



Young Leaders' Log Book

Name:

Group:

District:



Scouts
Nottinghamshire

Welcome!

Welcome to the Nottinghamshire Scouts Young Leaders' Scheme. This booklet gives you an introduction to how we run the scheme in Nottinghamshire and allows you to complete your full Young Leader Belt.

In Nottinghamshire, the training modules are ran online. If you haven't already, you can sign-up for these here:

<https://notts-scouts.org.uk/young-leaders>

In addition to the modules, to achieve your belt you need to complete some missions. This booklet guides you through the evidence required to finish these.

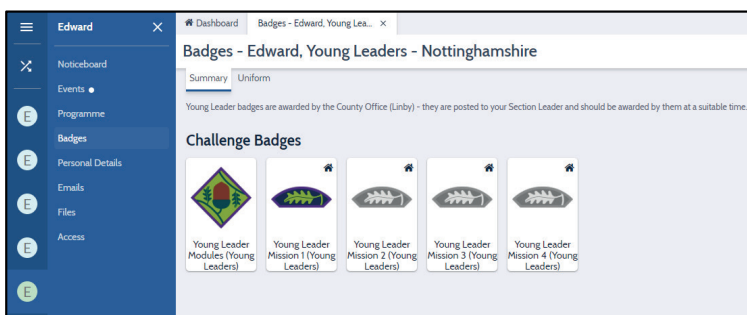
Uploading Evidence

Once you have finished each mission you need to let us know so that we can send you badges and the completed award. Ideally, upload a photograph of the relevant pages of this booklet to the Nottinghamshire Scouts OSM.

<https://onlinescoutmanager.co.uk/login.php>

If you don't have access to the Nottinghamshire Scouts OSM page, or don't know how to do this, please just email the photographs along with your full name, group and district to:

youngleaders@notts-scouts.org.uk



Module Tracker

Module	Date Completed
Module A (Getting started...)	
Modules C & J (Teaching & Communication)	
Modules G & H (Programme planning)	
Module B (Leadership)	
Modules D & F (Behaviour & Inclusivity)	
Modules E & I (Games & Youth Shaped Scouting)	
Module K (First Aid)	

You can find the dates for all of these modules in the *Nottinghamshire Scouts Young Leader Offer Booklet* which is available here:

<https://notts-scouts.org.uk/young-leaders>

Mission 1 (Games)

Plan and run a minimum of three games with the section you are volunteering with. At least one game should take place indoors and one outdoors and the games should be varied.

Adult volunteers will be around to help you with your planning and to assist whilst running the game. They are still responsible for everyone at the meeting, so you'll have to show them first what you are planning to do before you do it.

	Game 1	Game 2	Game 3
Date			
Location (Indoors / Outdoors)			
Number of participants			
Name of game / brief explanation			
Section Leader name			
Section Leader signature			

Mission 1 - Evaluation

Once you have finished each game have a brief discussion with your section team about what went well and what you would do differently next time.

What did you do to ensure the success of the games? Which skills did you draw upon?

What did you learn from running the games?

What would you do differently next time you run a game?

Section Leader Sign-off:

I have had a discussion with the young leader about how the games have gone and what they could do differently next time.

Comments:

Signed:

Name:

Role:

Mission 2 (Activity)

Plan and run an activity (not a game) with the section you are volunteering with. Adult leaders are here to help you with your planning and whilst running the activity. They are still responsible for everyone at the meeting, so you'll have to show them what you are planning to do before you begin.

To complete this mission, you could:

- choose an activity badge to run as part of the programme, providing all of the information and materials required for the section to achieve this.
- run a segment of the camp programme, such as a pioneering activity or obstacle course.
- plan the route for a hike, initiate some team challenges, or organise and lead a campfire.
- run an activity for the section, relating to one of your own hobbies or interests.

Consider the following questions:

- Can all members of the section take part? Is there anything you need to consider or do differently to ensure that all young people can fully participate?
- What risks do your activities present? What controls or rules do you need to put in place? (Module A)
- Do you need a qualified instructor to supervise your activity? (Module G)
- What equipment do you need? (Module G)

If you are struggling for ideas look at the programme planning tool on scouts.org.uk

Date:

Activity ran:

Badge link:

Activity Instructions / Equipment required:

Mission 2 - Evaluation

Once you have finished the activity have a brief discussion with your section team about what went well and what you would do differently next time.

What did you do to ensure the success of the activity? Which skills did you draw upon?

What did you learn from running the activity?

What would you do differently next time you run an activity?

Section Leader Sign-off:

I have had a discussion with the young leader about how the activity has gone and what they could do differently next time.

Comments:

Signed:

Name:

Role:

Mission 3 (Programme Planning)

This mission is all about gathering programme ideas from young people and turning them into action.

This mission should include:

- asking the young people in the section to contribute their ideas to the programme.
- capturing the ideas and suggestions from the young people and exploring how these could be incorporated into their programme.

To complete this mission you could run a youth forum. For more ideas on how to run a youth forum visit www.scouts.org.uk/volunteers/running-your-section/youth-shaped/

Date:

Venue:

Section:

What did I do to gather ideas from the young people? What did I want to achieve?:

How did I turn those ideas into action and feedback the information?:

Mission 3 - Evaluation

Once you have finished have a brief discussion with your section team about what went well and what you would do differently next time.

What did you do to ensure the success of the task? Which skills did you draw upon?

What did I learn from this task? Why do we involve young people in programme planning?

What would you do differently next time?

Section Leader Sign-off:

I have had a discussion with the young leader about how the mission has gone and what they could do differently next time.

Comments:

Signed:

Name:

Role:

Mission 4 (Bringing it all together)

This mission is the culmination of the previous missions. It's about bringing it all together and becoming a key volunteer in your section.

For this mission, choose one of the following options:

[Option A](#) - Run a series of evenings resulting in a challenge badge

[Option B](#) - Plan and help to run a residential experience

[Option A:](#)

Plan and run a series of meetings or activities that will earn the young people a challenge award, or make a significant contribution towards earning it. You should choose a challenge award that few young people in the section already hold. The activities you plan and run should work towards the badge requirements, which are available online. This task will require you to show good planning and communication skills, and to demonstrate the ability to consider the needs of every young person (Modules F, J and I).

[Option B:](#)

With the supervision of a leader with a Nights Away Permit, plan and help to run a camp, or to support the leadership team with a specific aspect of a longer camp (e.g. menu planning and cooking, researching and scheduling activities, or helping with budgeting and collecting monies). Discuss this with experienced leaders in your section to help you at each stage. This task will require you to show good planning and organisational skills, as well as the ability to communicate with other leaders, and to bring your section's ideas to life (all modules).

[Dates:](#)

[Venue:](#)

[Brief description of what you completed for mission four:](#)

Mission 4 - Evaluation

Once you have finished have a brief discussion with your section team about what went well and what you would do differently next time.

What did you do to ensure the success of the task? Which skills did you draw upon?

What would you do differently next time?

Section Leader Sign-off:

I have had a discussion with the young leader about how the mission has gone and what they could do differently next time. I have had a discussion about how the young leader can contribute further in the future.

Comments:

Signed:

Name:

Role:

