

Grimsby and Cleethorpes Scouts

Youth Shaped Resource Pack

A Resource Pack full of youth shaped games,
activities, ideas and information.

#SkillsForLife



Welcome!

Hello!

Welcome to Grimsby and Cleethorpes youth shaped resource pack. Here you will find lots of ideas that you will be able to use in your programme.

Even though, this pack provides lots of ideas, it does not restrict your team and young people to only these. Please feel free to change and adapt them to suit your programme.

We have set them out with instructions, resources, time required and which section we feel it is most suitable for. We hope you find this useful, and any comments or questions you may have, please find our contact details near the back of this pack.

We look forward to seeing what you get up to.

Grimsby and Cleethorpes Youth Commissioner Team



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Youth Shaped



“The more young people are involved in shaping their Scouting experiences the more they will get out of it, and the more likely they are to stay, do well and achieve their top awards.”

Youth Shaped Scouting is all about young people working in partnership with adults in scouting, allowing the young people to be heard and work towards something they are passionate about.

We want young people to shape their own adventure, take on responsibilities, develop skills and have an influence on their Scouting programme and experience

Ideas, Activities and Games



Scouts

**Grimsby &
Cleethorpes**

Section Forum

Aims

Give the Opportunity to your section to discuss between themselves what they would like to do.

Instructions

Organise a group of young people or an entire section to meet and discuss their current scouting, what they might like to do in the future and ideas on how this can be implemented. You could separate the forum up into different topics. E.g. Activities, Programme or media.

Time Required

However often your section would like to meet.

E.g. Once a Term

Equipment/resources

- None

Tips

Try making it less formal. Come up with different activities or games to break the meeting up and make more enjoyable. You could also try having it at a different locations, e.g. Campfire



Youth Forum

Aims

Give the Opportunity for those interested to join the district youth forum. To better youth shaping in the area.

Instructions

We know there are lots of young people with great ideas and wish to share them. If there are any young people that would like to get involved in a District youth forum then please get in touch to find out more information.

Time Required

Will be either an afternoon or evening session. Keep an eye out for details in future newsletters, Facebook pages and from the District Youth Commissioner team. The forum will take place a couple times a year.

SCOUTS
EXPLORERS

Cool Corners

Aims

The activity helps the young people make decisions in a fun way. It could also teach young people about how voting works

Instructions

Label each corner of the space with a different idea or suggestion. The young people will then cast their vote by running, hopping or jumping to a corner of the idea they like most. By counting the number of young people in each corner, you can make choices in a transparent and youth shaped way.

Time Required

10 mins to 15 mins

E.g. beginning of each term

Equipment/resources

- Paper
- Pens
- A room/space with clear corners.



Snowball fight

Aims

The activity helps the young people to share ideas in a fun and enjoyable way.

Time Required

10 mins to 15 mins

E.g. beginning of each term

Instructions

Ask each young person to write down or draw an activity they would like to try. Then ask them to scrunch up the idea into a paper snowball. The snowball fight can commence!

After a couple minutes ask everyone to stop and pick up the nearest snowball, taking it in turns to read out the ideas on the paper.

Equipment/resources

- Paper
- Pens



Hot Seat

Aims

Allows young people to recall on their favourite activities in scouting. And helps leaders keep a record of activities the young people enjoy.

Time Required

30 minutes

(It could be done quicker if done in smaller groups)

Equipment/resources

- A Chair

Instructions

Ask a young person to sit on a chair and think of their favourite activity. Once thought of ask the rest of the section to gather clues by asking questions. For example, they could ask whether the activity is indoors or outdoors.

However answers to questions can only be “yes” or “no”.



Dragons Den

Aims

For scouts to pitch ideas for their ideal future programme.

Time Required

This activity could be used for a program night mixed in with some games.

Instructions

Each Patrol should come up with an activity they want to pitch, and work together to explain how they might run it.

This is a good opportunity to encourage peer leadership.

Each group will then pitch their ideas to the dragons (the leaders).

Equipment/resources

- Paper
- Pens
- Flipcharts

SCOUTS
EXPLORERS

Shields

Aims

The activity helps the young people come up with ideas on what they think represents them and their groups.

Instructions

Ask them to draw a shield on a piece of paper (or pre-made). Divide into 3 sections. In the first section ask them to create an emblem and motto for their patrol or group. Second section they should draw an activity they have enjoyed. And in the final section draw an activity or topic they would like to do in the future.

