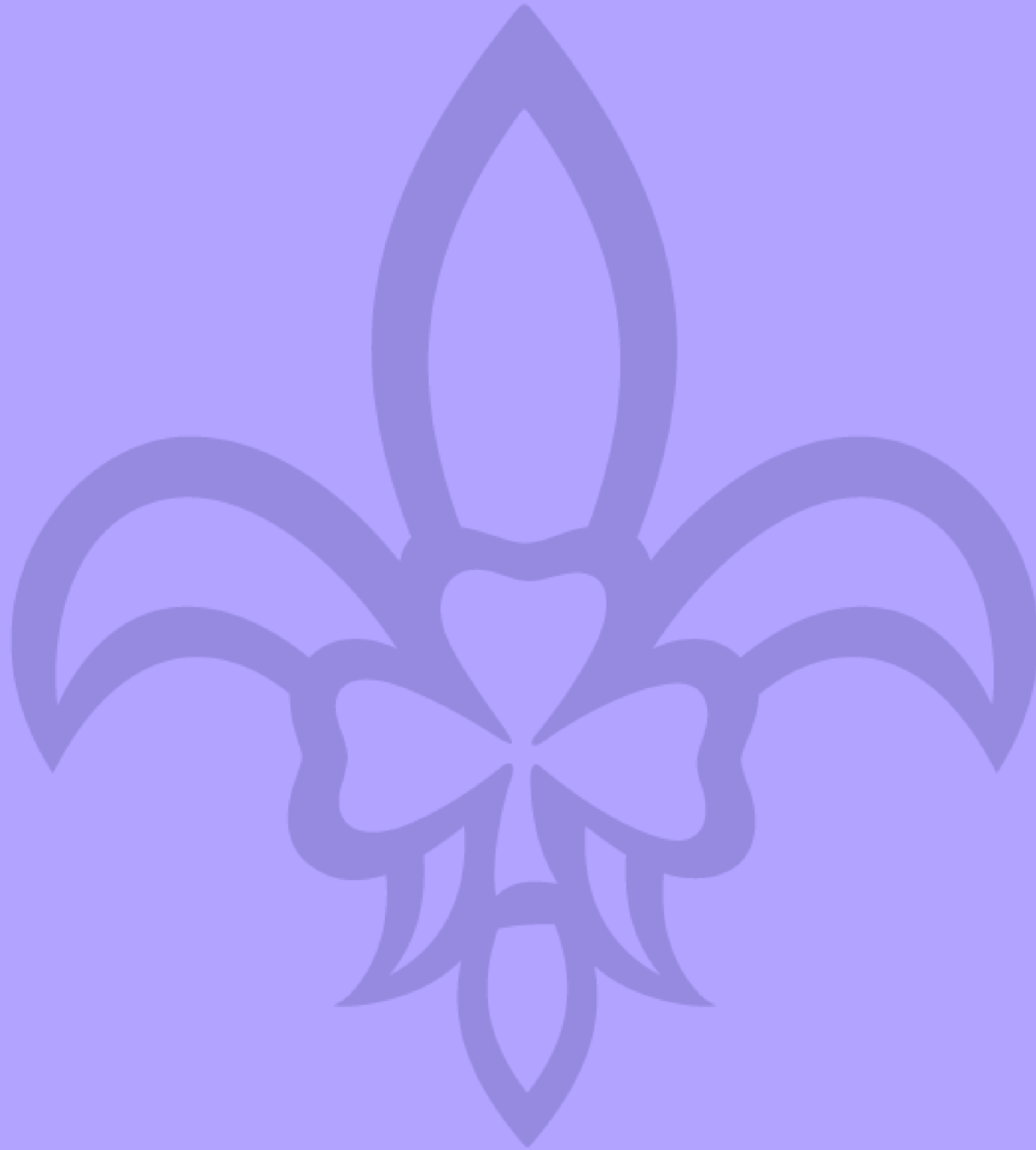


# Scouting Youth Team

## 2022

**A Guide to Planning and Running A Youth Team**






## What is the Scouting Youth Team?

The **Youth Team** is a bit like a **youth forum**, young people in your Scout group will **come together** to express their ideas, opinions, and needs.

