

A MILLION HANDS

ARE YOU READY TO
CHANGE THE WORLD?

In partnership with

CONTENTS

A Million Hands can change the world	3
What is community impact	5
The Community Impact Staged Activity Badge	7
What other parts of the 6-25 Programme can A Million Hands help you with?	9
Other Activity Badges.....	11
The social issues	15
Understanding the issues	16
Deciding which issue to choose	18
They've decided – what's next?.....	22

A MILLION HANDS CAN CHANGE THE WORLD

Why do we need A Million Hands?

Young people are not naïve. They can see that things aren't always right in the world.

Young people want to be recognised and respected for their role in removing social barriers, connecting communities and improving lives. However, they don't always have the opportunity to take positive action on the issues that matter to them. They understand, and are disappointed by, stereotypes of young people today.

Scouts are optimists. They want to roll up their sleeves and get on with making change. Not simply asking others to act for them, or complaining when they don't. This is something they want to change.

We in Scouting know that young people are an important and powerful part of society that can help shape a better future for us all. Tapping into that potential represents a huge opportunity for a better society. We are committed to helping them do just that.

How will we do it?

The potential of a movement of young people reaching into every community across the UK, together with the knowledge and expertise of organisations committed to social change, is immense.

That's why we have partnered with Alzheimer's Society, Leonard Cheshire Disability, Guide Dogs for the Blind, Mind, WaterAid and The Canal & River Trust to form a ground breaking partnership to provide young people with the support and the means to make a real and lasting difference in their communities. We also have Alzheimer's Scotland, SAMH Scottish Association for Mental Health, and Scottish Waterways Trust helping us in Scotland and Niamh Northern Ireland Association for Mental Health and Waterways Ireland helping us in Northern Ireland.

The charities in this partnership were selected by young people in Scouting from a wider group of charitable organisations, and are reflective of the issues they care most about in society.

Together, we will help them to build, shape and execute social action that has real and lasting benefits both for the young people taking action and the huge number of people receiving their help, both here in the UK and overseas.

What will we achieve?

Our campaign is called A Million Hands.

The name reflects our ambition to mobilise half a million Scouts by the end of 2018 in support of four social issues chosen by our young people. From dementia to those disabled by society, improving the mental wellbeing and resilience of our communities to ensuring everyone, everywhere has access to clean water and sanitation. These are big issues of our time; our young people want to deal with them head on.

The campaign is initially intended to run for four years, but we expect to see positive change and a noticeable impact from day one. Our aim is to build real and lasting relationships in communities that will enable young people to continue taking social action long into the future.

A Million Hands make light work. Help your young people be part of something huge

- 95% of 12-25 year old Scouts said that improving the lives of others is an important part of Scouting.
- 60% first preference of action was local, 14% was national and 26% was international.
- 56% strongly agreed that improving the lives of those disabled by society was something Scouting should take action on.
- Only 20% thought Scouting was taking any action on mental wellbeing and resilience.
- The most popular form of action young people want to take is practical, hands on projects (43% first preference).
- The biggest motivators for young people to get involved in a community impact project is if it will make a big difference (91% said important or very important), will I feel good about it? (90% said important or very important), will it be fun? (84% said important or very important), is it something I

am passionate about? (83% said important or very important), will it be an adventure? (83% said important or very important) and will it help me be a better person? (81% said important or very important).

- 60% of young people said they would be inspired to take part in a community impact project if it was led by other young people.
- The most popular way to hear about opportunities to get involved in community impact projects is directly from leaders.

Open comments relevant to A Million Hands from our survey

Young people: 'I think mental health and disability should be more recognised in Scouts'.

MP: 'Young people's rights and wellbeing, and mental health, are closely linked. Mental health problems are one of the big issues facing this generation of young people.'



Support for Social Action: Please pick how much you agree with the following statements (% 'strongly agree' and 'agree').

WHAT IS COMMUNITY IMPACT?

By 2018, we want Scouting to make a positive impact in our communities, embrace and contribute to social change and prepare young people to be active citizens.

In practice, that means every single group, unit and network in the UK undertaking a community impact project on an annual basis. A Million Hands is one way you can support your young people to take part in a community impact project.

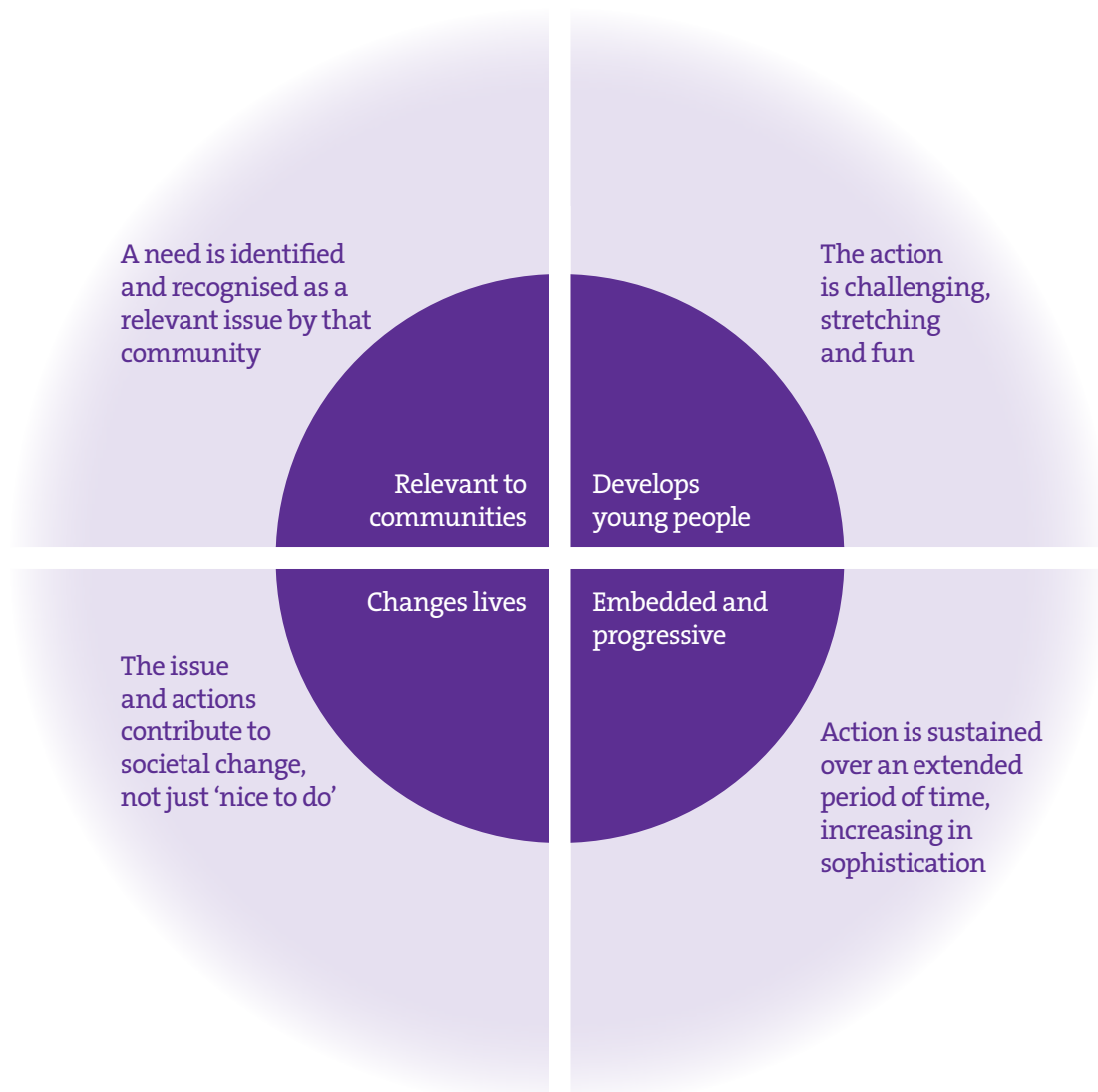
What is a community impact project?

A community impact project is when young people take practical action in the service of others in order to create

positive social change. Such projects will be of benefit to the wider community as well as substantially developing our young people as individuals.

What makes a great community impact project?

There are four key questions you should ask yourself when your young people undertake a community impact project. Not every project will tick all the boxes, but these questions give you a good steer on how to make sure projects benefit communities and young people as much as possible, and how to make them even better as time goes on.



How do we run a community impact project?

There are five stages to running a great community impact project, which are exactly the same as the Community Impact Staged Activity Badge and World Challenge Awards requirements:

1. Identify and Understand the Need

(Half a Programme night).

Activities that help young people to investigate what issues and challenges exist in your chosen community. These could be speaking to politicians, looking at local or national media, running surveys or hearing from experts and those affected by an issue.

What needs to change for your chosen community?

2. Plan Action

(Half a Programme night).

Activities that help young people decide which of the four issues they want to take action on and how they plan to do it. They could work with local charities or community groups, make posters and videos outlining their plans and play games that help arrive at decisions.

What action will lead to the change our young people want to see?

3. Take Action

(Activities organised outside of the weekly Programme).

This is when young people roll up their sleeves and get stuck in.

Each issue young people choose will need different actions to make real change. Just make sure it's stretching, challenging and fun.

Really great projects will be youth led and undertaken alongside the community they're trying to help, not in isolation from them.

Is the action substantially developing your young people?

4. Learn and Make More Change

(Half a Programme night).

Activities that help young people to reflect on what they have achieved, how they have grown as a result, and what more action they might take.

They could keep a diary of what they've learned or how they felt, write a letter to their family or give a presentation to another section.

What have your young people learned and are they likely to take more action?

5. Tell the World

(Half a Programme night or activities organised outside of the weekly Programme).

Not only should our young people celebrate what they've achieved, if others know what they have done then they might take action as well.

From speaking to local councillors to giving an interview to the local paper, we want our young people to show the world what A Million Hands can achieve.

How do the rest of the world see just how impressive our young people are and how relevant Scouting is to modern society?

THE COMMUNITY IMPACT STAGED ACTIVITY BADGE



A Million Hands is rooted in the 6-25 Programme. It is explicitly designed to help you as an adult leader to provide what is already in the Programme.

Not bolt on, not additional, but activities that contribute to

badges and awards already established. The main way we have done this is by structuring A Million Hands around the Community Impact Staged Activity Badge

What are the requirements?

Identify and Understand the Need

Find out what issues and challenges exist in a community of your choice. You can help your local community, a community somewhere in the UK or a community in another country.

Social issues can affect different people in different ways. Young people will face different problems from older people. Those living in the countryside will have different challenges from those who live in a city centre. Social issues in Scotland are very different from those in Tibet.

This requirement is about knowing what issues are relevant to the people you are trying to help. Young people should ask themselves:

- Who in our chosen community will be an expert in the issues and challenges people face or are passionate about?
- Are there other sources of research or information we can use to identify issues?
- What issues do we care about?

Plan Action

Decide which issue your section should take action on. What do you want to change? What actions would you like to take? Talk to your section about it.

Community impact is about creating positive social change, so Scouts must be clear on what exactly they want to change before deciding on what practical action to take. You should help young people to ask themselves, in this order:

- What is the problem they are trying to fix?
- What needs to change to fix that problem?

■ What can we actually do to make that change?

This will require young people involving people who are not involved in Scouting but are passionate or affected by their cause.

Take Action

Over X months.

The amount of action taken, and over what length of time, is dependent on what stage they are trying to achieve

Stage	Minimum amount of time	Minimum length of time
1	4 hours	3 months
2	12 hours	6 months
3	24 hours	9 months
4	48 hours	12 months

Community impact is also about developing your young people. As such, you should try to ensure that projects:

- Help young people to interact with other people. This could be by working together with non-Scouts who are passionate about or affected by the issue you are taking action on. This might include youth clubs, community groups, local schools or charities, campaign groups or social enterprises. What is important is that your young people grow through interacting, taking action with others rather than on their own.
- Help young people to take action frequently enough for it to develop them as a person and become habit forming. The requirements have a minimum amount of time to spend on the project, and also a period of time over which they should spread that minimum amount of time. What we want to avoid is young people taking action in a single occurrence even though it meets the minimum amount of time required.

This will require young people involving people who are not involved in Scouting but are passionate about or affected by their cause.

Learn and Make More Change

Talk about what you learned with your section, how you have made people's lives better and what you could do to help more people in your chosen community.

Community impact should develop the young people taking part, so your projects should have some kind of learning outcome. Young people should be given space to reflect and talk about what they have learned.

What have they learned about the issue they took action on? What skills have they acquired? How have their values and attitudes developed?

The project should also contribute to social change, and that is unlikely to happen in a short space of time. So once your young people reach a stage where they consider their project finished, you should support them to think further.

How could they improve their community impact project so that it reaches more people and makes a bigger impact? How could they involve more people in their project? Would they consider participating in a community impact project run by another organisation or group on the same or different issues?

Tell the World

Scouts can help other people understand why their chosen issue is important. They can explain how they have made a positive impact and how others can help.

Social change happens when others are inspired to take action. You should support young people to reach and inspire more people who can take action on their chosen issue. They could do this through:

- Interacting with local media.
- Presenting to relevant groups of people such as local businesses, decision makers and other community groups.
- Interacting with other non-Scouting youth groups, such as schools, youth clubs and sports teams.
- Speaking to their own families, other Scout groups and sections.

WHAT OTHER PARTS OF THE 6-25 PROGRAMME CAN A MILLION HANDS HELP YOU WITH?

The activities within the A Million Hands resource packs can contribute to a whole range of badges and awards. Each activity will indicate what other badges you can include, but we have summarised them below.

World Challenge Award (Beavers, Cubs and Scouts)



Two of the My World Challenge Awards (Beavers), Our World Challenge Award (Cubs) and World Challenge Award (Scouts) are all met by undertaking the Community Impact Staged Activity Badge. The requirements are exactly the same.

Work with people or an organisation from a community. Take the chance to find an issue that the Colony/Pack/Troop could help with. This should be something that helps people and also helps the Scout grow as a person. Scouts will plan and carry out the project with their Colony/Pack/Troop and others in the community. They will share what they learned from the activity with other people. They will talk about how it helped other people and what they will do with the skills and experiences gained.

Chief Scout's and Queen's Scout Award (Explorers and Network)



The service requirement of the Chief Scout's Platinum and Diamond Awards, as well as the Queen's Scout Award, requires a minimum amount of time supporting others in the community. Young people could use their A Million Hands project to fulfil their service requirement.

Provide service to an individual or the community for three (Chief Scout's Platinum Award), six (Chief Scout's Diamond Award) or twelve (Queen's Scout Award) months. Briefing and training should be given in order to gain the necessary skills.

Duke of Edinburgh Award (Explorers and Network)



The volunteering requirement of the Duke of Edinburgh Awards mirrors the requirements of A Million Hands. It aims to inspire young people to make a difference within their communities by giving service to others through the four stages of preparation, training, activity and assessment.

Duke of Edinburgh Award requirements	A Million Hands requirements
<p>Preparation. Young people plan their volunteering experience and set their objectives. This includes who/what they will help, what they will do, where they will do it and for how long.</p>	<p>Identify Need. Young people find out what issues and challenges exist in a community of their choice. They can help their local community, a community somewhere in the UK or in another country.</p> <p>Plan Action. Young people decide what issue their section should take action on. What do they want to change? What actions would you like to take? They can discuss this with the section.</p>
<p>Activity. Participants do their practical volunteering activity regularly, averaging at least an hour a week, for the planned time:</p> <ul style="list-style-type: none"> ■ 3 or 6 months for Bronze. (Stage 1 or 2 of the Community Impact Staged Activity Badge). ■ 6 or 12 months for Silver. (Stage 2, 3 or 4 of the Community Impact Staged Activity Badge). ■ 12 or 18 months for Gold. (Stage 4 of the Community Impact Staged Activity Badge). 	<p>Take Action over a number of months.</p>
<p>Assessment. The young person meets with their Assessor to discuss and record their experiences and how they developed and reached their goals.</p>	<p>Learn and Make More Change. Talk about what you learned with your section, how you have made people's lives better and what you could do to help more people in your chosen community.</p>









































Scouts of the World Award (Network)

The Scouts of the World Award (SOWA) is an international award shared with over 50 National Scout Associations. In the UK it is only available to Scout Network members, with the aim of encouraging members to develop and support society, locally or globally. Participants must be a member of Network to participate and can register at: **scouts.org.uk/sowa**. Taking part in A Million Hands will contribute toward the Scouts of the World Award.












































Scouts of the World Award requirements	A Million Hands requirements
Attend a residential Scouts of the World Discovery, lasting a minimum of four days, based on one or more of the three following themes: development, environment and peace.	Identify need. Young people find out what issues and challenges exist in a community of their choice. They can help their local community, a community somewhere in the UK or in another country.
With the support of their mentor, participants finalise plans for voluntary service based on the theme explored on your Discovery.	Plan Action. Young people decide what issue their section should take action on. What do they want to change? What actions would you like to take? They can discuss this with the section.
Undertake Scouts of the World voluntary service, either in the UK or abroad, lasting a minimum of 14 days.	Take Action over a number of months. (Note the number of months and time spent is dependent on what stage of the Community Impact Staged Activity Badge a young person is working towards.
Participants record and evaluate experiences in the Scouts of the World passport. Meet with their mentor, and report on what they have achieved during Scouts of the World voluntary service. Including feedback from the community or communities that benefited from the project.	Learn and Make More Change. Young people talk about what they have learned with their section, how they have made people's lives better, and what they could do to help more people in their chosen community.
Presentation of the report to their Network.	Tell the World. Help other people to understand why the chosen issue is important. Explain how they have made a positive impact and how others can help.

OTHER ACTIVITY BADGES

Improving the lives of those affected by **dementia** resource pack

Badge	Beavers	Cubs	Scouts	Explorers	Network
Disability Awareness Activity Badge					
Team Work Challenge Award					
Team Leader Challenge Award					
Skills Challenge Award					
Entertainer Activity Badge					
Creative Activity Badge					
Artist Activity Badge					
Communicator Activity Badge					
Performing Arts Activity Badge					
Local Knowledge Activity Badge					
Digital Citizen Staged Activity Badge					
Creative Arts Activity Badge					
Media Relations and Marketing Activity Badge					
Photographer Activity Badge					
Creative Challenge Award					
Naturalist Activity Badge					
Our/My World Challenge Award					
Explore Activity Badge					


Improving the lives of those **disabled** by society resource pack

Badge	Beavers	Cubs	Scouts	Explorers	Network
Disability Awareness Activity Badge					
Team Work Challenge Award					
Camper Activity Badge					
Leadership Activity Badge					
Communicator Activity Badge					
Team Leader Challenge Award					
Artist Activity Badge					
Environmental Conservation Activity Badge					
Creative Arts Activity Badge					
Science and Technology Activity Badge					
Gardener Activity Badge					
Media Relations and Marketing Activity Badge					
Skills Challenge Award					
Explorer Belt Award					
Scouts of the World Award					
Digital Citizen Staged Activity Badge					
Fundraiser Activity Badge					
Our/My World Challenge Award					
Digital Maker Staged Activity Badge					
Camp Craft Activity Badge					
Outdoors Challenge Award					

Improving mental wellbeing and resilience resource pack

Badge	Beavers	Cubs	Scouts	Explorers	Network
Team Work Challenge Award					
My/Our World Challenge Award					
Communicator Activity Badge					
Gardener Activity Badge					
Environmental Conservation Activity Badge					
Digital Citizens Staged Activity Badge					
Creative Activity Badge					
Media Relations and Marketing Activity Badge					
Artist Activity Badge					
Creative Arts Activity Badge					

Ensuring everyone, everywhere has access to **clean water and sanitation** resource pack

Badge	Beavers	Cubs	Scouts	Explorers	Network
Global Issues Activity Badge					
Craft Activity Badge					
Artist Activity Badge					
World Challenge Award					
Chief Scout Diamond Award					
Chief Scout Platinum Award					
Creative Activity Badge					
Entertainer Activity Badge					
Gardener Activity Badge					
Environmental Conservation Activity Badge					
Hikes Away Staged Activity Badge					
Queen Scout Award					
Local Knowledge Activity Badge					
Teamwork Challenge Award					
Hill Walker Activity Badge					

THE SOCIAL ISSUES

For over one hundred years we have promised to help other people. Making a positive impact on communities is part of our DNA. But imagine what we could achieve if we rallied behind the same causes.

A Million Hands is an ambition to mobilise half a million Scouts to support four big social issues chosen by young people to build real and lasting relationships in communities that become a core part of Scouting.

We have partnered with national organisations with the expertise to make change on specific social issues.

The issues young people chose were:

1. Improving the lives of those affected by **dementia**, supported by Alzheimer's Society, and Alzheimer's Scotland.
2. Improving the lives of those **disabled by society**, supported by Leonard Cheshire Disability and Guide Dogs.
3. Improving **mental wellbeing and resilience** of families, Scout Groups and broader society, supported by Mind and the Scottish Association for Mental Health and the Northern Ireland Association for Mental Health.
4. Ensuring everyone, everywhere has **access to clean water and sanitation**, supported by WaterAid

The Canal & River Trust, Scottish Waterways Trust and Waterways Ireland are also supporting us to use land and waterways to make change on the above social issues.

Understanding the issues

Before being able to decide which of the four issues they want to focus on, our young people will need to understand more about each of them.

The mental wellbeing and resilience of families, Scout groups and broader society improves as a result of our young people's actions	The lives of those affected by dementia improves as a result of our young people's actions
<p>The issue</p> <p>One in 4 people will experience a mental health problem each year in the UK. 6,000 people will take their own lives. Suicide is now the most common cause of death among people under 35. We can't afford not to talk about it.</p> <p>Mental health problems include depression, anxiety, obsessive compulsive disorder, self-harm, post-traumatic stress disorder, eating disorders, bipolar disorder and schizophrenia. Whatever form they take, they can be a scary and isolating experience.</p> <p>Mental health problems can affect anyone. But too many people still feel unable to say that they're struggling to cope, and this means they don't get the support they need.</p> <p>The resource pack will help young people to talk more openly about their mental health and wellbeing, and encourage their friends and family to do the same.</p>	<p>The issue</p> <p>Nearly one third of young people know someone with dementia. As the population ages and the number of people living with dementia increases, more and more young people are likely to be affected through family and friends.</p> <p>Alzheimer's Society wants to create a dementia-friendly generation, by supporting young people to understand dementia today, and empowering them as they reach adulthood.</p> <p>Educating young people about dementia can help reduce stigma and increase understanding. Changing attitudes and building knowledge can help to reduce the loneliness and social isolation that many people with dementia experience.</p> <p>By educating young people about dementia, they can learn about protecting their own health, and the importance of a healthy lifestyle including diet. Lack of exercise and alcohol abuse have been shown to be risk factors for dementia.</p> <p>The resource pack will help young people be more aware of the importance of care roles, ethical issues, and issues connected with the ageing population. It will also encourage them to become active and responsible citizens.</p>

The lives of those disabled by society improves as a result of our young people's actions

The issue

Many disabled people experience significant exclusion from the experiences, activities and places that non-disabled people take for granted such as visiting shops or friends, using the local playground, or using public transport.

This is because people are disabled by barriers created by physical inaccessibility, laws and policies that don't consider the needs of disabled people, and negative attitudes and beliefs about disability.

As a Scout, you can take action to improve the lives of disabled people by helping to remove these barriers. You can challenge your own and other people's attitudes by learning about and understanding disability.

You can visit local services and facilities to see how easily disabled people can use them, then share your findings so improvements can be made, and you can work with disabled people to campaign for better services and changes to the law.

You can take action to achieve the goal of an inclusive society, where disabled people have the freedom to live their lives the way they choose.

Everyone everywhere has access to clean water and toilets as a result of our young people's actions

The issue

In the UK we are very fortunate to have clean, safe water available to us whenever we need it. We simply turn the tap on and out it comes. We flush the toilet and water takes our waste away. But have you ever wondered where our water comes from and how we know it is safe to drink, or what happens once the toilet has flushed?

In some of the world's poorest communities, women and children have to get up at dawn and walk for miles to collect water for their families. There are no taps with safe clean water in their homes or even near their homes to use. They have to go to lakes, ponds, streams and rivers to fetch water. The water they find is usually very dirty and causes illness and disease. In fact, 1,400 children die every day from drinking unsafe water.

There is often nowhere safe or private to go to the toilet. Everyone has to go outdoors or use unhygienic facilities, spreading disease and causing embarrassment. WaterAid wants to change this.

WaterAid wants everyone, everywhere to have access to safe water and sanitation by 2030. You can work with WaterAid to make this happen.

DECIDING WHICH ISSUE TO CHOOSE

These ideas will help you to explore the topics with the young people in your section and help them make a choice.

Some of these might work best focusing on the four headline issues, whereas for others you might want to pull out activity ideas from the packs to use as the possible options.

Younger sections may find it easier to think about the practical activity they could do to help, rather than the issue itself. Make sure that you focus on practical community action, the end product, rather than exploratory activities if you choose this approach.

<p>Section Forums</p> <p>Beavers Cubs Scouts Explorers</p>	<p>Forums provide the ideal opportunity for young people to get involved in making choices and decisions in Scouting. There are lots of flexible ways to run forums, and you may have heard them called things like Log Chews, Pack/Troop Forums or Councils, Sixer/Patrol Leader Councils.</p> <p>General guidance on running forums, including tips and ideas on format and how to use them, is available in Prepared (pages 43-51) or on the Scout Association website:</p> <ul style="list-style-type: none"> ■ Beavers: tinyurl.com/qzobzt3. ■ Cubs: tinyurl.com/nzxepop. ■ Scouts: tinyurl.com/qgu8r6g. ■ Explorers: tinyurl.com/nbpe8pn. <p>Forums don't just have to involve sitting down in a circle and talking. The ideas below could all be used as part of your section forum to help young people debate and come to a decision.</p>
<p>Running game</p> <p>Beavers Cubs</p>	<p>In each corner of a room pin up a large visual relating to one of the four issues, for example a logo or photo, and the name of the issue. Briefly explain each of the issues, and make sure that the young people know which issue is in which corner.</p> <p>Everyone starts by standing in the centre of the room. When a Leader or Young Leader reads out one of the statements or facts the young people should run to the corner of the room which they think it fits with. Before moving onto the next statement, make sure that all of the young people understand what the correct answer is.</p> <p>List of statements and facts linked to each issue are available within the resource packs.</p>
<p>Small group discussion</p> <p>Cubs Scouts</p>	<p>Split into Sixes/Patrols and allocate a Leader or Young Leader to each group. The Leader or Young Leader spends time with the group explaining each of the issues and answering questions.</p> <p>Spend about 15-20 minutes doing this before bringing everyone back together for an overview and a more active activity.</p>

Research and present Scouts Explorers	<p>Split the section into four groups, and allocate one issue to each group. Provide the groups with resources about their issue, possibly from the internet.</p> <p>Each group then has 30-45 minutes to research their issue and prepare:</p> <ul style="list-style-type: none"> ■ A one sentence summary that explains it. ■ A profile of someone affected by the issue. You could do this by drawing a head and shoulders outline on a large piece of paper and asking them to complete the drawing and annotate with extra information. ■ A poster or short sketch showing what Scouts could do to help. <p>Each group then presents their research back to the rest of the section. This activity could be neatly coupled with the debate activity below to move onto deciding on an issue, perhaps allowing groups to change between the two tasks.</p>
Debate Scouts Explorers	<p>Split the section into four groups, and allocate one issue to each group. Give each group 30 minutes to prepare an argument that will try to convince everyone else that their issue is the one that the section should support.</p> <p>It may be helpful to give groups some supporting information about the issues and the charity partners.</p> <p>Each group should nominate one member to present their case to the rest of the section. After all four issues have been presented, allow time for questions then ask everyone to vote on their favourite issue.</p> <p>If you have more time each group could make a short video pitch to show to the rest of the section.</p>
Taster activities Beavers Cubs Scouts	<p>Set up your meeting place with four bases, one for each of the issues. Each base runs a taster activity which helps the young people to explore that issue.</p> <p>Young people should be split into four groups, with each group taking it in turn to complete all of the bases during the meeting. While young people are completing the activity the adult or Young Leader running the base should talk to them about the issue, help them to understand it, and answer their questions.</p> <p>Suitable taster activities are included in the Identify the Need section of the resource packs on each issue.</p>
Ping pong voting Beavers Cubs	<p>Pin up the possible options on separate sheets of paper along a wall or on a table, with a bowl underneath each option. Make sure that everyone understands what the options are. Give each young person a ping pong ball. They pick which option they would like to do by putting their ball into the relevant bowl.</p> <p>This activity can be adapted by using other items for voting, such as pasta or buttons. The young people could be given more than one item, and can choose how many to put in each bowl, for example, they could put all of their pasta in the bowl for their favourite option, or they could split it equally between two different options.</p>

