

### After Camp: Review

A resource to help Patrols and Troops review summer camp

The review of camp is as important as the planning. In Scouts, we use programme cycles. Each programme cycle involves three phases: Plan, Do, Review. Reviews help us understand what went well, what didn't, and why. They are also a way of seeing how the camp helped you achieve your Crean Awards. The review of camp should look at the practical parts and the Crean Awards and other badges. Each patrol should do its own review, and then the Patrol Leaders Council should do one. This resource has advice on different ways of conducting these reviews.



### **Practical Reviews:**

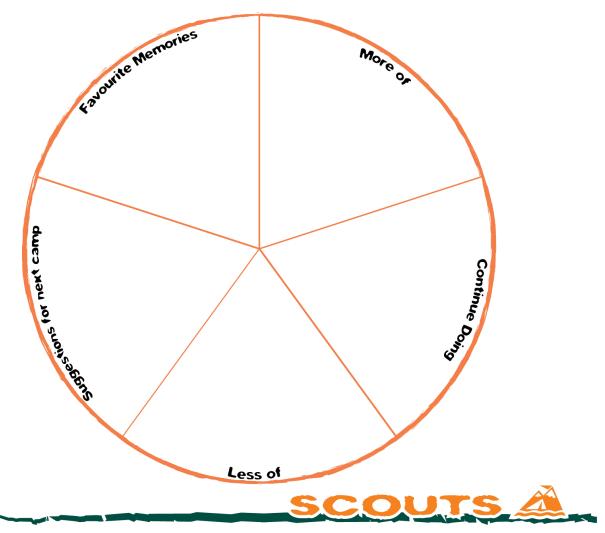
Photo Diary: Draw a rough grid of the schedule for camp, with day divided into three – morning, afternoon, evening. Put a photo or add a draw relevant to each square for all of the camp; for example, on the day water activities day have a photo of the patrol kayaking, or for the community project a photo of the completed project. Use this to talk about the camp: what were the highlights, what went well, and what could have gone better. Also, then fill in some the blanks, what a meals, and the equipment? Did the patrol work well together? What could be done differently?





Pie Chart: You should think about what were the main lessons learned under different headings. Below is a sample pie chart that you could use. Have each scout write one or two things on post-its for each heading and then stick them on.

- 'Favourite Memories' something in particular you remember form camp.
- 'More of' are things you like, and want more of such as adventures or meeting other scouts.
- 'Continuing Doing' are things that are going fine, but there's no need to change.
- 'Less of' the opposite of more of! You feel things would be better with less of these things.
- 'Suggestions for the Next Camp' are ideas to help make the next camp better, these can be anything from a place to go, to a new activity you learned form other scouts .





### **Crean Awards: Assessing Progress**

Camp is the highlight of the scout year. By participating in camp, in your patrols, you will meet many of the requirements of the Crean Awards. So take some time to review the progress made. During the patrol review, the PL and APL can help the younger scouts assess their progress. Later, the PL/APLs should assess their progress during PLC meetings. Below are some examples of the type of things you might have done on camp that will help you with your Crean Awards.

### Terra Nova:

Section 1 – Yourself

2. Show how you apply the Scout Promise/Law in daily life
Helping out on camp, being active in your patrol, helping others
Section 2 – Patrol & Troop

1. Take on a task/role in the Patrol given to you by the PL On camp, your PL will regularly give you responsibilities

2. Learn a new skill from a member of your Patrol *Camp is a great time to learn new outdoor skills* 

3. Understand the Implications of the PLC for individuals/the Patrol

On camp, you will see the PLC at work

4. Help Prepare for and participate a minimum of 4 activities *Be active in the patrol* 

Section 3 – Citizenship

1. Show how you implement *Leave no Trace* in your Patrol Activities

Take on responsibility for leave no trace in your patrol

2. Participate in a community based project

Have a community project during your camp

Section 4 – Skills

Attempt 4 new skills stages from different Adventure Skills
Go up a stage in at least 3 different Adventure Skills
*Keep record of all the activities you do, and how they help you with your Adventure Skills*







### Endurance:

Section 1 – Yourself

2. Implement the Scout Promise and Law and lead by example to others

In role in the patrol, be fair to others and do your part, help where you can

3. Participate in a sunrise/sunset/star gazing reflection *Camp is a good opportunity to run a reflection* 

5. Take an active role in your troop

Be involved in making camp a success

Section 2 – Patrol & Troop

 Help develop Patrol spirit in a practical way Work together as a patrol, have a patrols sign
Know the various talents of your patrol members Get to know everyone in your patrol

3. Develop teamwork in your patrol in a practical way Camp is about patrols working together, from building your site, to cooking and cleaning, to going on patrol hikes

5. Help organise run and review at least three activities
Take a leadership role in organising different parts of the camp
Section 3 – Citizenship

1. Participate in a Patrol or Troop environmental project *Run an environmental project during camp* 

3. Help run and have an active part in a Patrol or Troop Community project

*Help organise a community project during camp* Section 4 – Skills

Attempt 5 new skills stages from different Adventure Skills
Go up a stage in at least 4 different Adventure Skills
Plan your activities to help you and your patrol to make
progress in your Adventure Skills







