

Guide for Section Support Coordinators

Part 1: Let's get Started!



**It starts with Scouts.
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Guide for Section Support Coordinators

Section Essentials Overview (For Facilitators)

Goal

After supporting Section Scouters for 17-20 weeks, Scouters will have more confidence to facilitate youth-led programming in small teams, providing safe and fun experiences in weekly meetings, camps, and beyond. It is also anticipated that confident Scouters will be more likely to open additional capacity within their Sections.

Project Overview:

Scouts Canada has a waitlist of >4,000 youth across Canada and creating more spaces in Section Colonies and Cub Packs is the key to welcoming those youth from our waitlist. This project aims to create a process to help reduce the time it takes to get a new Section operating independently and facilitate a great program. As Councils open new Sections, a team of Section Support Coordinators will provide support for 17-20 weeks, helping the new Scouters have more confidence to facilitate youth-led programming in small teams, and providing safe and fun experiences in weekly meetings, camps, and beyond. It is also anticipated that confident Scouters will be more likely to open additional capacity within their Sections, allowing even more youth to join.

Develop and operationalize a New Section Support strategy which will deploy a team of employees to work directly with newly created Sections for 17-20 weeks, supporting >24 new Sections that are still operating independently by AUG-25.

Process Development for New Section Scouters:

- Establish a structured onboarding and support system for new Sections Scouters that includes the introduction of the Scouting Methods, resources, and program opportunities for weekly meetings.
- Develop a toolkit for New Scouters that facilitates the growth of skills, competencies, and confidence in providing youth with fun, safe weekly adventures weekly, at camp and beyond.
- This process will integrate key concepts of the Four Key Elements, the 6 Program Areas, Outdoor Adventure Skills program, team building, creativity, and leadership.
- These new Sections will function independently by August 2025 and will complete their Wood Badge I requirements within 1 year of registering.

Continuous Improvement: Evaluate the effectiveness and implement improvements based on participant feedback. Feedback will be required from all key stakeholders (volunteers, Coordinator, CK3 and SRM/GSS/GC)

Skill Development: Sections Scouters will develop confidence, skills and competencies required to run fun safe weekly activities and beyond

Community: Develop relationships and a “knowledge bank of resources” that includes local partnerships, camps and Scouters who can provide opportunities for adventure and further development of skills of Scouters and youth

You are Hired! What does a Section Support Coordinator really do?

Welcome to the team! So, now what? Whether you are new to the organization or have experience volunteering/working with Scouts Canada here is what to expect.



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1. You have some training to complete. See the list below. There is virtual training that needs to be completed for the People & Culture team (HR) as well as some virtual training to complete in the David Huestis Learning Centre (DHLC).
2. You will be assigned to a mentor from the Program Support Team. This will be your person-please ask them all questions you may have as you are on-boarding. You are encouraged to reach out to any team member to ask questions and learn more about the Program Support Team and what a Section Support Coordinator does.
3. Tour of the Teams Channel and all the resources that can be found there.
4. Don't worry! There will be check ins from your mentor and Associate Director of Program Support! And there is a weekly Team Huddle to ask questions, hear updates and talk about opportunities. You are not alone!
5. Host Virtual Scouting Essentials for new volunteers. Don't worry – there will be support from the team!
6. Meet your Council Team. There are more teammates to support you! Some are staff and some are volunteers.
7. Meet with your Scouting Relationship Manager(s) that support Groups that you will be working with as a Section Support Coordinator.
8. Meet with the Group Commissioner. This is a chance to connect with the Group Commissioner and learn more about the section you will be supporting.
9. Meet your new volunteers!
10. Scouting Essentials and plan for the next 17-20 weeks!

List of Training to be completed:

HR Downloads:

- AODA Customer Service Standard
- IT Risk and Cybersecurity Awareness
- Occupational Health and Safety Awareness (Ontario)
- WHMIS 2015
- Workplace Violence and Harassment Training for Employees (Ontario)
- Embracing Gender and Sexual Diversity
- Ergonomic Hazards
- Managing and Coping with Stress

** You will receive an email from our People & Culture Team with a listing of sessions to complete in HR Downloads. These sessions should be completed as soon as possible.

1. DHLC (David Huestis Learning Centre):
 - a. Scouting Fundamentals – even if you have completed this as a volunteer, kindly review the Scouting Fundamentals. You will need to be familiar with the content to understand what new volunteers are learning before they start section activities.
 - b. Respect In Sport & Workplace
 - c. Wood Badge I
 - d. DHLC: Know-Vember: Patrol Systems & Section Leadership Teams
 - e. DHLC: Know-Vember: Game Storming & Saga Adventures
 - f. DHLC: Know-Vember: Behaviour Management
 - g. DHLC: Explorers Needed: Being a Scouter - the Fundamentals



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- h. DHLC: Explorers Needed: Involving Parents
- i. DHLC: Spring Into Adventure: Getting more with SPICES!
- j. DHLC: Spring Into Adventure: There's an App for That!
- k. DHLC: Spring Into Adventure: SDG Program Overview
- l. DHLC: Spring Into Adventure: How to Use the Activity Finder, PAF Portal and SDGs

Other Training:

Teams introduction
 Staff vs Volunteer hat
 Guide for Section Support Coordinators
 DHLC introduction
 Scouter Development Map
 Scouts.ca Review – Resources, The D.A.M, BP&P etc.
 Sensory Bins
 Metrics - how and why?
 Binder

Resources from Teams Channel:

Trusted Advisor/Consultative Engagement
 In-person Scouting Essentials
 Be the Guide on the Side! Not a SAGE!
 Safety - AAF, ERP and accompanying docs
 Family Engagement
 Game Storming & Saga Adventures
 Setting Youth Up for Success
 Scouting Camping Essentials
 Budgeting and Fundraising for Adventures
 There's an App for That!

Myscouts & Misc.

Find an Individual/organization

Active vs. Pending

Photo Consent

Individual/Youth/Scouter Medical/Emergency Contact Information/1st Aiders required for weekly activities and camps.]

Create Email Signature – you should include that you are a part-time employee and will return emails For example:

Your Name

Section Support Coordinator | Program & Volunteer Services

Scouts Canada

yourname@scouts.ca

T (123) 456-7890

Please note: I work part-time and may not be able to respond immediately. I will reply as soon as possible during my scheduled business hours

Commented [VF1]: Is this holding spot for info to be added?

Commented [CD2R1]: @Viki Fanous what info would like to be included? This is a listing of training for SSC. I have asked HR for a list of their required training



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Once you have completed these training requirements, you will dive into Scouting Essentials. The Scouting Essentials explores everything that is the Canadian Path - giving Scouters the confidence to run great weekly meetings, camps and beyond. Discover the routines that engage Scouters and your youth to build great programming. Scouting Essentials aims to help Scouters in their Program Delivery and Section Scouter role by using the Scouting Method to introduce to key concepts of the Canadian Path to bridge theory and practice.

Our Service Level Agreement with Councils:

1. Section Support Coordinators will provide 17-20 weeks of support to section Scouters. This includes attending weekly activities (meetings).
2. Section Scouters have access to support as needed and as identified by each Scouter. This can include in-person, virtual, email and phone.
3. Section Planning Guide for 1 year of Programming. This includes use of meeting template to develop weekly meetings with Section Scouters and all resources available on Scouts.ca.
4. After 17-20 weeks of support, Scouters have identified goals and have developed a plan to complete their Wood Badge I within 1 year of registration.
5. Increase Scouter Skills, competencies, and confidence in providing fun safe weekly activities and learn by doing.
6. New Sections will have the opportunity to visit a Scouts Canada property overnight.

**The focus of this pilot is to have new sections operate independently by August 2025.

*Section Support Coordinator focus is to coach and mentor Section Scouters. Coordinators are not there for ratio (Scouters to youth).

Metrics

1. Section will be operating independently beyond August 2025.
2. [Scouter Development Map](#) will be used as a “metric”. Scouters will have a plan after the 17-20 week period to complete Wood Badge I. A baseline of skills & competencies will be determined at the 1st meeting with Scouters. Progress should be reviewed and updated at the 8-10-week mark and at the end of the 17-20-week period. Review of topics touched on the Scouter Development Map at the end of each meeting/activity. Scouters should be encouraged to update the self-assessment in the DHLC at week 8-10 and again at week 17-20.. Please use the*[Template for Self-Assessment for SD Map](#) to see where Scouters are on the Scouter Development Map at a minimum at the beginning and end of the support time. Please use the Scouter [Link to Scouter Development Map Self-Assessment](#).
3. [Program Quality Guide](#) (Please see below for PAQ) will be used to measure the program quality and will have 1 year of youth led planning in place by the end 17-20-weeks.

**There is flexibility in Program Quality Assessment. These goals should be shared with the Group Commissioner and section Scouters at the beginning and reviewed with the Group Commissioner and Section Scouters at the end of the 17-20 weeks.

**Please check with the Group Commissioner or Scouting Relationship Manager to confirm lease agreement. Sections may be required to use indoor space as part of their lease agreement.

4. Parent survey – NPS 50+ [Link to Parent Survey](#)
5. Scouter Survey – NPS 70+ [Link to Scouter Survey](#)
6. Group Commissioner Survey: NPS 70+ [Group Commissioner Survey](#)

Commented [VF3]: Development of weekly meeting plans has been helpful. Should it be included here? Even if not a year's worth.



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Goals for Sections

COLONY GOALS 1

PER MONTH

Meeting outdoors
3
(Suggested range: 1-2)

Scouts Canada has established a process to assist youth and their Scouters as they seek to plan, do and review safe and adventurous Scouting programs. This new approach includes objective criteria to aid in the planning process, and to serve as a set of seasonal assessment tools to assist youth and Scouters in the evaluation and improvement of their programs.

PER CYCLE (SEASON)

Outing, visit or event	White Tail Council meetings	Seasonal assessment and action plan*
1	2	1
(Suggested range: 1-2)	(Suggested range: 2-3)	(Suggested range: 1-2)

* The Colony is expected to use this assessment tool 3-4 times per year as it reviews the program and develops an action plan from each review. These assessments and action plans are shared with the Group Committee.

PER SCOUTING YEAR

Nights away	Adventures for each Program Area	Adventures with Pack (one for White Tails)	Personal progression review
1	2	0	2
(Suggested range: 3-6)	(Suggested range: 1-3)	(Suggested range: 2-4)	(Suggested range: 1-3)

Section Code of Conduct developed	Environmental service project	Community service projects	Activities with parental participation
1	1	1	2
(Suggested)	(Suggested range: 1-3)	(Suggested range: 1-3)	(Suggested range: 3-6)



*Please note the above are goals and will depend on the Group/Section. These should be reviewed with the Associate Director, Program Support. For example, some Groups/Sections meet at a school and cannot use the outdoor area/facilities. Overnight Adventure should be planned but this may not happen while Section Support Coordinator is supporting the Section.



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Meet with the Scouting Relationship Manager (SRM) Before Meeting with the Group Commissioner (GC) and Scouters:

1. Meet with Relationship Manager to hear the “Story of the Group/Section”.

*Please set-up a Teams meeting/In-person with Scouting Relationship Manager prior to contacting the Group Commissioner.

- How was the Section created? New Group? Council Group? New Section in an existing Group
- Who are you? What do you do? Is this a new Section or Group? What is the story of the start-up? What they expect when you have completed your 17-20 weeks and what to expect after that time. Feedback and communication are vital – you are partners/teammates. When, how and how often would they like updates? Virtual Teams Meeting? In-person? Email?
- Is the Section made up of all new Scouters or a combo of new and experienced Scouters?
- What is the status of new Scouters? Active? Pending?
- Who has 1st Aid?
- Location of meetings and camps and when? Any other Group dates that Section Scouters need to consider in planning (and will need info on).

*set-up a time to see the space to determine needs/safety and be familiar with facility

- Financial info – does the Group/Section have money for supplies or do they have supplies, gear, badges, do they need to fundraise?
- How much communication do they want to receive? Copy on all correspondence to Section Scouters and updates to Group Commissioners? Do they want to join you on your 1st meeting (virtual or in-person) with the Group Commissioner? Do they want to be included in on-going communication with the Group Commissioner and any meetings (virtual or in-person)?
- How often do you want an update on the group/section? Do you want to meet with the GC for updates at the same time?
- Share checklist with SRM so that there is an understanding of goals as a Coordinator
- If the SRM is the acting GC – ask if SRM understands how to complete AAF, ERP and risk mitigation. Discuss time expectations for receiving required safety information and programming **See below for more questions to ask if the SRM is the GC for this Group/Section.
- How to communicate together. You should aim to reduce the number of emails that Scouters are receiving. Too many can be overwhelming.
- Scoutstracker – This is not our area of focus. If this is something the Group/Council would like to implement, ask who can mentor/support new Group/Section?
- What is the role of the Group Commissioner in the Group? For example, involved in every Section plus, plus etc.
- What do I need to know to be successful with this Section?
- *If the Scouting Relationship Manager is also the Group Commissioner for the Section, please proceed to questions listed for the Group Commissioner
- **Safety such as AAF & Risk Mitigation – what are their expectations and how to complete one?



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Meet with Group Commissioner

Ask the Relationship Manager to e-introduce you to the Group Commissioner. Does the SRM want to be included in that meeting to help facilitate the meeting?

*Call and email Group Commissioner to set up an in-person meeting if time allows (build your role as the trusted advisor). Ideally meet in the space you will be meeting Scouters to review space and develop Safety Plan (ERP, AAF) Minimum requirement – Phone call and a Teams call. Leave a message and follow up with an email asking when a suitable time is to meet or have a phone call. The person may not answer your 1st call, and you may need to try a few times. Follow up with an email to introduce yourself, let them know you called (provide your phone number) and the purpose of the call – set up a time to meet. See below for more information. Topics and questions to cover during your discussion with the Group Commissioner.

1. Who are you? What do you do? What can the Group Commissioner expect from you? Explain the why. Outcomes? *You are there to coach and mentor Scouters. You are not there to count as ratio. Please let GC know that if the Scouter ratio cannot be met, the weekly meeting will need to be cancelled.
2. You are partners!! Feedback is needed and wanted! What do they want from this process? Do they understand the process? What are their expectations? What are your expectations of them?
3. What is the Group vision or plan? Listen to the Group Commissioner. Ask questions to ensure you understand the goals. And highlight how you can support those goals.
4. Explain what the Group Commissioner should expect from you after supporting the Section for 17-20 weeks and beyond? 1-year of planning, Status of Scouter Development Map and plan to complete WBI within 1-year of registration etc. (please see metrics)
5. Share checklist of Responsibilities of each Stakeholder and Topics that you will cover with Section Scouters by the end of 20 weeks.
6. Where does the Group/Section meet and when? Is there outdoor space that the section can use? Some schools only allow renters to use indoor space, and the rental agreement may also stipulate that the Group/Section must use it or lose it.
7. Can the group Commissioner share any information about the Section Scouters? Are they new to Scouting? Were they involved as youth? Why did they agree to volunteering?
8. Safety - information and questions
 - a. who/location has 1st Aid kit
 - b. AAF/Risk mitigation – This will be your responsibility until a Scouter(s) from the section is ready to take on this task (Safety focus is week 7). By week 8, Scouters should be submitting AAFs and risk mitigation for weekly activities and beyond. Let Group Commissioner know that you will be submitting an AAF for weekly activities and coaching Scouters on how and when to provide AAF & risk mitigation. This is part of the learning experience.
 - c. Questions to ask GC about Safety
9. What is the timeline for submission of Safety?
10. Are there any special notes for the location of weekly meetings/parks in the area/other locations that the Group/Sections use. For example, the electrical panel is reachable by youth and needs to be locked.
11. Communication – how much and when?
12. Do they want to be included on the Scouter Communication tool, emails to parents regarding weekly meetings? Examples of tools – WhatsApp, Facebook Messenger, Discord
13. Any other Group dates that Section Scouters need to consider in planning (and will need info on). This can include:
 - a. Financial information – budgeting for section (camps, and supplies for weekly activities), fundraising (what are they, when, time commitments for Scouters and youth, and what is the purpose of fundraiser?),



