

Rover Scout Crews: First Six Weeks 2020

This is a six week plan that can be adapted to match the frequency of section meetings. This initial framework will set the foundation for a longer programme cycle. A programme cycle is a period of time comprised of planning, doing and reviewing programme activities and learning objectives. Learning objectives for Rovers, as in all of the other sections, are based on the SPICES. However, the restrictions of Covid-19 means things are going to have to be done differently this year. This is a guide to help you get your Rover Scout Crew up and running in a safe a way as possible.

Week 1: Online meeting: Recruitment and registration

Sources of recruitment are the Ventures moving up to your section, Rover-age group members returning to the area from work/study/ travel, as well as new members from the community or the catchment area. Some potential recruits may have moved into the area for work or study.

A good next step is to invite potential Rovers and existing Rovers to a n online meeting where they can introduce themselves, ask questions and learn more about what it is to be a Rover Scout. As in the other sections the Rover programme is made up of several components such as special interest badges, Chief Scout Award, Adventure Skills, Nautical badge scheme and activities. The unique element to the Rover section is the ASSES which is the programme aims for the section. This is an acronym for Adventurous, Service, Skill, Environmental and Social. All new members would find this information helpful before week two where they will be designing the programme cycle for the section.

Rovers who join the section outside of the usual registration timeslot must still register for the year unless they are already registered in another group, in which case, they can wait until the following September.

Week 2: Online meeting: Planning

This week should involve brainstorming project ideas that can be calendared into short and long term programme cycles. Some suggestions for brainstorming are:

- Create a Rover section bucket list
- Choose at least one activity from each ASSES category per programme cycle
- Consider developing adventure skills in small groups
- The chief scout award and the nautical badge scheme should also be considered when making your plans.
- Consider participating in, or running county, provincial or national rover events

Information and support for county and provincial events can be sought from the CPC and PYPR respectively, and information on national events can be found on the SI website.

Week 3: Online meeting: Forming Crews and the Rover Executive

A Rover section or Crew can have any number of members however it is organised into small project-based teams of between 4-8 Rovers. Project teams should ideally have a mix of age, experience and ability. This allows new members to participate in teams that are led by experienced members. Each project team should select their preference for a programme initiative to design and deliver, based on the plan agreed upon in Week 2. In the planning phase of projects, teams must consider learning objectives, project timelines, resources needed, skills required, cost, etc.

The Rover section must also elect a rover executive comprising of a chairperson, secretary and treasurer (at a minimum). Other roles may be added to the executive as needed. The chairperson will accompany the Rover advisor to Group Council to represent the Rover section. The Rover programme calendar should be presented to the group council, ideally at their first meeting.

Week 4: Outdoor Programme Activity

This is the week you will be doing your first programme activity of the year. The aim of this project, whatever it may be, is to get everybody engaged in the section. If everybody is participating then this project has been a success. This is a good opportunity to see how the crews are working together and emphasis should be placed on forming relationships between the newest members and the more experienced Rovers.

Week 5: Online or outdoors: Investiture

An investiture is an important part of Scouting. It is the way we formally join Rover Scouting and the scout movement. It involves each person making a scout promise in front of others. Each person should make their promise individually in the company of the other Rovers. We have three versions of the Scout Promise, each Rover should choose the one which best suits their beliefs. Afterwards, you should have a celebration to mark the new members having fully joined the Crew.

Try to make investitures memorable. Think about a special place or activity. Perhaps you could hike to a local scenic spot, or kayak to an island. If online everyone should be in their uniform and be provided with the wording of the different promises.

Week 6: Online meeting: Review

Having experienced the first programme activity together, the Rover section is in a better place to assess where their skills, interests and potential lies. This knowledge can then be applied to the next phase of project planning. You may wish to reconsider the crew's formation based on their performance and dynamic during the programme activity.

It is important to begin considering the individual goals of members throughout all upcoming projects and how these goals can feed into the planned programme cycle of the section. There is no such thing as a perfect programme cycle. Plans change, projects mutate and some goals may even be abandoned. Just remember, the success of a crew will be decided by its members, and the section will be whatever you make it.

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