

# #YouShape

Guide for Leaders

## WHAT IS IN THIS BOOKLET?

- What is Youth Shaped scouting?
- Beyond 2018
- What is the #YouShape pledge
- Wear their necker
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## What is Youth Shaped Scouting?

Youth Shaped Scouting isn't a new concept. Lord Baden Powell's aim was to create a movement suited to and shaped by the young people involved. The idea of a Youth Shaped movement is part of the fundamental values of Scouting, and has always been important.

Youth shaped scouting is all about you the leaders working with the young people of your section to shape their scouting experience around what they want to do.

We are a movement, so we need to keep moving. It's vital to find out what young people want from Scouting so we can continue to deliver an exciting and relevant programme.

This pack outlines how you can get involved, to promote and develop Youth Shaped Scouting in your section.

## BEYOND 2018

Locally and nationally, we are continuing to deliver Scouting for All, our 2014-18 strategic plan. The Scout Association is growing, becoming more youth shaped and inclusive while making a positive impact in our communities.

But what does the future hold in store? What role does Scouting have to play?

Together, we are planning Scouting's future beyond 2018. Now is an opportunity to think about our priorities and the work we wish to continue as well as identify any new areas where we can make a real difference.

Most importantly, we need to answer three questions: how can we improve the lives and futures of young people, increase our impact and better support our volunteers?

Young people should shape our next strategic plan, and so we're asking you to tell us what your young people think to four simple questions.

## WHAT IS THE #YouShape PLEDGE?

Being Youth Shaped is all about young people and adults working in partnership together. We think there is no better way to do this than to declaring it for everyone to see, by creating a pledge that both leaders and young people can sign up to.

The pledge is broken down into five areas that join up to create the basis of a Youth Shaped section. The areas are: LISTEN, ACT, PARTNER, EMPOWER and RECOGNISE.

By committing to the #YouShape pledge, your section will be awarded their bronze level #YouShape certificate. The pledge will be signed on your first visit from the DYC team.

If your section continues to build on their partnerships to become even more Youth Shaped, you can go on to earn the silver and gold levels, awarded by the Youth Commissioner.

	SILVER LEVEL	GOLD LEVEL
LISTEN	Log Chews, Sixers' meetings and/or Patrol Leaders' Council are established and held on a regular basis.	Forums for all young people are established, to discuss bigger topics and events. Young people are represented at Section Leaders' meetings, and/or Group Executive Committee meetings.
ACT	'You said, we did' feedback system established, to show young people the outcome of their choices.	'You said, we did' feedback given on a regular basis. Young people are able to think of examples of ideas they had being listened to and delivered on.
PARTNER	Programme and activity ideas are taken to Log Chews, Sixer meetings and Patrol Leaders' Council for discussion.	All Programme and activity ideas are discussed and treated with respect. Leaders incorporate them into the Programme where possible. At least one session each term is completely Youth Shaped.
EMPOWER	Sections take part in Wear Their Necker.	Lodge friends, Sixers and Patrol Leaders are established and successful. Young Leaders are a core part of the team.
RECOGNISE	Young people wear a #YouShape badge on their uniform.  Some young people leave the section with the Teamwork Challenge Award and Team Leader Challenge Award.	Lodge friends, Sixers and Patrol Leaders wear stripes on their uniform.  The majority of young people leave the section with the Teamwork Challenge Award and Team Leader Challenge Award.  Youth Shaped ideas and news are shared at Group and District levels.

## Wear Their Necker

Wear Their Necker is a fun, exciting and empowering project to celebrate Youth Shaped Scouting. The aim of the project is for groups to give their young people the opportunity to take over adult volunteer roles. It puts young people into decision-making positions, and encourages adults to hear their views.

### WHAT DO THE YOUNG PEOPLE GET OUT OF IT?

- A fun chance to be included in decision-making
- Have their voices heard
- Experience a leadership or volunteering role
- Develop new skills
- Share ideas about how to make Scouting better in their section

### WHAT DO LEADERS GET OUT OF IT?

- Gain a fresh perspective on your work within Scouting
- Address existing challenges and perhaps find new solutions
- Inspire your young people and offer them the chance to develop skills
- Develop relationships with the local community

### HOW CAN MY SECTION GET INVOLVED?

1. Agree to take part. The young people, Group Scout Leader, Section Leaders, Section Assistants and other helpers should all be on board, along with the adult volunteers who are willing to share their role. These could be people within or outside the Group.
2. Pick a role. Your young people should think about the role, section or activity they would like to take over and lead. They could work together in teams to share a role, if they have similar ideas. Leaders should make sure the young people understand the different roles available, including District and County roles, if these adults have agreed to participate.
3. Decide on your timescale. Will the takeover be for a week, a meeting or just one activity? This may depend on the planned activities and the size of the sections, but, with a little planning, it will be possible. An easy-to-use planning sheet can be found at the back of this booklet.
4. Plan the experience. If your young people are really keen to have a particular experience, make sure you know in advance if it will be possible. Preparing in advance will mean that both adults and young people get the most out of it.
5. After the experience, follow up some of the decisions they made to demonstrate how their voices were listened to. Use Wear Their Necker as a chance to make the group more Youth Shaped, as see if there any other challenges you could set.

