark the imagination of both you, and your young people.

Please don't forget to share your journey with us! We want to see how your young people selected the project and pictures of the transformation. On social media you can use the hashtags #GPGS #YouShape, or you can send any content to [gpgs@notts-scouts.org.uk](mailto:gpgs@notts-scouts.org.uk).



Jordan Phillips  
*County Youth Commissioner*  
*@nottsScoutsYC*

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**Section:**

Activity Name:

## Sims Architecture

**Method:**

Set the Beavers the task of building their scout hut or meeting place on SIMS. When they have completed this, have a conversation with the Beavers about what they could do to improve the Scout Hut or Meeting place. Finally, ask them to build their dream scout hut or meeting place and describe it to you in as much detail as possible from what they have created on SIMS.

**Outcome:**

Young people will identify and prioritize potential improvements to their headquarters.

Activity Name:

## Landmark Lego

**Method:**

In small groups ask the Beavers to make a landmark of their choice as accurately as they can with

Lego. Then, ask them to use the skills and concentration they've learnt to build their scout hut or meeting place out of Lego. Have a conversation with the Beavers about how they could improve the Scout Hut or Meeting place. Finally ask them to build their dream scout hut or meeting place and describe it to you in as much detail as possible using their Landmark Lego creations.

**Outcome:**

Young people will identify and prioritize potential improvements to their headquarters.

*Ideas by Ben Anderson (DYC Rushcliffe) @rushcliffeDYC*

Activity Time:

## 15 -30 Minutes

**Badge Links:**

- My Skills Challenge Award
- Digital Citizen Staged Activity Badge
- YouShape

**Resources Required:**

- Computer, Laptop or Tablet
- Sims Game or Sims Free Build App (FREE)

Activity Time:

## 15 -30 Minutes

**Badge Links:**

- My Skills Challenge Award
- Creative Activity Badge
- YouShape

**Resources Required:**

- Lego

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Activity Name:

# Hot Air Balloon

## Method:

Working in their Sixes, give the Cubs 10 minutes to explore their meeting place and decide on what they would like to improve about it. Their improvement idea should be written at the top of the flipchart paper and then they need to draw a hot air balloon.

- On the Balloon, they need to write the issues and factors that will be needed for the improvement to 'fly'.
- In the basket, they need to write the names of people or organisations who can support the development/improvement.
- On the ropes, they need to write the factors that will hold it back before the project has started.
- In the clouds, they need to write the factors that could push the project off course

When all the Sizes have finished, get them to present their idea to the rest of the Pack, and then you can ask any questions about their suggestions. Finally, get the other Cubs to vote for their favourite idea, but they cannot vote for their own.

## Top Tips:

- Make sure that the questions you ask to the Cubs are constructive and non-dismissive, so instead of "That'll never work because..." try to ask "How would you see that working?"

*Idea by Ben Inglis (DYC Ashfield) @ashfieldDYC*

Section:



Activity Time:

# 30-40 Minutes

## Badge Links:

- Teamwork Challenge
- YouShape

## Resources Required:

- Flipchart / Large Paper
- Colorful Pens

Activity Name:

# Dragon's Den

## Method:

The idea behind this activity is that the Scouts should work as a patrol to identify, develop and pitch their improvement ideas to a panel of "Dragons" to try and secure investment to proceed with their idea.

Split the Scouts into their patrols so that there is a good mix of ages and experience in the teams. Give the Scouts 10 minutes to explore their headquarters and identify the aspect of the meeting place that they would like to improve. Once they've all agreed on what they would like to improve, they need to work on developing their pitch that they will present to the leadership team (Dragons). You may want them to think about Cost, Practicalities, Priority and the impact and disruption to their Scouting (both positive and negative).

After they have finished their pitch preparation, invite the patrols to pitch their ideas to you one at a time. After their pitch, ask them any questions you may have about their development idea. After the pitches have finished, allow the Scouts to vote for their favourite idea from the other patrols - they are not allowed to vote for their own idea.

## Top Tips:

- Ask the Scouts to prepare for Questions that the Dragons may ask. Get them to think about the predictable questions that could be asked at the end of their pitch, and rehearse their response.
- Make sure that the questions you ask as Dragons are constructive and non-dismissive, so instead of "That'll never work because..." try to ask "How would you see that working?"

## Suggestions:

- You could ask the patrols to design a poster to accompany their pitch if your patrols are quite large in order to keep everyone engaged.
- For a variation of this activity, you could base it on the TV Programme "The Apprentice"

Idea by Jordan Phillips (CYC Nottinghamshire) @NottsScoutsYC

Section:



# SCOUTS

Activity Time:

## 60 Minutes

## Badge Links:

- Creative Challenge
- Teamwork Challenge
- YouShape

## Resources Required:

- Panel of Judges
- Pens
- Paper

## Outcome:

Young people will identify and prioritize potential improvements to their headquarters.

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Activity Name:

# Improvement Identification

## Method:

Give each of the Explorers or Network members a sticky note and a pen. Then allow them 5 minutes to explore your headquarters and write down, on their sticky note, a suggestion for how they would like to improve the place in which they meet. For example, they may say “We need better storage for our sports equipment” or “The wall in the toilets could do with a new coat of paint”. Once the 5 minutes are up, get the Explorers or Network members to stick their notes to the walls around the room.

Each of the Explorers should then be given a strip of 5 coloured adhesive dots, and one gold star sticker. They then have to browse the suggestions of the other Explorers that are displayed around the room on the sticky notes, and vote for their favourite suggestions by placing a sticky dot on the sticky note. Their Gold Star is for the idea that they believe to be most urgent improvement to the Headquarters.

After voting has finished, identify the top 3-5 most popular suggestions and discuss as a group why they feel it is necessary and how they can be involved in delivering the proposal and seeing it through to completion.

## Top Tip:

- Keep an eye out for duplication of suggestions on the sticky notes, and collate these ideas together before voting commences.
- You may need to change the number of sticky dots distributed depending on the total number of suggestions provided.

## Suggestion:

- You may want to split the members into different groups to look at different aspects of the Headquarters eg. Internal, External, Storage & Provisions.

*Idea by Sam Farnsworth (DYC Central Notts) @centralNottsDYC*

## Section:



EXPLORERS



network

Activity Time:

# 15 Minutes

## Badge Links:

- Leadership Activity Badge (Explorers)
- YouShape (Explorers & Network (Virtual Badge))

## Resources Required:

- Sticky Notes
- Pens
- Dot Stickers
- Star Stickers

## Outcome:

Young people will identify and prioritize potential improvements to their headquarters.

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# **Youth Forum Record**

Group Name: \_\_\_\_\_ Date of Youth Forum/s: \_\_\_\_\_

Number of young members involved: \_\_\_\_\_

Thoughts of young members:

Recommendations of young members: