



## INTERNATIONAL WOMEN'S DAY

International Women's Day (IWD), marked annually on 8 March, celebrates the achievements of women and girls while recognising the ongoing work needed to achieve equality and equity. It highlights contributions across communities, science, sport, culture, leadership and everyday life, and encourages people of all ages to reflect on opportunity, representation and participation.

Within Scouting, International Women's Day provides an opportunity to explore these themes through learning by doing. Activities can help young people notice achievements, recognise different experiences and consider how environments influence who feels able to take part. Through practical experiences, discussion and community action, young people develop awareness of equality and understand how small actions contribute to wider change.

### Purpose of This Pack

This programme pack supports Sections to engage with the themes of International Women's Day in ways that are age-appropriate, practical and youth-led.

Each resource focuses on experiencing ideas rather than simply learning about them.

Across the Sections, activities explore:

- Celebrating achievements in many forms
- Recognising representation and diverse experiences
- Understanding equality as participation and opportunity
- Connecting local actions to global movements
- Encouraging young people to see themselves as contributors to positive change

The progression moves from noticing and appreciation in younger Sections towards reflection, perspective and community action in older Sections.



## Using This Resource

While each activity is written with a specific Section in mind, they can be adapted to suit different age groups, mixed Section events or joint programme nights. Scouters and youth members to adapt complexity, discussion depth and outputs to meet the needs of their group.

Some Sections may choose to:

- Run activities across multiple meetings
- Adapt an activity for a younger or older group
- Use role model stories across several Sections
- Combine activities for Scout Group or community events
- Extend an activity into their ongoing programme plans

The intention is not to provide a fixed plan, but a support for engagement with International Women's Day.

By engaging with International Women's Day through shared experiences, practical challenges and community connection, young people develop an understanding that equality is shaped through everyday actions as well as global movements.





## Scout Programme Resource – Design for Everyone

Scouts celebrate International Women's Day by exploring how women influence change through design, innovation and problem solving. Using the story of Irish designer and inclusion advocate Sinéad Burke as inspiration, Patrols take part in a practical design challenge where they modify an everyday object to make it easier to use, more accessible or more inclusive. The activity focuses on recognising achievements that improve everyday experiences and understanding that small changes can make a big difference. International Women's Day celebrates achievements and the ways women influence change.

Sinéad Burke's work shows that achievements can include improving everyday experiences and helping more people participate. By leading a design challenge, Scouts experiences how ideas can support inclusion.

### **By the end of the activity Scouts will:**

- Explore achievements that focus on inclusion and everyday change
- Recognise qualities such as observation, creativity and persistence
- Work collaboratively to redesign an object
- Notice how design affects people's experiences
- Understand that International Women's Day celebrates impact as well as achievement

## PLAN

Patrols begin by:

- Reading/Watching the story about Sinéad Burke
- Discussing what inclusion means in everyday situations
- Choosing an object they want to improve
- Agreeing roles so everyone contributes



## DO

**1. Choose & Investigate** - Patrol selects an everyday item and considers:

- Who is this designed for?
- Who might find it difficult to use?
- What small change could help?

**2. Design** - Patrol decides one improvement and creates a redesign using sketching, modification or prototyping. They identify:

- What changed
- Who it helps
- Which qualities inspired the idea

**3. Create** - Patrol produces a simple presentation:

- Prototype
- Modified/hacked item
- Labelled sketches
- Demonstration

**4. Name & Explain** - Patrol gives the redesign a name and prepares a short explanation:

- The problem
- The change
- Why it matters

**5. Share** - Patrols present designs and notice similarities, different users considered and creative solutions.



## REVIEW!

- Did redesigning change how you see everyday objects?
- Were different users considered?
- Did small changes make a difference?
- What qualities helped solve problems?
- How does this link to International Women’s Day?

	<b>SOCIAL</b>	Sharing, discussing & working together
	<b>PHYSICAL</b>	Making stuff!
	<b>INTELLECTUAL</b>	Learning about the design process, user needs & problem solving.
	<b>CHARACTER</b>	
	<b>EMOTIONAL</b>	Facing challenges, empathy for others
	<b>SPIRITUAL</b>	



**Terra Nova**  
Participate in developing design.

**Endurance**  
Takes the lead and helps other scouts with their ideas.

**Polar**  
Organises project and ensures everyone is contributing their best.



Sinéad Burke is an Irish writer, teacher and designer who works to make fashion, buildings and everyday products more accessible and inclusive. Growing up, she often noticed that many things were designed without considering different bodies, needs or experiences. Instead of accepting this, she became interested in how design could change people's lives.

Sinéad has worked with major fashion brands, museums, architects and technology companies to help them rethink how they design spaces and products. She has advised organisations on accessible clothing, improved store layouts so more people can navigate them comfortably, and contributed to projects that consider how people move, reach, see and interact with everyday objects. She has also curated exhibitions and helped shape conversations about who design is for.

Her work focuses on the idea that design sends messages - it can make people feel welcome, confident and able to participate, or it can make things harder. By encouraging designers to think about different users from the beginning, she helps create solutions that work for more people. Sinéad has spoken at international events and has become an influential figure in conversations about representation, accessibility and inclusion in creative fields.

Working in fashion and design as a woman advocating for accessibility has not always been easy. She has spoken about facing assumptions, environments not built with her in mind, and the challenge of encouraging large industries to change established ways of working. Her work requires persistence, confidence and collaboration, as meaningful design change often happens slowly. Her journey shows that achievement is not only about creating something new - it can also be about improving what already exists so more people can take part.