If you need any help or assistance with this project then please email :  
DYC@blackpoolscouts.org.uk or find us on Facebook.

# COOL WALL



## RESOURCES NEEDED

- Blu-tack
- Flipchart paper
- Images of badges
- Sticky notes or labels



To prepare for this activity write a variety of activities on a sheet of labels or sticky notes and leave some blank for the Young People to fill in, or you can print off and cut out images of the section's badges. These can be activities and badges you have already done or brand new ones.

Next, set up your cool wall by pinning up four large headings - seriously cool, cool, uncool and seriously uncool (you can choose your own headings if you prefer).



Working in groups, give each a set of the pre-labelled sticky notes or badge images. Explain that the Patrol Leader should lead the discussion on each activity, trying to let each young person express their opinion. Young Leaders and leaders should be on hand to assist if they feel that they need some help.

When the group has come to an agreement on the activity or badge, one of the young people should attach it to the appropriate part of the cool wall.

At the end, show the whole section the cool wall and highlight any obvious trends right away.

## TIME

**15 - 20** mins

One meeting

## OUTCOME

A great way of reviewing badges and activities or finding out what to do next in your programme.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

# SCOUTING SKETCH



## RESOURCES NEEDED

Pens

Large sheets of paper



Set out the large sheets of paper so everyone has access to them. Ask the young people to then draw or write their ideas onto it.



You should set a theme for the sketches or ask a question for them to answer.



For example:

- What adventurous activities would you like to do next?
- The theme of our next camp or sleepover.
- What would the best meeting ever look like?



You could have multiple sheets with a different theme on each for the young people to rotate around.

Allow the young to be creative and to think big. Remember you can adapt those out of reach ideas into something more achievable.

## TIME

**15 - 20** mins

One meeting

## OUTCOME

A creative way to get new programme and events ideas from your young people.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

# CRIME SCENE



## RESOURCES NEEDED

Large sheets of paper / blank wall paper  
Marker pens



Layout the large pieces of paper on the floor. Make sure they are big enough to draw around one of your members.



Draw around one young person.



Ask your members to think about what makes the best:

- a. Leader
- b. Peer Leader

Either write their ideas on post its and add to the person or write them directly on the paper.



Explore the comments with your section if they are realistic and achievable

## TIME

**20 - 30 mins**

**One meeting**

## OUTCOME

Great activity to collect responses for the National Conversation.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

# PARACHUTE GAMES



## RESOURCES NEEDED

Parachute



### The Sun Shines On...

Lay the parachute out and have the young people stand and spread themselves around the edges. Ask them to shake the parachute vigorously to create a storm, when you have expelled a little excess energy then the game can begin.

Explain that in a minute you will stand up and lift the parachute and that whilst the chute is lifted you will shout out words or sentences and they must run underneath if they agree or like the idea.

Some examples include:

- The sun shines on....anybody who would like to go swimming
- The sun shines on....anybody who would like to go to the cinema for the last day of term
- The sun shines on....anybody who would like to learn about gardening

Allow the young people time to voice their suggestions and throw their own suggestions!

Top Tip: Before moving onto the main activity and to get the game started you can start with some simple statements such as...

- The sun shines on...anybody that has a brother
- The sun shines on...anybody with stripy socks on

### Mushroom

Lift the parachute and ask the young people to pull it behind their backs and sit down to create a mushroom, Use the parachute as a fun and different space to share ideas about the term ahead.

## TIME

20 mins

One meeting

## OUTCOME

This is an active game that allows you to see the really popular ideas and those that the young people are not so keen on.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

PL

#YOUSHAPE PROGRAMME PLANNER

Section:	Time	Date:	Duration:	No of Young People:	Resources	
					Young People Activity	Leader Activity
<i>Beginning</i>						
<i>Middle</i>						
<i>Summary/ closure</i>						

## #YOUSHAPE CHALLENGES

- Take a selfie with the Youth Commissioner and post it online using #YouShape
- Order your #YouShape badges and wristbands and wear them
- Take a picture of your involvement in Wear Their Necker
- Make sure you follow the Youth Commissioner Team on Facebook
- Photograph the moment you sign the #YouShape pledge
- Share photos on social media of your #YouShape activities
- Use the #YouShape frame (at the back of this booklet) to take a picture

## CONTACT INFORMATION

If you have any questions or queries then please ask:

Email us - [dyc@blackpoolscouts.org.uk](mailto:dyc@blackpoolscouts.org.uk)

Find us on Facebook - [/blackpooldyc](https://www.facebook.com/blackpooldyc)

Follow us on Twitter - [@BlackpoolDYC](https://twitter.com/BlackpoolDYC)

Cut me Out!

*#YouShape*