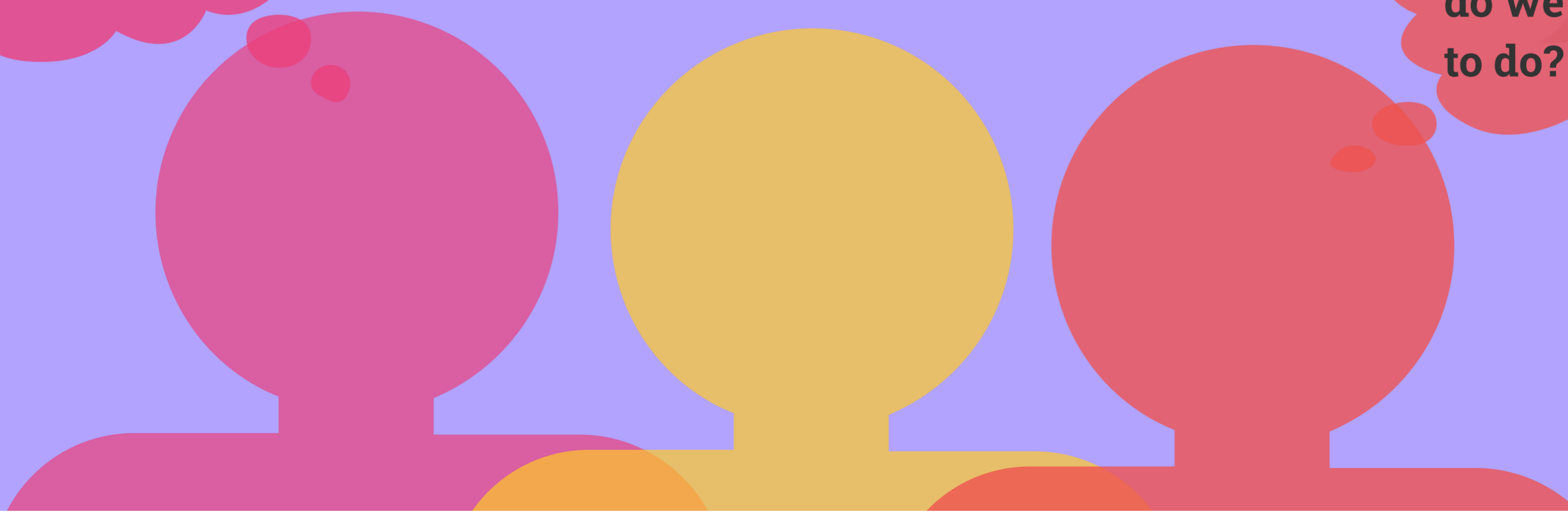
These thoughts are **shared** and **discussed** and then **presented** to leaders and other **decision makers** connected to your group.



What makes this group great?



What things do we want to do?



## Why run a Youth Team?

Youth teams are a way for us to work with young people to ensure that their **voices** are heard and **listened** to.

They will encourage our Beavers, Cubs, Scouts, Ventures and Rovers to recognise the part **they play** in their Scouting experience and help develop **teamwork, communication** and **confidence** skills that will stay with them across their lives.

**The rest of this booklet will provide you with some ideas to help you plan and run a youth team meeting for your group.**

## What is the plan?

Gathering **opinions** and **ideas** from your group members is something that happens every time you all meet.

Creating a **space that encourages** this to happen, that is a little more structured, will help **develop skills** for your young people and ensure that you can collect these views and opinions easily so that they can **shape how Scouting** is delivered.



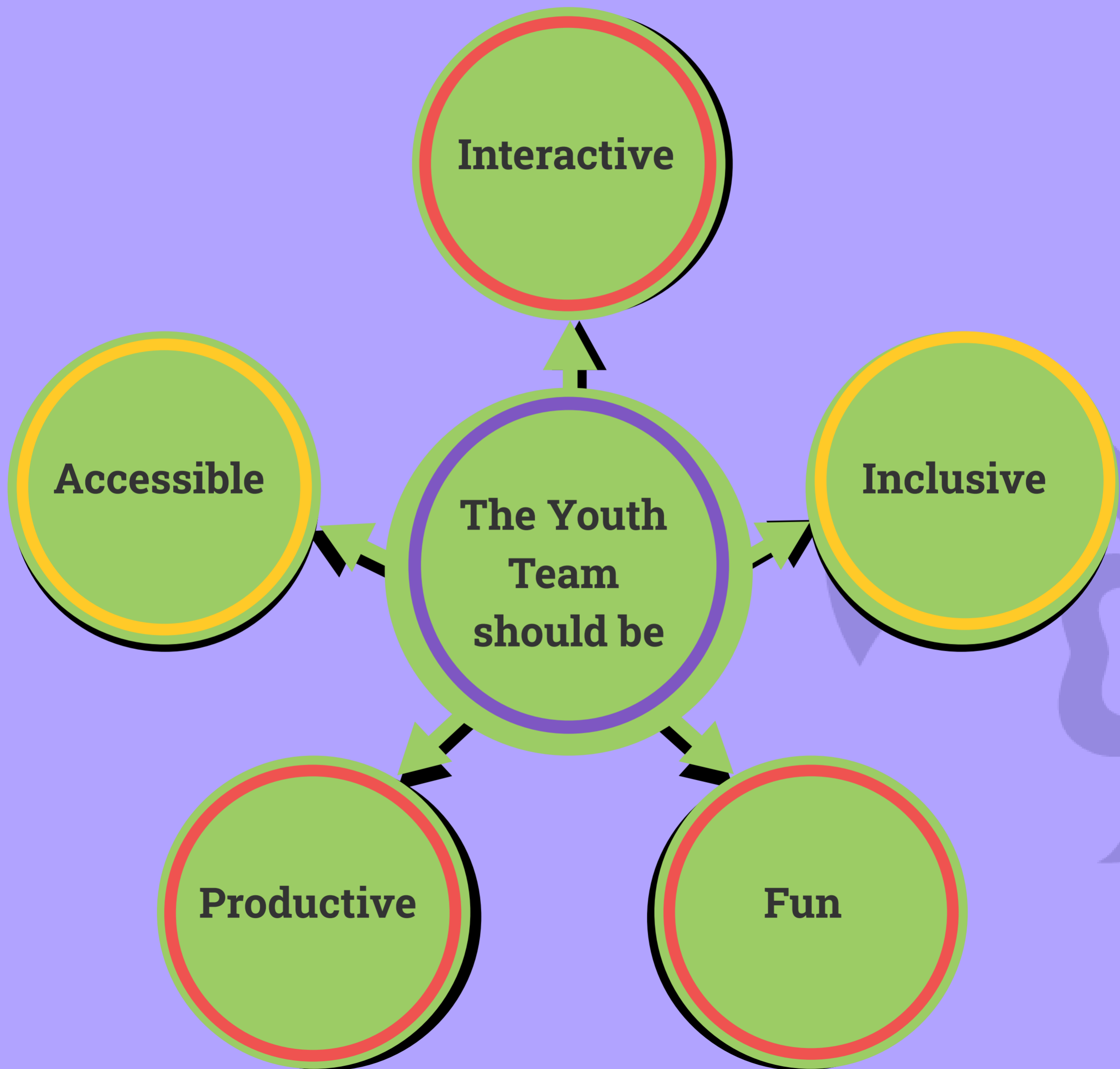
As there are so many voices to hear right across the Northern Province, we are moving to change how we capture them in a way that works for all.

We are encouraging all groups to develop a **youth team** as a way of helping young people use their voice to shape their experiences. It is suggested that these meetings happen every other month.

These smaller group teams will then feed into a **County Forum** that will meet to talk about the things discussed in group.

Finally representatives from the County Forums will link in with SFNI to **affect change** at the Provincial level.

A model for the Youth forum



## What should a Youth Team look like?

The team should be **open** to all members of your group, across **all sections** who are **interested in wanting** to take part.

Members of the team should feel **sure** and **confident** in using their voice and able to work well with others.

The team should always be viewed as a **safe space**, where opinions are open, shared and **free from judgement**.

The team meeting should also **reflect** all of the elements as listed in the model.



## The purpose of the Youth Team

The Youth Team will provide an opportunity for your group to realise full **Youth participation and engagement.**

**Or in other words- Support young people to shape and make decisions about their Scouting life.**

It will develop skills in your group from **building relationships**, to growing confidence, **listening to others**, to making positive decisions and **much more.**

**Beginning**

**Meeting**

**After**

**Youth  
Team**

## Before you begin

Before starting a meeting there are a number of things that you need to think about:

1. **Who** are the members of the team?
2. **When** will the forum meeting happen?
3. Have activities been **planned**?
4. Have **topics** and areas for discussion been decided?

## Before you begin

### 1. Who are the members of the team?

- The team should be made up of voices from **across** all sections in your group.
- All sections should be **equally represented** in terms of numbers on the Youth Team.
- Team members should be **confident, assertive** and demonstrate **good communication skills**

### 2. When will the meeting happen?

Plan the meeting for a night that **suits everyone**. Making the meeting the first activity that you complete will avoid impacting too much on other planned activities for the section on the night that you meet.



### 3. Have activities been planned?

Have a range of **icebreakers** and **energisers** on hand that encourage the group to engage and creates a fun atmosphere.

Short **teambuilding activities** will also help the group come together.

### 4. Have topics and areas for discussion been decided?

Deciding on what you want to **discuss in advance** of the meeting gives the young people a chance to **think** about what they want to say and **ask others** across their sections what they think.

## Running a meeting

### **1. Introduction**

Create a space for introductions- have a short game or activity ready so that everyone mixes and then introduce the aim of the meeting.

### **2. Topics and discussion**

Creating an environment where everyone feels safe to share ideas and valued will be key to encouraging discussion.

The role of the facilitator/ leader is to help guide the discussion and keep topics on point.



### **3. Energiser/ Team Game**

Having an opportunity to step back from discussions may provide space for the group to reflect, re-group or ease thoughts and feelings. It can also inject some fun into the meeting and reinvigorate everyone.

### **4. Closing the meeting**

Record the views and opinions shared across the discussion, discuss what has been decided and explore the next steps in relation to the topic area.

**Finally evaluate the session and agree when the next Youth Team meeting should be.**

## After the meeting

For the Youth Team to **hold value** at all levels that they are run- it is important that the young people see that **their** ideas and opinions have been listened to and acted upon.

It may prove beneficial for your group to **create a chart** that details what was discussed at the Youth Team Meeting and what the main points of action will be.

It is also important to **recognise** the skills and actions demonstrated by group members across the meeting.





Your Groups **Youth Team** will now need to **choose representatives** who will engage at the County Level. This can be planned for as soon as you feel that your group is ready.

The **County Youth Team** will meet once per quarter either face to face or online. These meetings will allow the County Groups to explore ideas and tackle issues that have been brought forward at group level.

Finally representatives from each County will be invited to meet with the **SFNI Programme Lead** across the year to help shape how programme and Scouting is delivered.



## What is the End Game?

The **Scouting activities and experiences** that you and all our Groups across the **Northern Province** facilitate, provides our young people an opportunity to **realise** and **recognise** how they can shape their own experiences.

The Youth Teams that are run at Group, County and Provincial level will be an added way to demonstrate this, as well as **encourage** and **develop** life skills for our members that will stay with them.



Through the **SFNI Board**, these Youth Teams will also have the **opportunity** to use these skills and see how their decisions can have a **positive impact** on others.

Working with the **SFNI Programme Lead**, representatives from the County Youth Team will be asked to award a number of one off **grants** to groups right across the Northern Province for **activities** or **resources** that will **enhance the experience** of Scouting for themselves and others.

From **Group** to **County** to **Province**- all will combine to realise Youth Participation and Engagement.

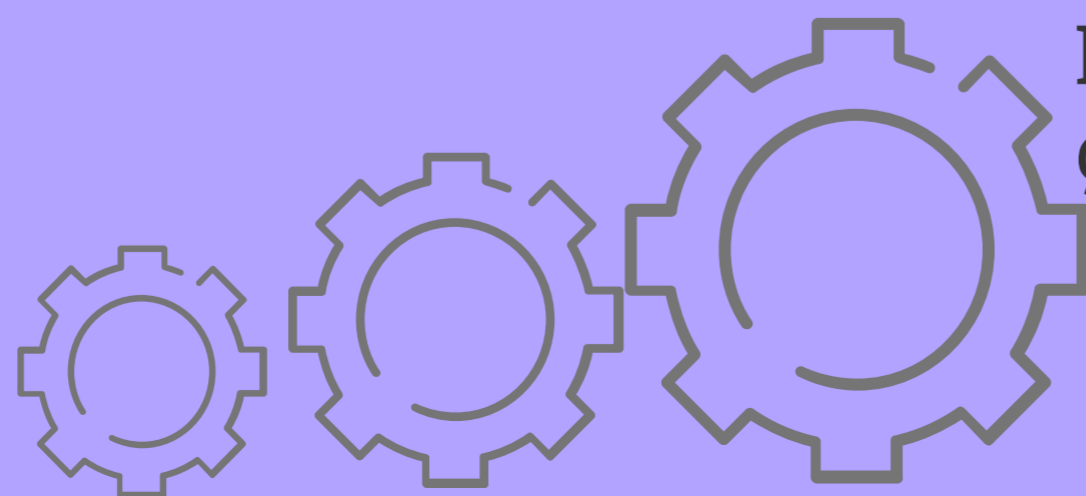
## The Youth Team Process Chart

The **County youth team** will be made up of representatives from each group team and will discuss how County's can support ideas for Scouting brought forward.



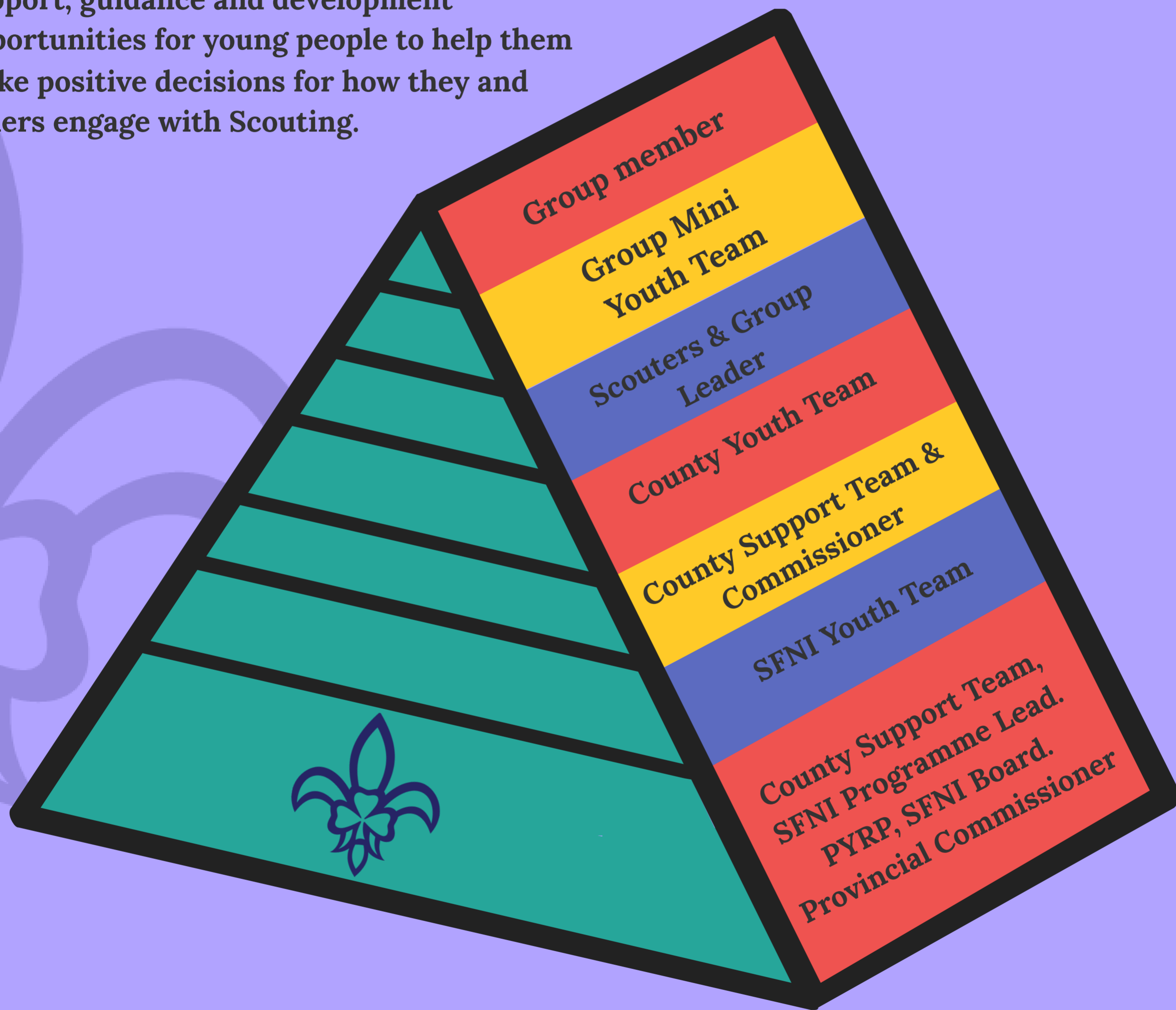
The **Group youth team** will be representative of all sections and provide a space to discuss ideas to enhance the groups Scouting experience

Representatives from each County youth team will link in with the **SFNI programme lead** to further explore and advocate ideas and to award grants for projects brought forward by groups.



# Hierarchy of Support

The Hierarchy of Support demonstrates the many layers that come together to provide support, guidance and development opportunities for young people to help them make positive decisions for how they and others engage with Scouting.



# Games, Energisers & Activity ideas

### **Human Rock, Paper, Scissors**

Before you begin the game, decide on a pose that will represent choosing rock, paper or scissors. For example, lie on the floor for paper; bend your knees and hold your arms in front of you as if you're holding a barrel for rock; clap your hands above your head for scissors.

Once you've agreed your poses, divide everyone into two teams and give them 5 minutes to agree their strategies. Paper beats rock, which beats scissors, which beats paper. You'll be playing five rounds – highest score wins.

When you're ready, the facilitator will count down to the signal to go: Paper, Rock, Scissors! On the word scissors, everyone needs to make their pose.

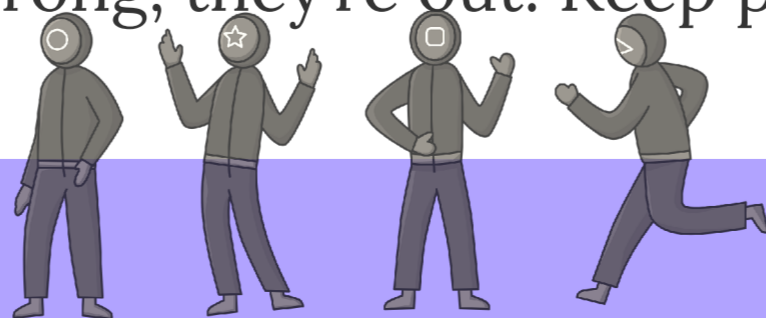
### **Counting**

It sounds so simple. All you have to do is count up to three as a team. But once you get going, this energiser is surprisingly tricky.

Divide participants into small group of up to six and have them sit or stand in small circles. Now all they have to do is count together, taking turns to count to three.

After a few rounds of this, swap the number one for a clap, so instead of saying the word, you physically clap your hands together. After a few rounds of this, clap instead of saying one and then click your fingers instead of saying two. Finally, when you've done this for a while, clap for one, click your fingers for two and then stamp your foot for three.

When someone gets an action wrong, they're out. Keep playing until you have one last person standing.





## **Collaborative portraits**

Everyone needs a piece of paper and a pen or pencil for this activity. They should write their name on the bottom of their paper.

Now everyone needs to wander around the room until you tell them to stop. This is their signal to pair up with the closest person to them. They swap papers and draw each other's eyes.

When they're done, they need to give their papers back and stand walking around again. This time when you say stop, they need to draw their new partner's nose.

Keep going until you've covered each feature, hair and even accessories. Then everyone gets to show off their personal piece of art.

## **Worms on toast**

This energiser is good for getting the creative juices flowing before a brainstorming session.

Sit in a circle. The facilitator goes first by saying "Hello. I'm <name> and I ate <worms on toast> for breakfast. Next, the person sitting to their right says "Hello <name>. You ate <worms on toast> for breakfast. My name is <name> and I had <different weird food> for breakfast."

Continue round the table with each person repeating the name of the person before them and what they had before giving their random food idea. Once everyone's done, see if anyone can remember what everyone ate for breakfast – the most breakfasts remembered wins a prize.

# Games, Energisers & Activity ideas

### **Share a stretch**

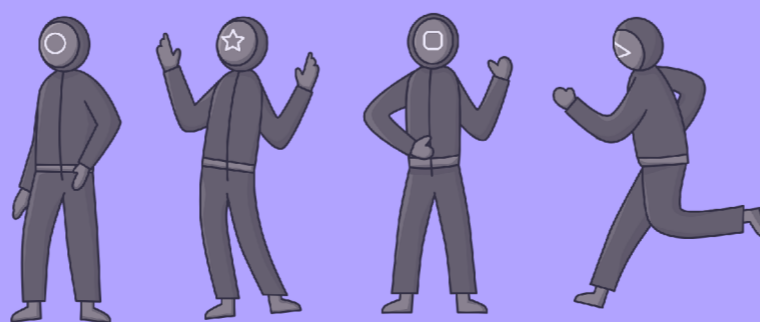
Share a stretch and the group copies, move around the circle to have everyone share a movement or stretch.

### **Rain**

A facilitator talks the group through this energiser. Get everyone to stand up. Start tapping your head lightly with your fingers imagining soft rain. Let it slowly get heavier the further you move your hands down your body. Let the rain turn into a thunderstorm on your calves. Clap them hard with your hands. Then move your hands back up you body, ending with soft rain on your head.

### **Back to Back\***

Explain that this is a changing partners game. Everyone will start with a partner except you. Partners will stand either Back to Back or Face to Face. When you call out either Back to Back or Face to Face everyone has to change partners and arrange themselves according to what was called. Of course you will try to find a partner, so someone else will become the leader. Ask everyone to find a partner. A variation: caller can change the body parts, e.g., calling “hand to hand”, “hand to knee”, “elbow to ear.”



## **Just throwing it out there**

Share your ideas for future activities and adventures by throwing them around the room in a 'snowball' fight.

Give everyone a few pieces of scrap paper. Everyone needs to have the same number of pieces.

Everyone should write down some activities, games, badges, or adventures they'd like to try. They should write one idea on each piece of paper.

Everyone should scrunch each piece of paper up to make a snowball, have a 'snowball fight'. At the end of the 'fight' ask your group to pick up and read out the suggestions closest to them.

