

As part of the Young Leaders' Scheme there are four missions to be completed alongside the ten modules.

These missions are designed to allow the Young Leaders to put the learning from the Modules into practice. By doing so, they will gain in confidence and become an integral part of the leadership team within their Section and Group.

Mission 1

Task – run a variety of games: indoor, outdoor or as part of a camp (minimum of three).

To be included

- At least two different types of leadership styles (Module B, C)
- Three different types of games, i.e. energetic, active, thinking, creative, etc (Module E)

Suggestions

Run a game at the beginning or end of a section night/ Run a wide game on a camp/ Run a game that ties into a badge the section is working towards/ Run a game that reinforces something the section has just learned/ Any other ideas, subject to agreement with ESL (YL) and SL

Using your training

Things to think about:

 Does your game need a risk assessment? (Mod A)/ What leadership style is most appropriate for the game you're running? (Mod B)/ What are the different types of games you can run? (Mod E)

Evaluation

To be discussed with either ESL (YL)

• What have I done? - Why did I do it? - What did I want to achieve? - What did the section members get from it? - What did I learn from it? - What would I do differently next time? - How do I feel about it now?

Mission 2

Task – plan and run an activity (not a game) as part of either the section programme or a camp programme.

To be included

- planning and organisation
- delivery
- gathering any equipment or materials needed.

Suggestions

Choose an activity badge to run as part of the programme, providing all the information and materials required for the section to achieve this/ Create a way to record how your activities are working towards different badges/ Run an activity for the section relating to one of your own





Mission 2 cont.

hobbies or interests.

Using your training

Things to think about:

- Do your activities need a risk assessment? (Module A)
- Do you need a qualified instructor for your activity? (Module G)
- What equipment do you need? (Module G)
- Can all members of the section take part? (Module F)
- Is the activity appropriate for the whole section? (Module C)

Evaluation

To be discussed with either ESL (YL)

• What have I done? - Why did I do it? - What did I want to achieve? - What did the section members get from it? - What did I learn from it? - What would I do differently next time? - How do I feel about it now?

Mission 3

Task – to take the section's programme ideas to a programme planning meeting.

To be included

 Ask the young people in the section for ideas for the programme/ Attendance and contribution at a meeting (eg programme planning, District or County meeting, leaders' meeting)

Suggestions

1. Attend a section planning meeting/ Plan and run a meeting (for example, section planning forum)/ Decide who should attend a meeting and invite them/ Organise and run a forum for the young people in your section, taking their ideas and suggestions and giving them to the Section Leader/ Organising for someone to take notes/minutes/points of action/ Plan and run the Sixers/PLs' Forums for two terms, and ensure that the young people in the section understand how they can input their ideas into the section programme

Using your training

Things to think about:

What is your role in the meeting? (Module G and H)/ How are you going to ask the young people for their ideas? (Module I and E)/ How are you going to feed back the information? (Module I)/ The logistics of the meeting: is the proposed date/location convenient for the majority of people? (Module G and H)

Evaluation

To be discussed with either ESL (YL)

 What have I done? - Why did I do it? - What did I want to achieve? - What did the section members get from it? - What did I learn from it? - What would I do differently next time? - How do I feel about it now?





Mission 4

Task – responsibility for organising and running part of the section programme.

To include both

Planning, organising and delivery

Suggestions

- 1. Plan and run a linking activity/event with either the section above and below
 - Work with the leaders of the sections above and below yours (if appropriate) to arrange a linking event/night/activity.
 - Plan the event/night/activity, making sure it is appropriate for the age/venue
 - · Include members of the section to assist in the evening.
- 2. Plan and run a challenge award
 - Choose a challenge award that either has not already been achieved or has been achieved by the fewest members
 - Plan the activities on the monthly/termly/yearly programme of the activities needed to achieve the award
- 3. Plan a camp for the section (under the supervision of a leader with a Nights Away Permit)
- 4. Help the young people in the section to explore a particular topic or develop some specific skills
- 5. Any other ideas, subject to agreement with the ESL (YL) and SL

Using your training

Things to think about:

- Do your activities need a risk assessment? (Module A)
- Can all members of the section(s) take part? (Module F)
- How will you get everyone involved and handle different behaviour? (Module D)
- What leadership style is most appropriate for the activity/event you're running? (Module B)
- What are you going to plan for your programme? (Module G)
- How are you going to plan a programme over a longer period? (Module H)
- Is the activity age appropriate for everyone taking part? (Module C)
- How are you going to communicate with the Group written instructions, spoken explanation or demonstration? (Module C and I)

Evaluation

To be discussed with either ESL (YL)

 What have I done? - Why did I do it? - What did I want to achieve? - What did the section members get from it? - What did I learn from it? - What would I do differently next time? - How do I feel about it now?