



## Module

# Introduction to Residential Experiences



adult training

The aim of Module 16 is to enable Section Leaders, and those who may support residential experiences for young people as part of their role in Scouting, to understand the role that Residential Experiences play in Scouting.

## Objectives

- 1 Explain the role that residential experiences have in the development of young people in Scouting.
- 2 Describe the organisation and administration of residential experiences.
- 3 Identify the skills required within a team running a residential experience.
- 4 Describe the Nights Away Permit scheme, including where to locate support and further information whilst planning a residential experience.

### How to use this review sheet:

- This sheet is NOT an alternative to Module 16 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 16 training.

August 2018

## Resources

Nights Away

Resources in [scouts.org.uk](http://scouts.org.uk):

[InTouch](#) in Members/Activities/InTouch

[Nights Away Permit Scheme](#) in Members/Activities/Nights away and camping

## Key Messages

- Residential experiences have formed a core part of Scouting since it began.
- Residential experiences are a key part of the programme, with involvement in specific aspects of the Challenges or the staged Nights Away badges.
- Residential experiences allow young people to be outdoors, to have fun and to develop their skills.

## Validation

### To validate this module the learner will need to

Complete the Residential Experiences Quiz (overleaf) with your Training Adviser

### And complete one of the following:

- Assist with planning and supporting a residential experience and describe or show evidence of how the role that you played in planning and supporting this event addressed two of the following areas:
  1. the main aspects of organisation and administration
  2. selecting a team and the roles undertaken by the team
  3. appropriate adult to young person ratios
  4. identifying and dealing with potential issues (logistics, behaviour and budget)
  5. where additional support and information can be gathered
- Show evidence of how you are promoting and providing opportunities for young people in the Section to take part in residential experiences, and describe how these opportunities are benefiting the young people in the Section
- Any other ideas subject to agreement with your Training Adviser
- **Alternatively, you can validate this module by gaining a Nights Away Permit.**

### The Residential Experiences Quiz

**1. Why do we have a Nights Away Permit Scheme?**

The aim of the Nights Away Permit Scheme is to promote safe, quality residential and camping experiences within Scouting.

All those leading residential experiences for young people within Scouting need to have the skills, experience and suitability to take young people away safely.

Everyone who leads a residential event for young people within Scouting is required to hold a Nights Away Permit for the event they are running.

The Nights Away Permit Scheme is a national scheme, but it is administered locally, so once gained a permit will allow you to run a night's away event in any District, Region or County.

**2. What are the four types of Nights Away Permit available to leaders?**

- indoor ■ campsite ■ green field ■ lightweight expedition

**3. Permits are not section specific; list the type of permit that each section's leaders may hold.**

All leaders may hold any permit and can lead camps in other ("younger") sections. For example, a Green Field permit holder can run indoor and camp site experiences.

**4. What is the maximum possible term for each type of permit?**

Permits last for up to five years.

**5. Is a Nights Away permit needed for each area in which you camp?**

No. Permits are nationally recognised.

**6. Family nights away are a good way to enthuse parents. Which sections can attend?**

All sections can attend. Family nights away are events arranged by a Group or District for youth Members accompanied by parents/carers and siblings. They aim to introduce parents to the Methods of Scouting and strengthen the links between the constituent Sections of the Group.

**7. True or false?**

a. Parents don't need to have any criminal record checks to attend a family nights away activity.

False. All adults attending overnight Scouting activities must complete the appropriate criminal record checks.

b. Parents or supporters will need to get extra insurance to cover them on a family nights away activity.

True. Members of the Movement are covered by The Scout Association's general insurance policies.

Non-members, such as supporters, parents and carers, need to be covered by additional insurance, which the County may already have purchased.

**8. What are the ways in which international residential experiences may be organised?**

- international events (for example World Scout Jamborees) organised by HQ
- organised by a travel company
- organised by someone holding a relevant Nights Away Permit

**Why people go on residential experiences**

- enjoy being outdoors and to have some fun
- meet requirements for awards which can't be achieved within the usual weekly programme
- provide an opportunity for young people to take responsibility for themselves
- give young people a chance to exercise a leadership role with the support of adult leadership (especially in Scout and Explorer Scout sections)
- build teams - perhaps to strengthen the links within the Group, or to integrate a new member into the section
- provide young people with the chance to be self-sufficient away from their normal home environment
- acquire some new skills
- act as a base from which to do other activities
- allow leaders to get better acquainted with the young people in their care
- provide a high point to the year's activities ■ increase confidence for young people
- allow young people to develop independence without parents/guardians/carers

**What we need to think about before we go**

- **Planning:** why, when, where, transport, planning timetable, ratios, rules & regulations
- **Administration:** parental information, kit list, notifications, permits, budget, InTouch
- **Activities:** programme, venue, resources, adverse weather, safety, balanced, varied & fun
- **Staff:** how many, disclosures, skills & allocated roles, briefing, training
- **Equipment:** list, checked, how to use safely e.g. stoves, lamps, camp gadgets
- **Health and safety:** risk assessments, first aider & kit, emergency procedures, personal hygiene, homesickness, bedwetting
- **Catering:** menu, food quantities, dietary requirements, hygiene, water supply, waste disposal, open fire safety
- **Venue:** facilities, local area, regulations, layout, leave in acceptable condition

**Selecting a Team of People with the Right Skills**

- By identifying the jobs that need doing and the skills associated, it's easier to look at who could do the roles
- The importance of the responsibilities of the young people; what they do, what daily duties form part of their experience?
- Need for training and support, before, during and after the experience for the staff team.
- Safety considerations could include: food hygiene; fire safety; carbon monoxide; knife, axe and saw use, minibuses, site layout, activities requiring permits and free time, first aid provision, InTouch.

**Event Passports**

- Event Passports are for young people who wish to go on a peer-led Nights Away event that involves young people only,
- Any Nights Away Permit Holder can grant a Nights Away Passport equivalent to the Permit they hold.
- The Permit Holder remains responsible for the event, but they do not attend.
- The Passport can only be used by under 18s
- Each event will require a new Passport.