## **Ideas for Discussion topics for groups to explore**

**Community Service- Social Action Projects**

**Adventure Skills Training**

**Exploring Badges to complete**

**Growing our Sections and Group**

**Developing projects for learning**

**Camps and other trips**

**Evaluating past activities**

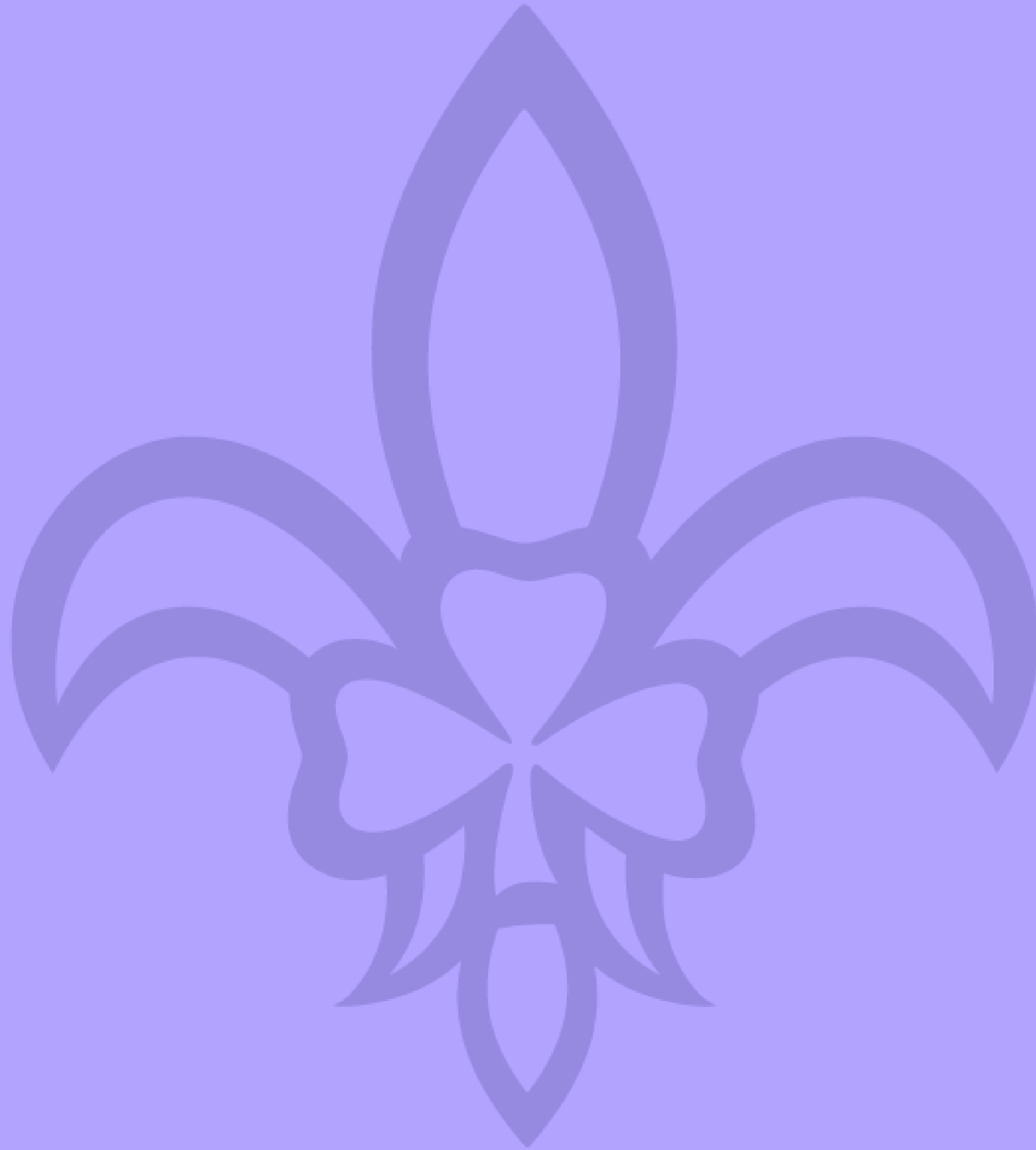
**Scouting in our County- Scouting in our Province**

**How do we run our Group and treat each other**

## **Example of a youth team session schedule**

- Welcome/ Introduction (5min)**
- Energiser/ Game (10 min)**
- Ideas + Discussion (15 min)**
- Energiser (5 min)**
- Record Ideas (10 min)**
- Finish- Schedule next meeting (5 min)**







# Scout Foundation

Northern Ireland

**Produced by SFNI Programme Lead February 2022**

**Images may be subject to Copyright- Not to be reproduced without permission**