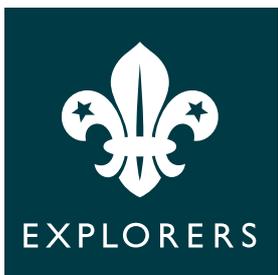
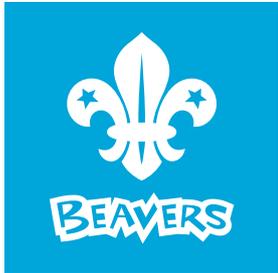


# ACTIVITY INSPIRATIONS



#YouShape



# COOL WALL



## RESOURCES NEEDED

Blu-tack



Flipchart paper

Images of badges

Sticky notes or labels



To prepare for this activity write a variety of activities on a sheet of labels or sticky notes and leave some blank for the Young People to fill in, or you can print off and cut out images of the section's badges. These can be activities and badges you have already done or brand new ones.



Next, set up your cool wall by pinning up four large headings - seriously cool, cool, uncool and seriously uncool (you can choose your own headings if you prefer).



Working in groups, give each a set of the pre-labelled sticky notes or badge images. Explain that the Patrol Leader should lead the discussion on each activity, trying to let each young person express their opinion. Young Leaders and leaders should be on hand to assist if they feel that they need some help.

When the group has come to an agreement on the activity or badge, one of the young people should attach it to the appropriate part of the cool wall.

At the end, show the whole section the cool wall and highlight any obvious trends right away.

## TIME

**15 - 20** mins

One meeting

## OUTCOME

A great way of reviewing badges and activities or finding out what to do next in your programme.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# SCOUTING SKETCH



## RESOURCES NEEDED

Pens

Large sheets of paper



Set out the large sheets of paper so everyone has access to them. Ask the young people to then draw or write their ideas onto it.



You should set a theme for the sketches or ask a question for them to answer.



For example:

- What adventurous activities would you like to do next?
- The theme of our next camp or sleepover.
- What would the best meeting ever look like?



You could have multiple sheets with a different theme on each for the young people to rotate around.

Allow the young to be creative and to think big. Remember you can adapt those out of reach ideas into something more achievable.

## TIME

**15 - 20 mins**

**One meeting**

## OUTCOME

A creative way to get new programme and events ideas from your young people.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# CAR PARK



## RESOURCES NEEDED

Post-Its

Pens or Pencils



This is perfect if you have a group or section that likes to go off topic.

1. Identify an area of wall or flip chart to be your car park.
2. If the discussion gets stuck or bogged down or the young people have questions, get them to write it on a post it note and place it on the Car Park.
3. Explain that you have 'Parked' the item, so there will be no more discussion on it now, but you will come back to the it at the end of the session
4. At the end of the session go through the the Post-It and answer any questions. Save other topics for discussion at your next meeting.

## TIME

**15 - 30** mins

One meeting

## OUTCOME

A useful tool to keep your discussions on track.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# DRAGONS DEN

## RESOURCES NEEDED

Task brief      Panel of judges  
Pens              Paper



The aim of this activity is to allow the young people to think about the finer details of an activity they want to do and pitch it in a competition style event.

Give them some guidance in the form of a brief. For example:

- How can we make the District more Youth Shaped?
- What new adventurous activity should we try?
- Which international camp should we attend?

Then break it down into the components you want them to consider, such as:

- Pricing
- Transport
- Location
- etc

Split them into small teams to brainstorm ideas and choose one to pitch. Internet access may be useful to research ideas too. Encourage them to be unique and creative with their pitch so they stand out to the judges!

After the allotted time have each team take it in turns to pitch their idea and plan to the panel of judges. Your judges could include local business people or adults in Scouting they haven't met before. This would be a perfect event to invite your Local Youth Commissioner down to.

The ultimate prize for the winning team would be to see their idea in action!

## TIME

**60 + mins**

**One meeting**

## OUTCOME

This allows the young people to think about the finer details of an activity and pitch their idea in a competition style event.

## BADGE LINKS



**Find out more at...**  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# IDEA CREATIONS



## RESOURCES NEEDED

Flipchart paper                      Marker pens  
15-20 random items (e.g. toothbrush, candle,  
battery, spoon etc)  
Box of Cotton buds or other small items  
Glue                      Coloured paper                      Pens

### Brainstorm box

Bring a bag of random items to your Unit meeting. Tip the contents of the bag into the middle of the floor. One person from each team must pick up an item and take it back to their team. The team then has to generate six programme suggestions from the item before returning it to the pile in the middle and picking up another one. Encourage them to think laterally e.g. the toothbrush might suggest; Teeth: visit a dentist or Brush: art, visit an art gallery. Some ideas may be practical, some may not, this is not important. You are trying to encourage free thinking.

