



EXPLORERS\*

## YOUNG LEADERS' SCHEME – INFORMATION FOR SECTION LEADERS

### ABOUT YOUNG LEADERS

- Young Leaders wear an **Explorer Scout shirt** or polo shirt at meetings and events, and a Scout scarf as agreed by the Section Leader and the Leader of the Young Leaders' Unit, [ESL(YL)]. Young Leaders do not wear adult uniform.
- A Young Leader [YL] can also be an invested member of an Explorer Scout Unit where they will be invested and pay their fees. If they do not belong to a Unit, they will make the Scout Promise with the ESL(YL) and the Group will be responsible for paying their Membership Fees to Headquarters.
- A Young Leader is a youth member of the Scout Association and should not be expected to act in an adult role, only to assist the Section Leaders in delivery a fun programme to the young people.
- A new Young Leader should complete a **REGISTRATION FORM** and return it to ESL(YL).
- Leaders should exchange contact information with the YL and agree with them what is expected of them. This will be updated as the YL develops in their role.
- YLs will be invited (usually by email) to attend 10 training Modules. Module A is mandatory and should be completed within 3 months of starting. The Young Leaders' Training Scheme comprises a mandatory Module and 9 others. Leaders are asked to encourage their YLs to attend all modules, and to discuss and keep a record of their progress.
- To see training dates and to book a place on a Training Module, go to:  
**[www.isleofwightscouts.org.uk/YoungLeaders/TrainingSessionDiary/](http://www.isleofwightscouts.org.uk/YoungLeaders/TrainingSessionDiary/)**
- It is good practice for a Scout to wait 6 months before becoming a YL with the Troop. In that period they can help with the younger Sections.
- At age 18, it's time for Explorers and YLs to move on. There are several options, including Network, adult leadership, scouting opportunities at university (SSAGO).

### THE YOUNG LEADERS' SCHEME ~ TRAINING SESSIONS

#### **MODULE A : Prepare for Take off!**

Child Protection and Safety Policies.

The Young Leader Badge is awarded and goes on the right sleeve (Acorn points up!)

#### **TRAINING DAY ONE**

##### **Module B : Taking the Lead!**

Learn about different styles of leadership and when to use them.

##### **Module C : That's the way to do it!**

Learn the various ways to pass on a skill to younger people.

##### **Module E (part one) : Game On!**

Learn about different types of games and when to use them.

##### **Module F : Making Scouting accessible.**

Understand the variety of special needs or additional needs individuals may have and learn how to adapt the programme to suit everyone.

##### **Module I : What did they say?**

The importance of involving everyone's views.

## **TRAINING DAY TWO**

### **Module D : Understanding behaviour**

Different types of behaviour and how to prevent and manage challenging behaviour.

### **Module E (part two) - Game on!**

Understand the importance of games during the section meetings and be able to explain and run different types of games.

### **Module G : Programme plans**

Identify key elements of Beaver/Cub/Scout programmes how the Awards and Badges form a progressive scheme from age 6 to 25, and how to plan a Section meeting

### **Module H : Programme plans plus**

Understand how to achieve a Balanced Programme for your Section, and create a programme plan for a term. Look at the value of the Membership Award for new members, and the importance of effective linking between Sections.

## **MODULE K : First Aid Masterclass**

Practise the necessary skills to take appropriate action in an emergency situation.

## **YOUNG LEADERS' SCHEME - MISSIONS**

Once a Young Leader has attended Modules A-I, there are 4 Missions. These are designed to put the learning from the Modules into practice, and are aimed at helping the Young Leader to gain in confidence and become an integral part of the leadership team within the Section they assist. There are 4 forms which contain details of what is required for each Mission and include suggestions on what sort of things they could choose to do. When each Mission is completed, it is assessed by the Section Leader and/or the Young Leaders' Leader and a bar badge is awarded. These are sewn around the 4 edges of the Young Leaders Badge.

**Mission 1** - Run a variety of games - indoor, outdoor or as part of a camp (minimum of 3).

**Mission 2** - Plan and run an activity (not a game) as part of the section or camp programme.

**Mission 3** - Take the section's programme ideas to a programme planning meeting.

**Mission 4** - Take responsibility for organising and running part of the section programme.

**NOTE:** Young Leaders' Badge and Mission Badges all go on the right sleeve.

## **YOUNG LEADER BELT BUCKLE**

The ultimate award in the Young Leaders' Scheme is the Young Leader belt buckle, which is awarded to those who successfully complete all the Modules and the 4 Missions of the scheme.

