

## WEAR THEIR NECKER

### WHAT?

Wear Their Necker is a fun, exciting and empowering project to celebrate Youth Shaped Scouting. The aim of the project is for Groups across the UK to give their young people the opportunity to take over adult volunteer roles. They do this by shadowing an adult volunteer for a day, watching what they do and asking questions.

It puts young people into decision-making positions, and encourages adults to hear their views.

### WHEN?

This can take place any time, but fits perfectly with YouShape Month (taking place in February).

### WHO?

Any youth members can take part with adults at Group, District or County level.

### BENEFITS

For young people, this provides a chance to have their voices heard, to experience leadership within a volunteer role, to develop new skills, and to share ideas about how we can improve Scouting in their area.

For adult volunteers, this provides a chance to gain a fresh perspective on their work within Scouting. It addresses existing challenges, finds new solutions, and offers a chance to further develop relationships with young people and within the wider local community.



## YOUTH INVOLVEMENT

### What is the Wall of Youth Involvement, and how should I use it?

The Wall of Youth Involvement is a tool to help you understand how youth shaped your programme currently is, ranging from level one (a poor example) to level seven (Youth Shaped Scouting).

Think about the way you currently work in partnership with young people. Do you actively involve them in designing and running their programme? Do you ask them what they think before you make a decision? If not, could you adapt your methods? To find out more about how you can move up the wall, visit the Youth Shaped Scouting pages of The Scout Association Website at [members.scouts.org.uk/youthshaped](https://members.scouts.org.uk/youthshaped).

### THE LEVELS

#### Level 1: Manipulation

Volunteers use their own ideas to form the programme, without asking young people. They then act as if young people were involved in decisions, when they were not.

#### Level 2: Decoration

Volunteers use their own ideas to form the programme, without asking young people. They do not pretend that young people have inspired them, but they leave them out of the decision-making process.

#### Level 3: Tokenism

Volunteers ask their young people for feedback, but do not act on their suggestions. Adults may 'tick a box' by hosting feedback sessions with young people, while continuing to make all of the decisions about what the young people do and how they do it.

#### Level 4: Assigned and informed

Volunteers give young people specific roles and make sure the young person knows what their responsibilities are. Young people make some decisions within the roles they have been given, but are not involved in shaping the programme beyond that.

#### Level 5: Consulted and informed

Volunteers involve young people in issues/projects run by adults, asking them for advice. Young people are aware of how their feedback will be used, and feel listened to.

If their idea is impractical, the adult explains why, and does their best to find an alternative or compromise.

#### Level 6: Adult initiated shaped decisions with young people

Volunteers make sure young people are given the skills and support they need to make decisions, but volunteers initiate the ideas or projects themselves.

#### Level 7: Shaped by young people

All decisions are made in a partnership between adult volunteers and young people. Young people are empowered to initiate their own projects, and can contribute to all aspects of their Scouting experience.