Time Required

This activity could be apart of a programme night mixed with some games.

Equipment/resources

- Paper
- Pens



Drop Hike

Aims

Gather thoughts on programme ideas. This activity also helps work on navigation while being youth shaped.

Instructions

Find a location for a mystery hike. Prepare some themed boxes of programme ideas (e.g. international or camp). Each box will contain different programme ideas. Hide the boxes at different points which will be marked on a map. The young people can navigate towards the different checkpoints.. As a group they should then decide on a favourite idea out of each box they find.

Time Required

1-2 hours (dependant on route length)

Equipment/resources

- boxes
- paper and pens
- A map
- compass



Polling station

Aims

Great opportunity to talk to your explorers about voting , empowering them to discuss why their voices are important.

Instructions

Pre-select programme ideas you think would work well for your unit and write them onto ballot papers. Set the room up similar to a polling station .

After explaining about elections and voting, give out the ballot papers and ask each member to come up to the station and cast their vote. At the end look over and tally up the votes and finish with a discussion of the results and work the winning votes into the programme.

Time Required

This could take up half a programme night or a full night mixed with games.

Equipment/resources

- paper and pens

Dream Camp

Aims

Aim of this activity is to gather ideas for a camp in a youth shaped way.

Instructions

Split the troop up into small groups or put them in their patrols. Explain they will be designing their dream camp coming up with a theme, activities, location etc. Within their groups they should come up with a way to present their dream camp to the rest of the troop. This could be through a short performance or a poster or even create a video. Be as creative as you like. Leaders can then use the different ideas and use them when planning future camps.

Time Required

1-2 hours

Equipment/resources

- paper and pens



Parachute Choice

Aims

A quick game to gather young peoples opinions.

Time Required

20 minutes

Instructions

Using a parachute create a dome above everyone's head and get the young people to sit around the edge. A leader will then call out a programme activity. If they like the idea they must swap places with somebody else. If they don't like the idea they remain where they are. This quickly shows how many young people enjoy a particular activity.

Equipment/resources

- parachute



In The Middle

Aims

A fun game to start the evening and also gathers the young peoples opinions.

Time Required

20 minutes

Instructions

Chairs are set up in a circle and all but one person is given a chair. The person stood in the middle must call out something that they have enjoyed recently. This might be an activity or a game. If anyone else in the circle liked that activity, they must swap places with someone else in the circle. Whilst this is happening the person in the centre must try and get a chair. The new person in the middle must then call out an idea.

Equipment/resources

- chairs



Tabling Some Ideas

Aims

A game using objects to come up with programme ideas.

Time Required

15 minutes

Instructions

Place a selection of objects on a table, for example:

- Chocolate bar
- Paint
- Coins
- Chopsticks
- Toy car

Using the objects, challenge your young people to come up with programme ideas for their section.

Equipment/resources

- An array of objects

cubs
SCOUTS
EXPLORERS

Mood Box

Aims

Get an idea of the views of the young people in the sections.

Time Required

Ongoing Commitment

Instructions

Set up a box in the HQ with a new question each week with two or more answers. Give each young person a ball or token of some kind before leaving each week and ask them to put it in the response which best matches their opinions.

This will allow a quick feedback on any element of Scouting that is chosen that week.

Equipment/resources

- Box
- Balls/Tokens



Cool Wall

Aims

To get the young people to provide their opinion on programme ideas.

Time Required

20 minutes

Instructions

Using either flipchart paper, whiteboards, paper, create 4 categories:

- Sub Zero
- Cool
- Uncool
- Seriously Uncool
- With these categories, either provide different activities they can stick on each category or get your young people to write down activities for each category.

Equipment/resources

- Whiteboard/ Paper/ Flipchart
- Pens
- Activity list



Role Reversal

Aims

Understand what it is like to be a young person in your section.

Time Required

Whole evening

Instructions

Ask some of your young people to plan an evening programme. They will then lead this evening at a later date with the adults taking the place of the young people and joining in the activities. The young people may need some support in the planning process and to ensure behaviour is good during their evening but the adults should not take over.

Equipment/resources

- Dependent upon the activity the young people choose to run.



Future Leaders

Aims

To get the young people involved in group organising activities.

Time Required

Whole evening

Instructions

Ask an older Section of your Group to organise an activity for the young people. This could be Cubs running sessions for Beavers or an Explorer or Network group running a sessions for other Sections. This will give your young people a chance to see what happens in the older Sections and also provide those older Sections with opportunities to pass on their skills and experiences.

