



Module 3

Tools for the Role (Section Leaders)

A Review of the Module



adult training

Module 3 provides Section Leaders and Section Assistants with basic information on the section they support, their role and area of responsibility, along with some practical help to get individuals started in their role.

Key Objectives

There are six objectives for this module:

- 1 Understand how the section they support fits into Scouting.
- 2 Outline the main features of the section they support.
- 3 Explain the roles and responsibilities that different people undertake during a section meeting.

- 4 Explain why different types of games and activities are important in Scouting and explore a variety of programme ideas.
- 5 Explain the role of youth shaped Scouting in the planning and running of the programme and explore various ways of doing this.
- 6 Describe some tools that can help with managing behaviour within the section they are supporting.



Useful Publications and Factsheets

The Scouter's Handbook: "Prepared"

Sectional Programme Material (e.g. Cubs Activity Log and Pocket Books)

FS 155047: Ceremonies in the Beaver Scout Colony (Beaver Scout Leaders)

FS 315073: Scout Skills: Ceremonies

FS 715501: Notes for New Adults in the Colony (Beaver Scout Leaders)

Various: Role Description (for the appropriate role)

FS 103957: Games in Scouting

*FS 170016: Cooperative Games

*FS1550013: Games for Beaver Scouts (Beaver Scout Leaders)

*FS170014: Games for Cub Scouts (Cub Scout Leaders)

*FS315015: Games for Scouts (Scout Leaders)

**= possibly out of print: replaced by books for each section.*

How to use this review sheet:

- This sheet is NOT an alternative to Module 3 training.
- It can be used by Training Advisers to help decide if training is required.
- It can be used as a review for those who have attended or completed Module 3 training.

September 2015

Key Messages

The Section:

- Sections exist as part of a young person's journey through Scouting.
- Volunteering opportunities can be tailored to meet individuals' needs.
- Everyone should know where they fit in and how they work together as a team.

The Programme:

- Structured around badges but games and activities keep the programme attractive.
- Think about variation, safety and suitability.
- Young people should not feel they are learning.
- Meet the needs of young people.
- Scouting's Vision: "Shaped by young people in partnership with adults."

Promoting Positive Behaviour

- Scouting should be an enjoyable experience for all; therefore it is important to promote positive behaviour as well as ensuring that behaviour is well managed
- Managing behaviour and promoting positive behaviour is essential to the smooth running of any activity throughout all sections

Validation Criteria

To validate this module the learner will need to:

Outline the main features of their Section

And complete TWO of the following:

1. Plan and run an activity appropriate to the Section and explain why different types of games are an important part of the programme.
2. Plan and run a ceremony appropriate to the Section.
3. Plan and run a game appropriate to the Section and outline the important criteria for games in Scouting.
4. List sources of "ready-made" programme ideas.
5. Any other ideas, subject to agreement with a Training Adviser.

Tools for the Role (Section Leaders)

The Sections: Common Elements

- Age Limits
- Groupings
- Themes
- Decision Making Process
- Adult Leadership
- Ceremonies
- Badges and Awards
- Uniform
- Balanced Programme
- Outdoor Scouting

Ceremonies

- Opening/closing
- Flag break
- Investiture
- Badge Presentation
- Moving on

The Leadership Team

Section Leader: Overall responsibility for running Leadership team; liaise with GSL, parents etc.

Assistant Section Leader: Supports and assists Section Leader; should be prepared to deputise

Section Assistant: Need not be in uniform or make promise; only modules 1 and 3, should not be left in charge

Young Leader: 14-18; Explorer Scouts or Guides or working for Duke of Edinburgh award

Remember: Flexible Leadership Teams

Role	Beavers	Cubs	Scouts	Explorers
Section Leader	BSL	CSL	SL	ESL
Assistant Section Leader	ABSL	ACSL	ASL	AESL
Section Assistant	BSSA	CSSA	SSA	ESSA
Young Leader	YL	YL	YL	

Types of Games

Individual/team games
Competitive/non-competitive games
Indoor/outdoor games
Energetic/quiet games
Elimination games

Games: Best Practice

- ✓ Ensure equipment is ready and available at the start of the game or activity
- ✓ Expect quiet whilst you explain the rules of the game or activity
- ✓ Have a practice run
- ✓ Be seen to be a fair referee of the game, if indeed the game needs refereeing at all
- ✓ Don't run the game or activity for too long
- ✓ Find ways of including those with disabilities

Value of Games

- Essential for development of young people
- Learn to co-operate
- Understand their own capabilities
- Extend their own capabilities
- Develop a sense of fair play
- Learn how to win/lose

Challenging Behaviour: Strategies

- Know the young people and parents/carers in your section
- Offer praise and recognition
- Establish good routines
- Set the boundaries with the young people
- Agree on discipline (e.g. Code of Conduct)

How Youth Can Shape Scouting

- Passing on skills to other young people
- Generating ideas and planning activities
- Getting involved in meetings and committees
- Making decisions

Sources of Programme Ideas

- Scout Association manuals and written publications e.g. Essentials, Programmes and Programmes Plus
- Scouting magazine
- H.Q. Initiatives (National programmes)
- Online databases e.g. Programmes Online at www.scouts.org.uk
- Other Scouting websites (worldwide) e.g. www.scouting.org (USA)
www.scouts.ca (Canada)
www.scout.org (World Organisation)
- Other Leaders/adults in Scouting e.g. Sectional ADC
- Other youth organisation websites e.g. girlguiding.org.uk
- National fundraising events e.g. Comic Relief
- Other outdoor organisations e.g. Forestry Commission
- Newspapers/local events e.g. path clearing