

#YouShape Scouts

Oldham Youth Commissioners



In February we will celebrate all things Youth Shaped for a whole month, with our #YouShape Month. This is a platform to empower young people to shape their Scouting experience.

This booklet contains an activity plan for each section so you can run a #YouShape night with your young people to get their programme and activity ideas.

Before the night, contact the Oldham Youth Commissioners team to let us know of your event and we will see if one of us can come along and run the night for you, yc@oldham.gmnscouts.org.uk. Afterwards, order your #YouShape badges and send us pictures of your night and of your young people doing one of the activities they suggested, we will then share some on social media.

To order badges please email yc@oldham.gmnscouts.org.uk with:

- Your group and section
- How many badges you would like to order, badges are £1 each
- Photos of your night that we can post on social media

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Beavers

Cubs

Scouts

Explorers

#YouShape BEAVERS

Before the Night:

Contact the Oldham Youth Commissioners team to let us know of your event and we will see if someone can come along.

Remember to have your camera handy to take lots of pictures!

Beaver Badge Run

Teamwork Challenge

You will need:

- Access to a printer, to print out activity suggestions
- Access to a clear, open space
- Two buckets
- Some bluetac/tape

Instructions:

1. Ahead of time, print out multiple copies of one or more of the sets of activities for Beavers, at least one copy per lodge. These sets include: activity badges, adventurous and outdoor activities for the Adventure Challenge, and creative and skills activities from the Skills Challenge. Cut these out and set aside.
2. Set up with a rope at one end as the start line and the buckets at the other end of the hall. Stick the smiley face to one bucket, the sad face to the other, the buckets should be next to each in the middle.
3. In lodges have a look at the options they have and explain that an activity they would like to do goes in the happy bucket, one they don't want to do goes in the sad bucket.
4. Taking it in turns, the Beavers then run this as a relay. Each Beaver should pick up an activity, run up to the other end of the hall and put the badge image in the smiley or sad bucket, depending on if they would like to do the activity.
5. At the end of the meeting, go through each bucket and see which badges appear to be the most and least popular. Make a note of the results.

If you would like to make the activity a bit longer, you could use the equipment you have to build an obstacle course for them to cross to get to the bucket.

3D Planning

Teamwork Challenge

You will need

- Lego or Junk Modelling stuff
- Imagination

Instructions

1. Individually, ask your Beavers to draw an activity they would like to try. Use the activities from the Beaver Badge Run to start discussions.

2. In their Lodges, the Beavers should then discuss what they have drawn, and vote for their favourite overall activity.
3. Once they have voted, they should work as a team to build a model of the activity out of Lego or as junk modelling.
4. When their model is complete, they should share their idea with the larger group
5. Take photographs of their designs to aid your future programme planning, and then let them destroy the model afterwards.

After the Night:

Remember to send us your pictures of the night and of your Beavers doing one of the activities they suggested. We will then share some on social media.

Wear your #YouShape badges with pride!

Beaver Activity Badges



Animal Friend



Book Reader



Builder



Camp Craft



Collector



Communicator



Cook



Creative



Cyclist



Disability Awareness



Experiment



Explore



Faith



Gardener



Global Issues



Health and Fitness



Hobbies



International



Photographer



Safety



Space



Sports

Adventure Challenge 1. Adventurous activities

Archery Adventure.1	Bouldering Adventure.1	Zipwire Adventure.1	Climbing Adventure.1
Pedal Go-Karts Adventure.1	Grass Sledging Adventure.1	Swimming Adventure.1	Crate Stacking Adventure.1

Adventure Challenge 2. Outdoor activities

Following a trail Adventure.2	Building a den Adventure.2	Obstacle Course Adventure.2	Roasting Marshmallows Adventure.2
Sculptures from mud/sand Adventure.2	Water Games Adventure.2	Making and flying a kite Adventure.2	

Skills Challenge 3.

Act out a scene or mime Skills.3	Play an instrument Skills.3	Make a model from salt dough Skills.3	Make up a dance Skills.3
Paint a picture Adventure.2	Make a card Adventure.2		

Skills Challenge 5.

Fold or roll your scarf Skills.5	Light a candle Skills.5	Tie your shoelaces Skills.5	Decorate a cake or biscuits Skills.3
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#YouShapeCubs

Before the Night:

Contact the Oldham Youth Commissioners team to let us know of your event and we will see if someone can come along.

Remember to have your camera handy to take lots of pictures!

Snowball Fight

Teamwork Challenge

You will need:

- Paper
- Pens

Instructions:

1. Ask your Cubs to write down
 1. An activity they did this year in Cubs that they really enjoyed and would like to do again
 2. An activity they've done not in Cubs that they would like to do with Cubs
 3. Something they've never done but would like to do at Cubs
2. Next, ask them to scrunch up their idea into the smallest paper snowball they can possibly scrunch.
3. Let the snowball fight commence!
4. After a few minutes of snowball throwing stop the group in their tracks. Ask them to pick up the snowball closest to them, taking it in turns to read out one of the ideas on the paper.
5. Collect in all the snowballs at the end.

