

Cub Section:

How to run a Sixer Council Online

What is a sixer council?

A sixer council is made up of Sixers, Seconders and Scouters.

The Sixers and Seconders gather suggestions from members of their sixes and work together with their Scouters to plan programme for the Cub Section.

The Sixer Council is also in charge of introducing a code of conduct and other aspects of running the Cub section.

Key Areas of Responsibility:

The Sixer council should meet regularly. Every 4-6 weeks or else as seen necessary. These meetings can be on a separate night or before or after a meeting. Each meeting should be at least 20-30 minutes long unless something majorly important is being discussed. The Group Leader should be invited to Sixer Councils so the Cubs know who they are and what they do in the group and listen to their ideas of how the group can be improve. The sixer council should compile a report to be read out at the group assembly on the running of the cub section.

Discussion suggestions

1. **Sixer Reports:** Each Sixer should provide a report on how the six is progressing, any suggestions for programme and all-round morale as well as any other matters.
2. **Troop Reports:** The Council should talk about how the troop is being run in general. Also discuss their code of conduct if any changes are required.
3. **Scouter Report:** The Scouters should provide an up to date log on all county and scouter meetings. The Scouters should also pass on relevant information to the Council i.e events or programme ideas etc.
4. **Programme Review:** The Sixer Council should review all programme being run tying in with the 'Plan Do Review' scheme. They are also responsible for planning each programme cycle with assistance of Scouters.
5. **Conclusion:** In the conclusion to the meeting there should be an 'Any Other Business' (AOB) window, where any member of the council can discuss any topics relevant or that need to be discussed/addressed. Then conclude the meeting.

Running Online Meetings

In order to run an online meeting with the whole unit, a Sixer Council should be run prior to the Unit meeting in order to organise programme, adapting to the current climate and to figure out how to effectively run a Unit meeting online.

There are many different video conferencing platforms available for online meetings, including Zoom, WhatsApp, Microsoft Teams, Facebook and Skype. Prior to the meetings, Scouters should risk assess each platform and make a decision on which one would suit their Unit's needs best. Parental consent must be given for each youth member attending a video call, and parents must have prior knowledge of the details and content of the meeting. The waiting room feature (available on certain platforms such as Zoom and Teams) can be used for participants while waiting for people to join the call, this means no one-to-one calls. These meetings must comply with Safeguarding and Scouter to Youth Member Policies. Further information can be found on the link below:

Disclaimer - Online Safety Guidelines should be adhered to and can be found in the link below:

<https://www.scouts.ie/Parent/Safety/Guidance-on-How-to-Run-a-Virtual-Scout-Meeting-08-04-2020.pdf>

Running a Programme Night Online

There are many activities that can be adapted to an online platform. The group should look at the programme they had planned and see if any of it can be adapted to become part of an online meeting.

Other programme ideas for online meetings may include:

- Quiz
- Covering theory for any relevant badge work eg. first aid theory
- Planning for future camps / meetings
- Reviewing previous camps / meetings
- Special interest badge work and updates
- Chief Scout Award work and updates