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- b. Fundraising – what do the Section Scouters need to know. Apple day? Scout Trees? Popcorn? Group Fundraiser? If a new section, please check [Scouts Canada D.A.M.](#) for current fundraisers offered by Scouts Canada.
- c. Groups Camps – When, what are the responsibilities of Scouters, can they be mentored/coached so supported Scouters understand how to book, plan, budget, and organize a camp they have a Group/All Section Camp planned? Swim-Up dates? What can the Scouters take on as tasks/planning etc.
- d. What do you and Section Scouters need to know to be successful? For example, what are the expectations for Group Committee meetings? Do they go? Are there resources/mentors/SMEs within the group Scouters should be introduced to. How do they communicate with the Group Committee?
- e. What is the Sickness Policy? Snow day Policy? How does the Group communicate with each other? Email? WhatsApp?
- f. Gear/Supplies for meetings – where are they stored? Is there a Quarter Master?

14. Ask the Group Commissioner to send an introduction email to the Section Scouters introducing you? You can supply a template.

15. How would you like me to communicate with you if a parent is interested in volunteering? Your responsibility is not to onboard the volunteer. You support the new volunteer after they are "active" in myscouts.

16. Group Committee – who are they? What do they do? How do they communicate? Are they expected to attend Group Committee meetings? How will the Group Commissioner set-up the introduction to meetings and team of support.

Responsibilities of Stakeholders:

Task	Scouting Relationship Manager	Group Commissioner	Section Support Coordinator	Section Scouters
Welcome New Scouters	x	x- to copy Section Support Coordinator		
Invite to Scouters to Group Committee		x		
Introduction of SSC to new volunteers	x	x		
On-Going Communication to			X – SSC should check with GC/SRM to see if	



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Scouters for weekly activities/camp			they want to be copied on communication	
Scouter Development Plan		x- to be reviewed and check for progress after receiving support	X – support development of plan	X – action the plan
Scouting Essentials – Delivery			x	
Scouting Essentials – Attendance & participation				x
On-boarding New Scouters	x	x		
Recruitment of New Scouters	x	x	X (this is not a focus and if expression is made, send to GC/SRM to follow-up)	
Scoutstracker	x	x		
Section Start-Up Funds (training, meeting supplies, camp fees etc.)	x	x		
Cancelation Policies (sickness, lack of scouters, weather)		x		
AAF/Risk Mitigation/ERP			X – responsible for 1 st 8 weeks	X – responsible after 8 weeks
Fundraising	x	x	CAN SUPPORT	
Scouting Camping Essentials – Delivery			x	
Scouting Camping Essentials – Attendance & participation		X GC to support communication & attendance	x	
Family Communication regarding weekly activities/camps etc.		x		x
Program Quality Assessment			x	x
Family Survey			x	x
GC Survey			x	
Scouter Survey			x	
Final GC report			x	
Weekly Meeting Template			X (till week 8)	X (after week 8)
Yearly plans		x	x	x
Frist aid requirements (including first aid kit)		x		x
Introduction to other Group Scouters/volunteers	x	x		x



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Next Steps: Scouters

1. Group Commissioner to send an introductory email and set up a date to meet with you. Please check with the Group Commissioner and SRM to see if they would like to attend. It is helpful to have new Scouters meet with their Group Commissioner. The GC will be the point of contact after you leave.
2. Explain the Scouting Essentials and the why.
3. Are Scouters available for one 4-hour session or two 2-hour sessions (Scouting Essentials) Can you use the meeting location to facilitate the Scouting Essentials?
4. Share checklist with GC so that there is an understanding of goals as a Coordinator (see below for responsibilities)
5. Scoutstracker – is there a Council SME's who can mentor new group? This is not within your scope of support
6. Set a date for the next check-in with GC. When would they like to meet again to receive an update on the Section and Scouters? Please note that this will depend on the GC. Some may want frequent updates. You will need to meet with the GC at the end of the 15 weeks to provide them updates on status of Scouter Development and Program Plan for the year.
7. After meeting, follow up with an email to the Group Commissioner and SRM with a summary of the meeting. Include the plan for communication going forward and the date/time for next update.