Six Questions in Sixes

Teamwork Challenge

You will need:

- a Chair for each Six

Instructions:

1. Ask one of the Cubs from each Six to sit on the chair and think of their favourite thing they have done in Scouting so far. Once they've thought of this, they should keep quiet, holding it in their mind.
2. Meanwhile, ask the other cubs to guess which activity their fellow cub is thinking about. To gather clues they can only ask 6 questions. For example, they could ask whether the activity will take place indoors or outdoors, or if it involved teamwork or individually. To make things more challenging, the nominated Cub can only answer "yes" or "no". If they haven't guessed after asking all six questions, the nominated Cub can tell them outright.
3. Keep a record of the activities the Cubs enjoyed.

Dragons Den

Teamwork Challenge

Team Leader Challenge (Sixers)

You will need:

- Paper and Pens
- Flipchart
- Chairs
- “dragons” to evaluate and judge the ideas

Instructions:

1. The aim of this activity is for Cubs to pitch ideas for their ideal future Cub night.
2. Each six should come up with an activity that they want to pitch, and should work together to explain how they might run it. This is a good opportunity to encourage leadership by the Sixers.
3. Once they have polished their final idea, each six should present their pitch to the rest of the Cubs in front of a panel of judges (this could be made up of Young Leaders and Section Leaders).
4. Cubs in the “audience” can raise their hands to ask their own questions, and feedback on one another’s ideas, discussing whether or not they are feasible for future planning.
5. To help you remember the young people’s pitches, you could record the session on your phone, or keep written notes.

After the Night:

Remember to send us your pictures of the night and of your Cubs doing one of the activities they suggested. We will then share some on social media.

Wear your #YouShape badges with pride!

#YouShape SCOUTS

Before the Night:

Contact the Oldham Youth Commissioners team to let us know of your event and we will see if someone can come along.

Remember to have your camera handy to take lots of pictures!

Random Thing Tennis

You will need:

- About 5-7 random objects (I believe the more random the better)
- Paper and Pens

Instructions

1. Split the group into teams.
2. For each rally, place one of the objects in the middle.
3. The teams take it in turns to suggest an activity based on the object.
4. Each team have about 10 seconds to answer. When one team doesn't get an idea in time, the other teams gain a point.
5. You can also offer bonus points for: best feasible activity, most unexpected activity, etc.
6. Play about 5 rallies, and the team with the most points wins.

Dragons Den

Teamwork Challenge Award

You will need:

- Paper and Pens
- Flipchart
- Chairs
- "dragons" to evaluate and judge the ideas

Instructions:

1. The aim of this activity is for Scouts to pitch ideas for their ideal future programme.
2. Each patrol should come up with an activity that they want to pitch, and should work together to explain how they might run it. This is a good opportunity to encourage peer leadership, by allowing the Patrol Leader to guide their peers through the pitching process.
3. Once they have polished their final idea, each patrol should present their pitch to the rest of the Scouts in front of a panel of judges (this could be made up of a Senior Patrol Leader and Section Leaders).
4. Scouts in the "audience" can raise their hands to ask their own questions, and feedback on one another's ideas, discussing whether or not they are feasible for future planning.
5. To help you remember the young people's pitches, you could record the session on your phone, or keep written notes.

After the Night:

Remember to send us your pictures of the night and of your Scouts doing one of the activities they suggested. We will then share some on social media.

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#YouShape EXPLORERS

Before the Night:

Contact the Oldham Youth Commissioners team to let us know of your event and we will see if someone can come along.

Remember to have your camera handy to take lots of pictures!

The Brainstorm Bag

You will need:

- Pens
- Paper
- 15-20 random items (eg. Toothbrush, rubber duck, spoon)
- A bag to hold the items

Instructions:

1. Bring a bag of assorted bits and pieces to your meetings. This should contain a wide selection of different items such as chalk, string, lego pieces, mask, packet of crisps etc.
2. Tip the contents of the bag into the middle of the floor. Run a relay race from the four corners of your meeting room.
3. One person from each team must pick up an item and take it back to their team.
4. The team then has to think of six programme suggestions from the item before returning it to the pile in the middle and picking up another one.
5. Some ideas may be practical, some may not. This is not important. You are trying to encourage free thinking.
6. At the end ask each group to decide upon their top ten favourites, and review them as a whole group.

Crime Scene

You will need:

- Large sheets of paper/blank wall paper
- Marker Pens

Instructions:

1. Lay out the large pieces of paper on the floor. Make sure they are big enough to draw around one of your explorers
2. Draw around one explorer.
3. Ask the explorers to think about what makes the best :
 - a) Leader
 - b) Peer Leader
4. Get them to write their ideas down on the paper
5. Discuss the comments and if they are realistic and how they could achieve them.

After the Night:

Remember to send us your pictures of the night and of your Explorers doing one of the activities they suggested. We will then share some on social media.

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