

DROP HIKE

YOU WILL NEED:

- boxes/storage containers
- paper
- pens
- a map (with coordinates pre-marked)
- blindfolds (optional)
- access to transport

INSTRUCTIONS:

1. Find a location you would like to use for a mystery hike with your Explorers. This could be close to your Scout Hut, or further afield.
2. Prepare some themed boxes of programme ideas (eg an 'international' themed box, a 'camp' themed box). Inside each box, write down five different programme ideas on five pieces of paper.
3. Hide these boxes at the mystery location. Mark the location of each box on a map so you don't forget.

4. Take your Explorers to the mystery location. If they like, Explorers can choose to wear blindfolds for the duration of the journey to make the guessing game even harder.
5. Once at the mystery location, divide the group into teams, and give each team a map (with coordinates pre-drawn for easy reference) and a compass.
6. The Explorers should navigate towards the marks on the map, searching for the boxes.
7. Once at a mark, they should work together to locate their group's hidden box. They should decide on a favourite programme idea from each box before moving on to find the next box.
8. The aim of the game is to get back to base with all of their ideas chosen. By tallying up the most popular selections, you can build up a programme for the next term.



Hikes Away
Staged Activity
Badge

POLLING STATION

YOU WILL NEED:

- pencils
- paper
- a table
- a screen to conceal voters choices (optional)

INSTRUCTIONS:

1. This activity is a great opportunity to talk to your Explorers about voting, empowering them to discuss why their voices are important.
2. Pre-select some programme ideas you think would work well for the Unit, and write them onto ballot papers. Set up the room as similar to a polling station as possible. For example, you could provide pencils, and set up the 'voting tables' in a quiet and concealed part of the room, so that Explorers can cast their vote confidentially, just as they would in real life.

3. After explaining about elections and voting to the Explorers, give out the ballot papers and invite them to vote. To take the discussion a step further, you can ask the Explorers to talk about how voting systems might differ in other countries.
 4. At the end of the meeting, look over what they have voted for, and work to include their suggestions in the programme.
- ★ **Top tip:** This activity is especially significant this year (2018), as we mark the 100-year anniversary since women got the vote in the UK.



Global Issues
Activity Badge



AD EXECUTIVES

YOU WILL NEED:

- pens
- paper
- magazine and newspaper clippings

INSTRUCTIONS:

1. Gather your pens, paper and magazine clippings. Lay them all out ahead of time.
2. Gather your Explorers into groups, and ask them to design an advert that aims to attract new members to the Movement. Ask them to imagine that the advert will be used in bus shelters across the country. What would they like the public to know about Scouting? Which activities do they most want to promote?

3. Once they have finished their advert, each group can pitch their idea to the rest of the Unit to open up a discussion about the activities and ideas they have chosen to focus on.



Media
Relations and
Marketing
Activity Badge

SOCIAL MEDIA STARS

YOU WILL NEED:

- a camera/camera phone
- access to the internet
- access to social media channels

INSTRUCTIONS:

1. In groups, encourage your Explorers to hold their own photoshoot, snapping shots that represent or demonstrate some of the activities they would like to see included in the programme.

2. When they're finished shooting, they can upload their ideas onto social media. Ask them to include the hashtag **#iScout**, and to tag their Explorer Unit in the picture.
3. Alternatively, your Explorers can each find five activities they like on Pinterest or Pearltrees, and pin them to your Unit's shared board.



FAMOUS FUTURES

YOU WILL NEED:

- printed images/cutouts of people your Explorers admire, from a variety of different backgrounds and industries (eg a famous sportsperson, a politician, a writer, a scientist, an adventurer)
- pens (optional)
- paper (optional)
- access to a computer/smartphone (optional)

INSTRUCTIONS:

1. This activity will encourage your Explorers to think about the various paths they can take into different careers. To begin, print off or cut out images of people your Explorers admire, making sure that you cater to a wide range of interests and talents.
2. Give the Explorers one image at a time, and ask them to map out the steps they think each person may have taken to get to where they are today. Did they make any sacrifices or overcome any barriers? Did they receive any formal training or education? Were any of them Scouts?
3. Encourage them to be as creative as they like in how they present their 'map', either creating one digitally or drawing a physical map with the pens and paper.
4. When they're done, discuss the variety of career paths available to your young people. Is there anything missing from the current programme?

NEXT STEPS

Now that you know what activities everyone wants to work on, you can start implementing them into your programme.

Explorers can take things further by planning and running their own programmes.