### Polar:

Section 1 – Yourself

3. Prepare and deliver a scouts own or promise and law reflection

Run a scouts' own or a sunrise/sunset reflection during camp 4. Have a Scout Law & Promise discussion with your Patrol Sit around the campfire and explore the promise and law, and what it means to you as scouts

Section 2 – Patrol & Troop

1. Share one of your skills with another Scout Camp has lots of opportunities to pass on scouting skills in practice

2. Take an active role in the planning and running of your troop through the PLs council

As a member of the PLC, help plan and run camp; take responsibility for specific activities

4. Plan, run and review an activity for your Patrol or Troop Help organise camp

Section 3 – Citizenship

3. Plan and run a Patrol or Troop Community project

Organise a community project during camp

Section 4 – Skills

1. Have gained experience in al 9 Adventure Skills

2. Go up a stage in at least 5 Adventure Skills

Plan your activities to help you and your patrol to make progress in your Adventure Skills

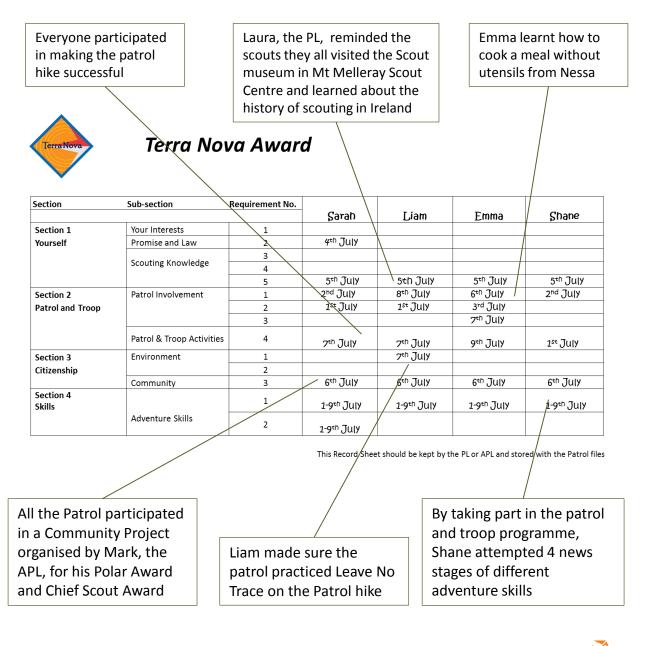
Keep a record of what you and your patrol do





### Crean Awards: Personal Journey Record Sheet

One way of mark your progress in the Crean Awards is a Personal Journey Record Sheet (there are blank ones later in this document). The PL and APL will talk with the patrol to see how camp helped them achieve parts of the award. If the PL/APL and scout are happy that the scout completed that requirement they mark the date on the sheet. Later, at the Patrol Leaders Council, the PLs/APLs asses their personal progress with each other and with the Scouters. Here is a sample one, with some relevant examples:





### **Discovery Award**

Section	Sub-section	Requirement No.		
Section 1				
Yourself	Badges and SPICES	2		
		З		
		4		
	Promise and Law	л		
		6		
	Scouting Knowledge	7		
		ø		
		9		
Section 2		1		
Patrol and Troop	Patrol system	2		
	Patrol and Troop Activity	З		
		4		
Section 3	The Environment	1		
Citizenship	The Community	2		
Section 4 Skills	Adventure Skills	1		

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This Record Sheet should be kept by the PL or APL and stored with the Patrol files



# Terra Nova Award

Section	Sub-section F	Requirement No.		
Section 1	Your Interests			
:				
Yourself	Promise and Law	2		
	- -	ω		
	scouting Knowledge	4		
		б		
Section 2	Patrol Involvement	1		
Patrol and Troop		2		
		3		
	Patrol & Troop Activities	4		
Section 3	Environment	1		
Citizenship		2		
	Community	3		
Section 4 Skills		1		
	Adventure Skills	2		

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## **Endurance Award**

Section	Sub-section P	Nequirement No.		
Section 1	Planning	1		
Yourself		2		
	Promise and Law	З		
		4		
	scouting involvement	л		
Section 2		1		
Patrol and Troop		2		
	Patrol Responsibility	З		
		4		
	Patrol and Troop Activity	сл		
Section 3		1		
Citizenship	בוועורטחוחפחנ	2		
	Community	З		
Section 4				
Skills	Adventure Skills	4		
		2		

This Record Sheet should be kept by the PL or APL and stored with the Patrol files or by a Scouter

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### Polar Award

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Award / Section	Sub-section	Requirement No.		
Section 1	Self Awareness	1		
Yourself		2		
	Promise and Law	3		
		4		
	Scouting Involvement	5		
		6		
		7		
Section 2	Patrol Work	1		
Patrol and Troop		2		
		З		
	Patrol & Troop Activities	4		
Section 3	Environment	1		
Citizenship		2		
	Community	ω		
Section 4	Adventure Skills	1		
Skills				
		2		