



BACK INTO ACTION!

→ **PLAN** - DO - REVIEW ←

TEAMWORK
BEGINS
HERE

GET TOGETHER

Welcome new Scouts • Game - get everyone involved

GET ACTIVE

Work in Patrols/Watches • Challenge/Fun • Get outside

LEARN A SKILL

Learn something you'll need for your Adventure

TAKE ON A CHALLENGE

Use the skill • Solve problems • Learn • Lead • Grow

PATROL CORNER - WRAP UP

What went well? • What would we do differently?

What's up next? • What do we report to the PLC/WLC?

FORM PATROLS/WATCHES

All scouts belong in a Patrol/Watch and:

- Know who their PL/WL and APL/AWL is
- Have a role or responsibility
- Have opportunities to help other Scouts
- Have a say in their Patrol/Watch
- Take part in Patrol/Watch discussions

HOLD PATROL/WATCH LEADER COUNCIL

- The PLC/WLC brings the Patrol/Watch Leaders together
- Bring ideas from their Patrol/Watch
- Report on how their Patrol/Watch is doing
- Share ideas and plan for adventures for year ahead
- Discuss problems and concerns
- Review progress and achievement
- Help plan and implement the Troop programme
- Help review previous activities and learn
- The PLC/WLC helps shape programme [not just told what it is]
- Selection of PLs/WLs and forming Patrols/Watches
- Own Code of Conduct
- Check badge progress and approval

NEW SCOUTS

- Join a Patrol/Watch straight away
- Meet their PL/WL and APL/AWL
- Take part in activities
- Supported to Investiture and Scout Discovery Badge
- Learn skills alongside everyone else
- Have a simple responsibility
- Be paired with or supported by experienced Scouts
- Gradually take on some responsibility



EXPERIENCED SCOUTS

- Help new Scouts
- Demonstrate skills
- Take responsibility for Patrol/Watch jobs
- Help plan activities
- Lead parts of activities
- Take ideas to the PLC/WLC
- Develop their own leadership skills



EVERYONE KNOWS THEIR ROLE

- PL/WL – Organises and supports the Patrol
- APL/AWL – Supports PL/AWL and takes over if needed
- Equipment – Looks after Patrol/Watch equipment
- First Aid/Safety – Looks after first-aid kit & safety
- Food – Helps plan food [and cooking] for activities
- Scribe/Photographer – Records Patrol/Watch activity
- Other Roles – to suit the individual Scout and activity

Roles can be shared and changed as Scouts develop

PLAN THE FIRST ADVENTURE

PLAN

Ideas - map out a calendar leading to the Adventure including:
Preparation - Upskilling - Team Challenges - Equipment Planning
Progress Awards that can be achieved - Risk Assessment & Safety
Who does What - Milestones along the way such as:
Upskilling activities

Investiture
Holidays
Celebrations
Group camp

DISCOVER

Try new things and new approaches - mix it up!
Patrol/Watch Games - Outdoor Activities
Team Challenges - Everyone involved

PREPARE

Build the skills needed: Navigation - First Aid - Food & Water
Shelter - Leave No Trace - Leadership - Working Together
Weather - Gear - Communication - Investiture/Clean Awards

ADVENTURE

Go and do it! Work together - Use your Skills - Make Decisions
Support each other as a Patrol/Watch - Enjoy the outdoors

REVIEW

What did we learn? What went well? What was difficult?
What would we change? What is next?



BELONG - LEARN - LEAD - GROW - SPIRIT - ADVENTURE

SCOUTS