Equipment/resources

- Dependent on the activity



The logo for Cub Scouts Explorers, featuring the word 'cubs' in green, 'SCOUTS' in dark blue, and 'EXPLORERS' in dark blue, all in a bold, sans-serif font.

Talent Show

Aims

Gives the young people a chance to showcase their skills.

Time Required

Whole evening

Instructions

Ask the young people to think of a talent they have and can showcase to the rest of their Section. The next week the young people should arrive with any equipment they need to demonstrate their talent and a plan of what they will do. It would be up to them if they want to do this in groups or individually.

Equipment/resources

- Young people to bring the equipment they need.



I Like...

Aims

Find out which Group/
District events are popular
with the young people.

Time Required

10 minutes

Instructions

Create a short survey for the young people to rate the various activities that you do as a Group or District. This can be as a rating from 1 to 10 and then an option to add a reason why. Also ensure there is a section for them to offer potential new events to the calendar. You can then use these to decide what events should be added/removed in the future. This could be done individually or in groups.

Equipment/resources

- Pen and Paper



Ideas Box

Aims

Let young people give their opinions on scouting/ experiences.

Instructions

Set up a table in the corner of your meeting place with a small box, some paper and pens. Let the young people know that there will be an ideas box for anything they want to do or change in the Group and set a regular interval when the box will be emptied and all ideas presented to the young people to see if they should be implemented. This will allow them a say without having to speak in front of everyone.

Time Required

As long as you want but must be emptied and reviewed at regular intervals i.e. each month

Equipment/resources

- Small box (post box)
- Paper
- pens



Young Leaders

Aims

To continue to support your young leaders

Time Required

An evening, or more if you require

Instructions

Young Leaders are invaluable to Sections and to develop their skills and experience, give them an opportunity to run the whole evening with the support of adult leaders. If there are a group this could be completed in this way, or individually if preferred. Using badge work as a guideline get your Young Leader to choose a badge they could run a programme for.

Equipment/resources

• Depending on programme.



Not just about programme...

Youth Shaped Scouting isn't all about making sure that Young People are involved in shaping their programme. Young People should also be involved in decision making at all levels of Scouting.

Examples of decision making roles can be seen at a Group, District, County and even a National level, which could include:

- Helping run activities for young people which could lead to gaining permits.
- Encouraging 14-18 year olds to become Young Leaders and involving them in all elements of programme planning and delivery.
- Appointing Youth Commissioners or a group representative.
- Encouraging young people to join working group meetings or help run an event that is at a group, District or County Level.

Other Resources

In addition to our resources, there are many more available online. Click on the links if you are viewing online or just search the phrase!

[Scout HQ Youth Shaped Scouting Homepage](#)

More information on Youth Shaped Scouting

[Grimsby and Cleethorpes Scouts Website](#)

Our Fantastic Website which has a lot of information to explore

[Youth shaping Action Plan Tool Kit](#)

Toolkit for making scouting youth shaped

FAQ's

Does Youth Shaped Scouting have to be in a formal set up such as a pack forum?

No, whilst this is a good way to hear the views of young people it is often in more informal settings that you will get more from them so this is also a valid way to take part in Youth Shaped Scouting

How does Youth Shaped Scouting benefit me as a leader?

By asking your young people what they want to do you can remove some of the burden of inventing a successful programme as the young people will be able to give you some ideas. These will also be activities which they are interested in so the young people will remain engaged during their Scouting.

FAQ's

Do I have to use every suggestion from our young people?

It is important that young people are listened to however we understand that not all ideas will be practical or even popular amongst the rest of the group. Therefore there is no requirement to use all ideas which the young people offer however we must avoid slipping into tokenism in which young people are asked for their opinions but never see any of these ideas used. Therefore please try to implement as many ideas as feasible. If however ideas cannot be used then it is important to ensure that the young people feel their ideas are valued even if not used.

I ran an unsuccessful Pack Forum which resulted in unachievable ideas, what now?

As young people often don't have a large amount of experience in planning or organising programme they may require some boundaries to understand what restrictions are in place. Therefore to make Youth Shaped Scouting more successful with your group it may be better to offer the young people some choices rather than giving them total free range

Contact Us

Please feel free to contact us with feedback or any questions you may have about this resource pack, young leaders, youth shaping etc.

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