### Idea Chain

Explain to small groups that the idea is to build the longest paper chain that they can in a set amount of time. Each chain link must have a different activity or idea that they would like to plan or take part in whilst at Scouts- let their imaginations run wild! At the end of the time, stop each group and ask them to pick their top 3 - 5 ideas and feedback to the group. Take these ideas and review the suggestions.

### Top Tip:

- Depending on how much time you have you could ask the Young Leaders to prepare the paper links in advance or you could give the scouts a template or size dimension and let them decide between themselves who on the team should do what.
- You can use these chains as decorations around your hall and as a reminder of the type of activities the young people would like to be taking part in.

## TIME

**15 - 30 mins**

**One meeting**

## OUTCOME

Fun ways to generate ideas for programmes or events.

## BADGE LINKS



**Find out more at...**

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# AGREE - DISAGREE



## RESOURCES NEEDED

Agree Card

Disagree Card



Blue Tac

Prepared statements or questions



This game is the ideal opportunity to gather the opinions of your section on ideas as well as sparking debate between peers.



In advance prepare the questions you want your section to agree or disagree on.



Place the Agree / Disagree cards at different ends of the room.

Ask the young people to stand at the centre of the room.



Read out your first statement and ask the young people to move to either disagree or agree.

REMINDE the group that there is no right or wrong answer to each question.

Ask one young person to explain why they have chosen to stand where they have. Ask if anyone from the opposing option would like to respond.

REMEMBER to ensure that it continues to be a discussion and does not become confrontational.

[Agree / Disagree Cards](#)

## TIME

**15** mins

One meeting

## OUTCOME

An interactive way of gathering young people's thoughts and opinions.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# YOU SAID... WE DID...



## RESOURCES NEEDED

This can all depend on how you wish to let your young people know how you have listened to them.



You could use an active display, a newsletter or make it part of your review process.



There are no real instructions for how this should take place as it should reflect the best way for your section to understand they have been listened to.



You could have it as a section on every log chew, Sixer meeting or PL forum. Produce a display with information on that the young people could read or set up a newsletter ready for whole groups to read.

Its in your hands, to show your young people that "They said.... so You did..."

For example, on a display you could have the headings 'You said...' and 'We did...'. Each time you gather suggestions or feedback from your young people add them to the 'You said...' side. Review the display regularly and move items over to the 'We did...' side when you have acted upon on them. You could add specific details of what you did when you move it over, but make sure you discuss how and why it has moved with your young people.

This is great to use in conjunction with the #YouShape Pledges.

## TIME

**15 mins**

**One meeting**

## OUTCOME

Young people feel valued and listened to. They also clearly see how you have taken onboard their feedback.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# DEBATE NIGHT

## RESOURCES NEEDED

Enthusiastic young people  
Chair Person



Depending on the number of people in the Unit split into teams of around 8 people. Pick a topic, statement or question that has an open answer or a for or against stance.



For Example:

- What should we do for our Christmas party?
- What name should we give to our new unit?
- Does the unit want to go on a trip to the Lake District or London for a weekend in the summer?
- We should spend some unit funds towards a trip abroad rather than new tents.



Give the teams 30 minutes (or more) to plan and research their topic. There are many ways to do this but a suggestion could be that the team present their case and then listen to the opposing team. You then could open it up for teams to ask each other questions and debate the points made.

At the end a panel of judges (or participants that have not been involved in the prep) will impartially and independently decide on the winning team. It is important to have a chair person to organise and to facilitate the debate.

## TIME

**30+** mins

One meeting

## OUTCOME

With this activity you get an insight into which activities the young people are passionate about and really want to do.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# CRIME SCENE



## RESOURCES NEEDED

Large sheets of paper / blank wall paper  
Marker pens



Layout the large pieces of paper on the floor. Make sure they are big enough to draw around one of your members.



Draw around one young person.



Ask your members to think about what makes the best:

- a. Leader
- b. Peer Leader

Either write their ideas on post its and add to the person or write them directly on the paper.



Explore the comments with your section if they are realistic and achievable

## TIME

**20 - 30 mins**

One meeting

## OUTCOME

Great activity to collect responses for the National Conversation.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# MARKET STALLS

## RESOURCES NEEDED

Blu-tack

Coloured paper

Felt tip pens

Marker pens

Clear sticky tape

Colouring pencils

Flip chart paper

Scissors



The idea of this activity is that in groups, young people should set up a market stall advertising an activity idea / evening that they are 'selling' for the next term of meetings.

