



ROVER SCOUTS - BACK INTO ACTION

Getting your Rover Crew together and into its first project

The start of a new Scouting year is a good time to get the Crew together, see who is around and start making plans.

Every Rover Crew will be different. You may have Rovers returning, Venture Scouts moving up or new members joining. Some Crews will have plenty of people ready to get going, while others may need to rebuild their numbers.

Rover Scouts is about deciding what you want to do and taking responsibility for making it happen. That might mean organising an activity, learning a new skill, taking on a challenge, providing service or getting involved in a Rover event.

You don't need to have the whole year planned before you start. Get the Crew together, share some ideas and choose something to work towards.

Your programme will develop from there.

**CHANGE
INFLUENCE
TRANSFORM**





1. GET BACK TOGETHER

At the start of the Scouting year, find out who is returning to the Crew and who may be joining. This could include Venture Scouts moving up, Rovers returning after work, study or travel, or new members joining the Group.

If the Crew needs to build its numbers, recruitment should be part of getting back into action. Keep in contact with the Venture section so that those approaching Rover age know what Rover Scouts has to offer. It is also worth getting back in touch with previous members who may be interested in returning to Scouting.

Recruitment can go beyond the Group. Look for opportunities to promote Rover Scouts in the local community and in places where young adults study, work or spend their time. Colleges, universities, sports centres and community facilities may all provide opportunities to let people know there is a Rover Crew in the area.

JOINING THE CREW

New members should be put in contact with the Group and complete the registration process before taking part in Scouting activities.

Give new Rovers an introduction to how the Crew and programme work. ASSES – Adventurous, Service, Skill, Environmental and Social can help shape what the Crew does, while the SPICES – Social, Physical, Intellectual, Character, Emotional and Spiritual, are about each Rover's personal development.

There are other opportunities to explore as part of the programme, including Adventure Skills, Special Interest Badges, the Chief Scout Award, the Nautical Badge Scheme, and Rover events and projects.

There is no need to cover all of this at once. New Rovers will become familiar with the programme as they get involved in the Crew and begin planning and taking part in projects.

GET THE CREW TOGETHER

Once you know who is involved, get the Crew together. Keep the first gathering informal and allow time for introductions, catching up and finding out what people are interested in doing. If numbers are small, plan with the Crew you have. Linking up with another Rover Crew can also open more possibilities for activities and projects.





2. GET YOUR CREW WORKING

Once everyone is back together, take some time to agree how the Crew will work.

Rover Scouts organise and run their own programme, with support from the Rover Advisor. Everyone should have the opportunity to contribute ideas, take on responsibility and have a say in the decisions the Crew makes.

PROJECT TEAMS

Project Teams are a useful way of getting everyone involved. They can form around an activity, project or interest and change as the programme develops. Mix experience and ability so newer Rovers can work alongside those with more experience.

How you organise yourselves will depend on the size of the Crew. A larger Crew might have several Project Teams working on different things. If there are only a few of you, work together on your first project.

A Project Team might organise an expedition, a service project, a social activity or an event.

ROVER EXECUTIVE

The Rover Executive helps with the running of the Crew. At a minimum, this should include a Chairperson, Secretary and Treasurer, with other roles added as needed.

Make sure everyone understands their role and what they have taken responsibility for.

RESPONSIBILITY AND PROGRESSION

Taking responsibility is an important part of the Rover programme. This might mean serving on the Rover Executive, leading a Project Team or taking responsibility for part of an activity or project.



These roles are also opportunities for personal progression.

Chairing a meeting can develop confidence and communication skills.

Managing money develops budgeting and planning.

Leading a project develops organisation and decision-making.

Looking after equipment develops practical and organisational skills.

Responsibilities don't have to stay with the same people. Give Rovers opportunities to try different roles, develop new skills and take on more responsibility as they gain experience.

When taking on a role, be clear about what you are responsible for, what you may need to learn or practise, and who can support you.





3. DECIDE WHAT YOU WANT TO DO

Start by finding out what everyone is interested in doing. At this stage, collect the ideas first and work out what is possible afterwards.

A Rover Crew Bucket List can be a good way to get started. Include things you would like to do, learn, see, achieve or do for someone else.

TURN IDEAS INTO PROGRAMME

Once you have plenty of ideas, decide which ones the Crew would like to take further.

ASSES can help you put together a varied programme. Think about **Adventurous** activities and challenges, **Service** to others or your community, **Skills** you would like to learn or improve, **Environmental** projects and places you would like to explore, and **Social** activities you would enjoy doing together.

Adventure Skills, the Chief Scout Award, the Nautical Badge Scheme and Rover events at County, Provincial or National level can also give you ideas for your programme.

CHOOSE YOUR FIRST PROJECT

You don't need to plan the whole year in one sitting. Choose something the Crew is interested in and can realistically make happen. It could be a day activity, weekend away, service project, new skill or Rover event.

Once you have an idea, work out what you are trying to achieve, who wants to be involved, what skills and equipment you will need, how much time and money it might take, and who can take responsibility for different parts of the project.

WHAT DO YOU WANT TO GET FROM IT?

A Crew project is also an opportunity for each Rover to work towards something for themselves.

You might want to try leading for the first time, improve a skill, manage a budget, organise transport, plan a route or build your confidence working with others.

Think about what you would like to get from the project, what you might learn or improve and what responsibility you could take on.

LEAD HEARTS & MINDS BETTER WORLD





4. MAKE IT HAPPEN

You have chosen your project. Now work out what needs to be done, share out the jobs and make sure everyone knows what they are responsible for.

BEFORE YOU GO...

- **Information** – Does everyone know the date, time, location, cost and what to bring?
- **People** – Does everyone know what they are responsible for?
- **Equipment** – Is everything needed checked and ready?
- **Transport** – How is everyone getting there and home?
- **Skills** – Is there anything you need to learn or practise beforehand?
- **Money** – Are costs, bookings and payments sorted?
- **Support** – Does the Rover Advisor have the information they need?

SHARE THE WORK

Don't leave the planning to one or two people. Depending on the project, Rovers might take responsibility for leading the project, equipment, transport, budget, food, skills or communication.

The jobs will be different for every project. Work out what needs to be done and share the responsibilities across the Crew.

You don't need a role on the Rover Executive to take the lead. Taking responsibility for part of a project is another opportunity to develop your skills and gain experience.

YOUR FIRST PROJECT

Keep your first project manageable. Choose something that gets everyone involved and gives newer and more experienced Rovers a chance to work together.

It is as much about building the Crew and learning to work together as it is about completing the activity. Things may not go exactly to plan, but you can learn from that and use the experience for the next project.

Once you're ready, get out and do it.





5. REVIEW & WHAT'S NEXT?

Once you have completed your first activity or project, take some time to look back at how it went.

You will now know more about the Crew – how people work together, the skills and interests they have and where someone might be ready to take on more responsibility. Use this when planning what comes next.

REVIEW THE PROJECT

Get everyone involved. It doesn't need to be a long meeting. Think about:

- What went well?
- What didn't go as planned?
- What would we change next time?
- Did everyone get involved?
- What skills did we use or learn?
- What should we do next?

Use what you learn to make the next activity or project better.

REVIEW YOUR OWN PROGRESS

The review is also a chance to think about your own part in the project. What responsibility did you take on? What did you learn from it? Is there something you would like to improve or try next time?

Someone who helped organise an activity might be ready to lead a Project Team. Someone else might develop a skill, take on a bigger job or try something completely new.

Progress doesn't have to mean taking on a formal role. It can mean building a skill, gaining confidence or being ready to take on more responsibility.

WHAT'S NEXT?

Look back at your Rover Crew Bucket List and use what you have learned about the Crew's interests, skills and goals. Choose another idea, build on your first project or take on a new challenge.

There is no such thing as a perfect programme cycle. Plans change, projects mutate and some goals may even be abandoned. Keep reviewing what you do and giving everyone the chance to take part and take responsibility.

The success of the Crew will be decided by its members, and the section will be whatever you make it.





ROVER CREW BUCKET LIST

Use this sheet to build a list of things the Crew would like to do during the year. Add as many ideas as you can, they do not all have to become projects:

DO	
LEARN	
GO & SEE	
ACHIEVE	
DO FOR OTHERS	





ROVER PROJECT PLANNER

Planning for your Crew Project

What are we doing?	Project / Activity Name:
What do we want to achieve?	Who is involved?
Key Dates	Cost / Budget
Transport	Rover Advisor Support

What needs to be done?

Task/Job	Who is Responsible?	By When?	Done

Equipment & Skills

Equipment Needed	Skills to Learn or Facilitate





PROJECT REVIEW

What went well?	What would we change?
What did we learn?	What should we do next?

My Progress

My Responsibility
What I learned or developed
What I want to try next



How did you work with and relate to others?

How did you challenge or look after yourself physically?

What did you learn, plan, or work out?

What responsibility did you take and what choices did you make?

How did you deal with challenges, feelings, or setbacks?

What mattered to you, and what did the experience make you think about it?