Value Continuum Beavers Cubs Scouts	<p>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 agree, the other end is disagree, and the rest of the line is somewhere in between, with not sure right in the middle.</p> <p>Read out each option, and ask the young people to stand at the point on the line corresponding to their opinion on that option.</p> <p>You could also do this by stretching a piece of string across the room and asking young people to place a peg at the point on the line that corresponds to their opinion. Multiple lines, or different coloured pegs, could be used for the different options.</p>
Traffic light voting Cubs Scouts Explorers	<p>List the possible options on a large sheet of paper and display on a wall or noticeboard. Make sure that everyone understands what the options are, then give each young person three dots:</p> <ul style="list-style-type: none"> ■ Green for the option that they would most like to do. ■ Orange for their second choice. ■ Red for the option that they would least like to do. <p>Young people go up to the chart in small groups and stick on their dots. At the end of the voting everyone can see what the most popular options have been.</p>
Diamond ranking Cubs Scouts Explorers	<p>Write a selection of, ideally nine, options onto diamond shaped pieces of paper, one set for each small group. Each group needs to arrange the options into a large diamond shape, with the top priority at the top, two in second place, three in third place, two in fourth place and the lowest priority at the bottom.</p> <p>Everyone in the group needs to agree.</p> <p>Each group could get a different programme zone or style of activity to rank; or all groups get the same activities and an average is taken at the end; or the top events go forward to the next round of heats, to be re-ordered to get the final order.</p>
Pairs decisions Cubs Scouts Explorers	<p>Working in pairs, the young people should discuss the different options and agree on which one they think the section should support. Once everyone has come to a decision each pair joins another to make a group of four.</p> <p>The two pairs in the group need to try and persuade each other to agree with the option they picked. The group needs to come to a decision on their preferred option.</p> <p>Continue to combine groups, that is, two groups of four combine to become a group of eight etc. Get the groups to talk and come to a decision until the section has been divided into two groups. Each group should then nominate one member to be their spokesperson to try and persuade everyone that their chosen option is the best one.</p> <p>Once both spokespeople have had their say, the section then takes a vote on the two options.</p>

Cool wall Scouts Explorers	<p>Prepare sticky notes labelled with possible community action activities from the partner packs. Set up your cool wall by pinning up four large sheets of paper headed, from right to left: sub-zero, cool, uncool and seriously uncool.</p> <p>Activities that are popular will be sub-zero, while ones that the young people did not like at all will be seriously uncool. Make sure you explain what all of the categories mean.</p> <p>Split the young people in to groups and give each group a set of the sticky notes. Working in groups, give each a set of the pre labelled sticky notes. The group should discuss each activity and agree where to put it on the cool wall.</p> <p>At the end, show the whole section the cool wall and highlight any obvious trends.</p>
Cotton bud debate Scouts Explorers	<p>Give every young person three cotton buds or you could also use beads or other small objects. Start a debate on which issue the section should support.</p> <p>Every time someone speaks, they have to hand over a cotton bud to the Leader, or put it in a box in the centre of the room. If someone speaks for a long time, they could lose two or three cotton buds.</p> <p>Whilst the discussion is going on, a facilitator should write points up on a flipchart to keep track of what is being said. Once everyone has used up all of their cotton buds, or when the debate comes to a natural conclusion, the facilitator should sum up.</p>

THEY'VE DECIDED – WHAT'S NEXT?

Once your Scouts have chosen the issue they want to take action on, please access the respective resource pack.

The pack will provide Programme ideas and actions to build into your Programme plan that will allow your young people to understand and feel empathy for the specific social issue, plan and then take action as a result.

By building relationships in your community you will enable your young people to lead community impact projects as a key part of their Scouting experience.

Start changing your community for the better.