Meeting with Scouters

After an email introduction from Group Commissioner/GC send an email introducing yourself and your role. In this email, include an opportunity to meet with Scouters only. If time allows, this should be done prior to Scouting Essentials - In the email, please include:

1. Please copy Relationship Manger (if requested) and Group Commissioner (if requested) in the email.
2. Your name, role, contact details and next steps for the Scouters.
3. Next Steps: Meeting time and location for Scouters only (if time allows)
4. Date and time for Scouting Essentials

Summary of 1st Meeting with Section Scouters

1. Ask the Group Commissioner to attend the meeting and introduce you and who you are and their role. (Ask if SRM would like to attend as well).
2. Include safety information (please see Teams channel for Safety information and resources) for your meeting place.
3. Determine Communication tool i.e.) WhatsApp, Group Text. *Seek permission to share contact information with the group of Section Scouters. Add Scouters to App and try the app to ensure they are receiving the messages. What is the expected time for reply? Does the Group Commissioner wish to be included in the communication tool?
4. Let them know what they should expect, their roles and responsibilities and when you will be meeting in person. *2 Scouter Rule. *See table above for information.



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5. What they need to bring to meetings. This may include any needed supplies/gear/personal items. i.e.) water bottle, pen & paper, phone etc.
6. Provide potential dates for Scouting Essentials and overnight activity with youth.
7. What should Section Scouters expect from you? For example, you do not count toward ratio. You will be supporting them for up to 20 weeks. Let Scouters know about the goals for the Sections.
8. Introduce them to Scouting Essentials - “Explore everything that is the Canadian Path. Giving you the confidence to run great weekly meetings, camps and beyond. Discover the routines that engage you and your youth to build great programming

Scouting Essentials aims to help Scouters in their Program Delivery and Section Scout role by using the Scouting Method to introduce to key concepts of the Canadian Path to bridge theory and practice”. In short you will introduce them to resources and basic knowledge of how to run fun, safe weekly activities and beyond.

Notes:

Section Scouters from all new Sections will gather for 1-2 meetings for (2-4 hours) to learn the Scouting Essentials. The Scouting Essentials will introduce basic knowledge of how to run a weekly Section Meeting from opening to close. This 4-hour session will also introduce resources from Scouts.ca and provide the Section Support Coordinator with a baseline of where Scouters are on the Scouter Development Map.

*Adjust content based on needs of Scouters.

*If completed by Section Scouters, please proceed to Week 2 in this guide.

Summary of Topics to be covered during Support:

*Please share with Section Scouters – they don’t know what they do not know. They may know some of this information and you may need to review information briefly.

Meetings

Section Opening
 Section Closing
 Code Of Conduct - Scouters
 Code of Conduct - Youth
 Meeting Template
 Communication Tool for Scouters
 Communication Tool for Parents
 Contact Section Scouter - who?
 Family Engagement Tool
 Communication - FOMA
 "Practice" Meeting with Scouters Youth

Shared Leadership

Scouters
 Parents
 Patrols - Why? How?
 Section Leadership - share the load
 Section Leadership Meeting

General Info



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Games - what, when & why
Outdoor Adventure Skills
Personal Achievement Badges
Scouts for Sustainability
Investiture
Balancing your Program - Map
Winter Program Challenge (if applicable)
Sensory Bin/Calming Kit
Planning Ahead! & Connection to Badges (OAS, RAB, Scouts for Sustainability)

Crucial Conversations

DHLC Session
Scouter to Scouter
Parent
Youth

Linking

With Group
Other Groups/Sections
Sections

Safety

AAF
Risk Mitigation
ERP
Youth Involvement
Fire/Evacuation Drill
2-Scouter Rule - Always!!
Sensory Bin/Calming Kit
Setting Youth Up for Success
1st Aid Requirements

Resources

Section Planning Guide
Section Meeting Template
On-Line Resources - Scouts.ca
On-Line Resources - DHLC
DHLC - Self Assessment Quiz
YouTube Challenge

Camp

How to book a Camp
How to budget for a Camp
Date for Overnight
Date for Pre-Camp Visit - Safety etc.
Camping Essentials - Packing (for Youth & Families)
Camping Essentials - Menu Planning



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Camping Essentials - Activity Planning
Camping Essentials - Family Engagement
Environmental Project/Activity
Community Service Project/Activity

Collect Metrics

Completed Scouter Development Map
Completed Plan to complete WBI
1 Year of Planning with Guide
Parent Survey
Scouter Survey
2 Family Activities (minimum)
1 Environment Activity (minimum)
1 Community Service Activity (minimum)
2 Youth Section Leadership Meetings (minimum)

