

Title: Think Scout - Different Perspectives

Section: Beavers, Cubs, Scouts, Ventures, Rovers Place: Indoors / Outdoors – around local community or on hike Duration: Day or evening Participants: All youth members	
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SPICES – Learning Objectives

Intellectual – Learn to make decisions and choices

Emotional – Understand that everybody is unique

Character – Understand what injustice, inequality and conflict are

Character – Show that I always try to do my best

Character – Understand the idea of right and wrong

Overview

- On a walk or a hike, have a chat /debate/discuss topics about understanding myself and others
- Understand how my decisions/choices can impact me and others
- Include some discussion on the above learning objectives (SPICES) listed for the activity.

Activity Objectives

- Learn about myself and others
- Be open to the uniqueness of yourself and others
- Go on a walk or hike
- Discuss ways that I can show that I always do my best

Materials

- Cards with pre-written questions
- Pens
- Moving debate signs if indoors

Description

- Set out rules for the activity – adhere to Code Behaviour; respect others viewpoints, what's said on the activity stays on the activity; no slagging
- Section goes on a walk or a hike
- On the journey they discuss age-appropriate topics in an age-appropriate way
- Cards with pre-written questions/prompts are provided to kick off debate/discussion
 - What makes me different – hair, eyes, language etc.
 - We can we see injustice, inequality and conflict (ask Beaver & Cubs Scouts what the words mean)
 - Right & wrong questions – e.g. hurting someone, helping my neighbour, etc
 - Give some examples of where you do your best
 - Add your own questions to develop the understanding, make them harder for older age groups
- Younger members will require simple questions or prompts, you may need to explain what some of the words mean.

Tweaks

Beavers & Cubs

- Would you rather?
- Buddy Bingo
- 2 truths and a lie
- Clothes peg pairs (or other methods to pair up) and discover three facts

Scouts

- Would you rather?
- Right or Wrong
- Topic for discussion

Ventures & Rovers

- Promise and Law – scenarios which present a conflict e.g. A Scout is to be trusted vs A Scout is loyal
- Ethical dilemmas

At a Meeting

Moving debate – Agree, Unsure or Disagree?

Review

- Review at end
 - How did you feel?
 - What did you learn about yourself and others?
 - Were you comfortable talking about this?
- Should we change anything in our section or group from what we learned?
- Should we reconsider our Code of Behaviour.

Notes

You can use same or similar questions as the “Decisions, Decisions” activity