Groups should work together to choose which activities to plan and advertise to the other groups. They need to make posters and banners showing off their ideas and for the older sections they should go away and research costs and logistics involved. Once the groups have set up their displays, each young person should have something to vote with, whether this be a pingpong ball, fake money or something similar.

Once the activity is complete the votes should be counted and as many as possible of the ideas should be used in the Programme.

Top Tip: Leaders should be on hand to 'quality control' activities, making sure they aren't unrealistic or too expensive. If this is the case, then the leader should explain to the reasons why they wouldn't be able to do a particular activity.

## TIME

One meeting or  
Over a month

## OUTCOME

This gives the young people the chance to plan an activity in detail and hopefully carry it out later in the term and will provide the leaders with some great future planning ideas.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# TALKING STICK



## RESOURCES NEEDED

Anything at all to use as a talking stick:

Wooden Spoon	Stick	Pen
Cuddly toy	Pole	etc



Decide as a group on the item that you wish to use as a talking stick. This could be anything at all as long as the whole group agrees.

Decide when it will be used – just during discussion activities or all session.

Decide how it will be used. Will you have to raise your hand to have the stick? Will it be passed in turn?

Start using your talking stick.

## TIME

Every Meeting

## OUTCOME

Results can be viewed later by your leader team to help you with the review process. You can also play an edited version back to the young people or to an adult audience.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# VIDEO DIARY



## RESOURCES NEEDED

Good quality phone or camera  
Someone to operate the video camera and edit the clips afterwards



Set up a diary room chair, either in a room set aside from a main activity at a meeting or event. Note, if you ask young people to give views to camera in front of a large audience, they may give different views to those they may give in a more private environment.



Set up a camera that records video or camcorder on a tripod in front of the chair. Have someone allocated to operate the camera phone. Young people then talk to camera and give views on any subject you like from general views on Scouting to specific opinions on how an activity went, to views on structures or badges or recent news items etc.

You can direct the whole thing by providing questions to answer or you can just let them freestyle. Be clear about the objective of the exercise beforehand and select your format to suit.

Top Tips:

- This is a great way of making memories for the young person to remember their scouting experiences and a great keepsake to refer back to.
- We would love to be able to share these experiences far and wide so don't forget to share with us using [youth.shaped@scouts.org.uk](mailto:youth.shaped@scouts.org.uk) or #YouShape on twitter.
- Use the phone landscape not portrait so it can be easily used afterwards.
- Make sure you have parental or guardian permissions

## TIME

One meeting or  
Over a month

## OUTCOME

Results can be viewed later by your leader team to help you with the review process. You can also play an edited version back to the young people or to an adult audience.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# PARACHUTE GAMES



## RESOURCES NEEDED

Parachute



### The Sun Shines On...

Lay the parachute out and have the young people stand and spread themselves around the edges. Ask them to shake the parachute vigorously to create a storm, when you have expelled a little excess energy then the game can begin.

Explain that in a minute you will stand up and lift the parachute and that whilst the chute is lifted you will shout out words or sentences and they must run underneath if they agree or like the idea.

Some examples include:

- The sun shines on....anybody who would like to go swimming
- The sun shines on....anybody who would like to go to the cinema for the last day of term
- The sun shines on....anybody who would like to learn about gardening



Allow the young people time to voice their suggestions and throw their own suggestions!

Top Tip: Before moving onto the main activity and to get the game started you can start with some simple statements such as...

- The sun shines on...anybody that has a brother
- The sun shines on...anybody with stripy socks on

### Mushroom

Lift the parachute and ask the young people to pull it behind their backs and sit down to create a mushroom, Use the parachute as a fun and different space to share ideas about the term ahead.

## TIME

**20 mins**

**One meeting**

## OUTCOME

This is an active game that allows you to see the really popular ideas and those that the young people are not so keen on.

## BADGE LINKS



**Find out more at...**

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# VOTING METHODS



## RESOURCES NEEDED

Flipchart paper

Marker pens

Ping pong balls or similar

Sticky notes

Bowls or similar

Labels



Voting is a great visual way to get young people's opinions quickly and easily. Mix it up and use some of the following methods.

1. Dot Voting- Create a list of possible answers in response to a question. Write the question and possible answers up on a piece of flipchart paper, leaving space next to each option for the young people to add sticky dots (give them 3 dots each)
2. Object voting- - Create a list of possible answers in response to a question. Write the question and possible answers on paper attached to different bowls/buckets. It's up to them to decide which one they do by placing their ping pong ball/object in the bowl labelled with the different activities.
3. Vote with your feet- Set up an imaginary line across the centre of the room, with clearly defined start and end points. Explain to the young people that one end of the line is 'really like' or 'agree', the other end is 'hate' or 'disagree', and the rest of the line is somewhere in between, with 'not sure' right in the middle. You should then give the Beavers a question, and ask them to stand at the point on the line corresponding to their opinion.

