Explorer Scout

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| **Name of Unit** | |  | | | | |
| **Date of Programme** | |  | | | | |
| **Programme** | | Adult recruitment (Socially Distanced Version) | | | | |
| **Meeting Place** | | Indoors | | | | |
| **Leader in Charge** | |  | | | | |
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| **Time** | **Activity** | | **Equipment** | **Person Running Activity** | **Notes** | **Risks & Control Measures** |
| 18.00 | Registration | | OSM/register  QR Code Poster  Spare Masks  Hand Sanitiser  Mobile Phones for all |  |  | Covid Risk Assessment and measures to be in place such as One-Way system, Tables / Chairs set out with distancing in mind.  Distancing to be maintained at all times.  All equipment to be sanitised pre- and post-meeting  All individuals to sanitise hands on arrival |
| 18.05 | Flag Break/opening ceremony | | Flag if used | Explorer scout | Explorers to stay socially distanced whilst carrying out opening ceremony | Need to sanitise flag equipment prior to and post use  Distance to be maintained at all times. |
| 18. 10 | Explanation of evening and the activities | | Handout- AR ES briefing  Mobile Phones (optional) |  | Handout can be provided digitally to all concerned | Digital supply of handout will minimise potential spread of Covid with mix-up of paper handouts.  Tables and chairs laid out with distancing in mind |
| 18.20 | Team building activity/game | | Mines  blindfolds/neckers |  | Piggyback blindfold minefield. The piggy is blindfolded taking directions from the rider through a minefield (could use sheets of paper, shaving foam, plastic cones etc . Then swap over and go back through.  Sheep / Shepherd Blindfold Game.  Split participants into two teams.  Lead them to their side of the hall.  Both teams choose a Shepherd who has to guide their blindfolded sheep through an obstacle course ‘home’.  Rest of team are blindfolded  Leaders set out obstacle course (can use paper, cones etc)  Shepherd attempts to lead their sheep home one at a time without any physical contact and by giving verbal instructions only - can make this more ‘fun’ by allowing noises only (Teams would get a few mins before game commences to work out their code!)  First team to get ‘home’ wins.  Social distance to be maintained at all times during the game. | Slips trips and falls. Pair people of similar build. Clear anything not being used. Supervision from leaders. Clear instructions.  Slips, trips and falls.  Clear space.  Supervision from leaders  Clear instructions.  Starting and finishing areas to have chairs on which participants can wait to maintain distance. |
| 18.35 | What makes a good leader | | Wallpaper/large sheets paper. Marker pens. craft stuff to decorate,  Handout EXL Skills and Qualities  Mobile Phones (Optional) |  | Purpose of activity is to draw round one ES and then create a person and write what skills, qualities, etc they think are needed.  Split into small groups, be as creative as they want both with the decorating of their person and their ideas. Think out of the box.  Groups to be sat at tables socially distanced.  Premade person shape to be provided if using paper and pens – alternatively, apps such as Mentimeter, Ideaboardz can be used.  <https://staging.scouts.org.uk/documents/AdultSupport/roledescrip/Role%20description%20for%20an%20Explorer%20Scout%20Leader%20-%20June%202020.pdf> | Allergies to pens, paper cuts. Slipping on paper on floor. Small craft items.  Clear instructions for equipment use.  Tables, chairs and equipment to be laid out with social distancing in mind.  If using paper version on day, each individual should have own supply of stationary to minimise spread of Covid via contact. |
| 18.50 | Feedback | |  |  | Each group to feedback on their creation and some discussion can be had. Picture of leader to be put up on a wall if possible so visible to all.  Groups to be sat at tables socially distanced – can stand up as a group to present from their location. | Clear instructions adult supervision |
| 19.00 | Game | |  |  | Quick game/ activity – rock/paper/scissors en masse -  Everyone participates and finds someone to challenge to rock, paper, scissors the loser joins a train behind the winner chanting the winners name whilst the winner finds another challenger the loser and their train join the train of the winner and continues chanting the winners name, came continues until all participants are in one train behind the winner.  Distancing rules need to be applied during the game. | Clear instructions adult supervision |
| 19.10 | Name generation and advertising | | Explorers media activity  Mobile Phones (optional) | 2 adults - | Spilt into two groups -  1- name generation  2 – advertising  <https://prod-cms.scouts.org.uk/media/5685/youth-led-name-generation.pdf>  Then swap the groups over half way through – 19.25  Groups to be sat at tables socially distanced.  Individual stationary to be supplied – alternatively, apps such as Mentimeter, Ideaboardz can be used. | Clear instructions adult supervision  Distancing rules with equipment |
| 19.40 | Prioritise and actions | | Sticky dots with smiley faces |  | Which are the best adverts and where are they going to be used.  Who are the most likely candidates to be asked and who will do the asking. sticky dot activity  Groups to be sat at tables socially distanced.  Individual stationary to be supplied – alternatively, apps such as Mentimeter, Ideaboardz can be used. | Clear instructions adult supervision  Distancing rules with equipment |
| 19.50 | Wrap up, allocate tasks and timescales | | How to ask handout/note  4-week challenge info |  | Both ES and ESL to take on different tasks within a set timescale. Explain the 4-week challenge so those asking people can offer this opportunity  <https://www.scouts.org.uk/volunteers/growing-scouts/recruiting-and-retaining-volunteers/4-week-challenge/>  <https://prod-cms.scouts.org.uk/media/3849/a-leaders-guide-to-running-the-four-week-challenge.pdf>  Digital recording and sharing of notes would work better – use project management apps such as BAND, SLACK, ASANA, MS Teams etc | Clear instructions adult supervision  Distancing rules with equipment |
| 19.58 | Closing | |  |  |  | Clear instructions adult supervision.  Distancing rules to be maintained at departure.  All individuals to sanitise hands on departure.  All equipment and touch points to be sanitised. |