

Young Leaders' Scheme

Prepare for take off!



Module A

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By choosing to become a Young Leader you have embarked on one of the most rewarding experiences available to young people in Scouting. As a Young Leader you will be able to develop and grow as an individual, while performing a valuable role in the Movement.

Purpose and Method of Scouting

People join Scouting for different reasons. No two people will ever place the same importance on activities that they participate in during their time in Scouting. It may be that you are a keen canoeist, or rock climber or simply love all forms of outdoor activity. Alternatively you might be excited by the prospect of making new friends across the world, or achieving one of the top awards.

It is important that we realise that whatever form of Scouting we enjoy, there are a number of fundamental values that underpin everything that we do in Scouting. These are what makes Scouting so much more than just an activity club for young people.

As Scouts, we believe that the world is a better place when people:

- ◆ are trustworthy, self-controlled and self-confident
- ◆ have self respect and respect for others
- ◆ work together to serve other people and improve society
- ◆ show responsibility towards the natural world
- ◆ have proper respect for possessions and property

- ◆ have an active religious faith.

These fundamental concepts can, when taken as a whole be summed up in three key Principles:

- ◆ Duty to Self
- ◆ Duty to Others
- ◆ Duty to God.

Yellow Card

As a Young Leader you will be responsible for the welfare of Beaver Scouts, Cub Scouts and Scouts.

You must ensure that they are protected from harm of any kind. This could include physical, sexual or emotional abuse.

The Scout Association's guidance on good practice regarding the protection of young people is outlined on the *Young People First* code of good practice (the yellow card). As part of Module A of the Young Leaders' Scheme you will be introduced to the Yellow Card and its contents. At first, it may seem as if there is a lot of information contained on the card. However, as you will soon come to realise, much of this is just common sense.

Policy, Organisation and Rules

Like virtually every other large organisation The Scout Association has a list of do's and don'ts. These are designed to ensure the safety of our Members, and make your role as a Young Leader easier. They are found in a document known as *Policy, Organisation and Rules*, which is available on a CD Rom. As a Young Leader, much of *Policy, Organisation and Rules* will not be

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particularly relevant to you. The chapters you should take a close look at are:

- ◆ Chapter 2 Key Policies
- ◆ Chapter 3 The Scout Group
- ◆ Chapter 7 Emergency Procedures
- ◆ Chapter 9 Activities

You will have the opportunity to look at a copy of *Policy, Organisation and Rules* during Module A. Obviously you won't be expected to take everything in at once. What you will be able to do, is speak to your Section Leader, and find out from them how *Policy, Organisation and Rules* affects your Section.

Hopefully you now have a better understanding of why Scouting exists and of some of the rules that govern The Scout Association. No-one likes rules, but they are there to ensure we have an enjoyable and safe time in Scouting. You have learned a little about our Child Protection Policy and about our safety rules. As a Young Leader you have a responsibility to put these policies and rules into practice. Good luck!

Also available

A full colour version of this factsheet has been designed to fit inside the *Navigator* file. It can be downloaded from www.scoutbase.org.uk