Which activities would you like to do at camp?  
Which of these activities would you most like to try?  
What badge would you like to do next?  
Where would you like to go on our next trip out?  
'Should we go climbing?'  
'Should we learn about another country?'  
'Should we build a den?'

## TIME

5 - 30 mins

One meeting

## OUTCOME

Use this information to help when planning your programme.  
Encourage the young people to say aloud why they have chosen their choice.



## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# PIZZA REVIEW



## RESOURCES NEEDED

Coloured paper

Felt tip pens

Glue

Scissors

Large cardboard or paper 'pizzas'

Pre-cut 'toppings' of different shapes

Out of a large piece of cardboard cut-out large circles which can be used for the activity. Cut the 'pizza' into slices, as many as you need for one per person (you may need more than one pizza).

Split the young people into groups and give each group one or more cardboard pizza slices, lots of toppings and a pen for each person.



Each topping should represent a different emotion:

- Pepperoni for things that are liked about the section – friends, fun games, trips out.
- Pineapple for new things that they would like to do – programme ideas, fundraising, recruiting new members, helping in the community, decorating the hut.
- You could also add mushrooms for things they might like to change.

The young people should discuss the toppings together and then write their answers on the group slice. It will be helpful to have a leader or Young Leader with each group to stimulate discussion.

Once each group has had time to make their pizza slices they can put them all together to understand that everybody is given the chance to feedback and have a say.

## TIME

**25+** mins

One meeting

## OUTCOME

Use the information you have gathered to help when planning your future programmes.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# DIAMOND FORMATION

## RESOURCES NEEDED

List of Priorities

Post-Its

Pens or Pencils

Formation Template



Ask each group to arrange their topic ideas in a diamond formation with the priority at the top, two in 2nd, three in 3rd, two in 4th and their lowest at the bottom. They need to get consensus as a group and can move the ideas around until they reach an order with which they all agree.

For a consensus to work the group must understand that everyone must not have an objection. So the majority may agree, but if one person disagrees then this is not a consensus. The people disagreeing must remember that the aim is cooperation and not to be argumentative.

It might be useful to emphasise that ideas that come towards the bottom of the formation are the ninth most important issue overall and not the least.

## TIME

**15 - 30** mins

One meeting

## OUTCOME

A useful tool to help prioritise ideas to form an action plan.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# HOT AIR BALLOON

## RESOURCES NEEDED

Flip Chart Paper

Pens

Post-Its

Hot Air Balloon Template



Decide on the project you are planning beforehand using one of our idea generating activities.

Display the template for everyone to see. Then get participants to write or draw the ideas on post-its and stick them on the relevant bit of the flipchart.

1. On the balloon- issues and factors that will be needed for the proposal to fly
2. In the basket- write the names of people or organisations who can help and support your aims
3. Ropes- what will hold it back, before the balloon/ project has started?
4. Clouds- what could push the balloon off course? (once the project has started)
5. Making it fly- above the balloon write factors that will make things happen and work.

[Hot Air Balloon Template](#)

## TIME

Keep returning to and changing over a year

## OUTCOME

A visual aid to planning a project. Great for considering factors that will prevent it from succeeding.

## BADGE LINKS



Find out more at...  
[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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# PERMIT EVENING

## RESOURCES NEEDED

Appropriate activity equipment

Permit holders

Venue

Find out what activities your young people are interested in learning more about or that they already have some level of experience doing.

Invite appropriate local volunteers to come and help run practical skills sessions or bases and give the young people a taste of activities. You could choose to run several different activities in one evening or concentrate on different activities each night over a few weeks.

At the end of the practical skills sessions, make sure that the young people understand the next steps.

- How to build up their experience
- Explain the permit process
- Think about the skills they already have, that can be built upon
- Put them in contact with their local ACC (Activities), Assessors or similar
- Signpost them towards possible funding such as DGB (Development Grants Board)

Think about inviting the following roles:

- ACC (Activities)
- Activity Advisors and Assessors
- Manager of Activity Permit Scheme (MAPS)
- Local skills instructors and permit holders

Advertise this locally and get other young people along from different groups and sections.

Why not invite parents along and you may even get some extra help in the process!

To make this even more youth shaped, let the young people themselves organise the evenings.

NB: Please ensure that all activities follow POR activity guidance



## TIME

**60+** mins

Over a month

## OUTCOME

For young people to understand how to develop their skill and work towards gaining permits and outdoor qualifications.

## BADGE LINKS



Find out more at...

[scouts.org.uk/youshape](https://scouts.org.uk/youshape)

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