Other

Track Support after 15 weeks
Virtual Office Hours

Scouter Info

Loss of Scouters - why/when/communication with SRM & GC
New Volunteers while with Section - why/communication with SRM & GC
Identify Contact Scouter
Identify 1st Aider for Section (ideally 2 Scouters)

Section Essentials Summary

4 Hour Session or 3 – 1.5 Hour Sessions

Explore everything that is the Canadian Path. Giving you the confidence to run great weekly meetings, camps and beyond. Discover the routines that engage you and your youth to build great programming

Scouting Essentials aims to help Scouters in their Program Delivery and Section Scouter role by using the Scouting Method to introduce to key concepts of the Canadian Path to bridge theory and practice.

Scouting Essentials – 4-hour Session Plan

***Take a break between sessions**

Welcome & Ice Breaker/Gathering Activity	10 minutes
Section Opening	5 minutes



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Session 1	
Weekly Meeting Structure	15 minutes
Section Code of Conduct	15 minutes
Online Resources	15 minutes
Scouter Development Map	15 minutes
Communication Tool	15 minutes
Session 2	
Lodges/ <u>Lairs</u> /Patrols Small Teams	15 minutes
Game Storming	15 minutes
Saga Adventures	15 minutes
Overnight Adventure	15 minutes
Session 3	
Section Leadership Council	15 minutes
Planning Your Year	15 minutes
Balancing your Program	15 minutes
Review & Thank You	10 minutes
Section Closing	5 minutes
Session 4	
Putting it all together – Plan for a meeting with registered Scouter youth	30 minutes

Section Essentials - Session 1

Plan:

Agenda

Welcome & Ice Breaker/Gathering Activity	10 minutes
Section Opening	5 minutes
Weekly Meeting Structure	15 minutes
Section Code of Conduct	15 minutes
Online Resources	15 minutes
Scouter Development Map	15 minutes
Communication	15 minutes
Review & Thank You	10 minutes
Section Closing	5 minutes

Supplies

- Flipchart paper/Whiteboard
- Markers
- Build a schedule blocks – enough for 1/patrol



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- Tails (brown, blue, white)
- Printed resources and/or QR codes
 - [Meeting Template](#)
- Access to a Wi-Fi or data
- Computer & Projector if possible
- [Find the resource game](#)
- [Section Scouter Resource page](#)
- [Pack Scouter Resource Page](#)
- [Troop Scouter Resource Page](#)

Do:

Gathering Game: Gathering games in Scouting are fun activities that Youth can play before the opening of a meeting/activity. The goal of these games is to engage Youth and help them transition into the official meeting. It provides an opportunity for Scouters to make final preparations for their activity/meeting and engage with families.

These are examples of “gathering games” that can be done with youth and for family engagement. These “ideas” are another method of “game storming” and can be examples to be illustrated during Saga Adventure.

*During game storming go back to pictures/ideas and ask what activities can be planned by using this example. Ie) Picture of a Boat – sailing skills, map & compass, knots needed for sailing. Peru as a destination: Hiking, trail skills, using stoves, cooking etc. These activities can then be tied back to Outdoor Adventure Skills, Scouts for Sustainability etc. Highlight that the “adventure drives the skill”. The skills should not be driving the adventure.

**If using this activity as participants arrive for the day, ask the 1st participant to explain what you would like volunteers to do. This demonstrates shared leadership and allows you to talk to participants/prep for the day (just as we would for a weekly activity).

Example Questions/Activities: this can be done on a roll of paper, 1 question per piece of paper, whiteboard, chalkboard etc.

Have a blank poster-board: draw a picture of something and ask participants to add to the drawing. For example, a boat, hat and mitts, a rocket etc.

Is there a topic/question you would like to cover today?

What is your favourite holiday or tradition?

What do you want to know more about Scouting?

What is your favourite show/movie?

What are your hobbies?

Name a Bucket List item

What is a winter adventure or activity you would like to do?

What is your favourite book or story?

What is your favourite sport?

What is your profession? /What do you want to be when you grow up?

What is favourite outdoor Adventure?

Do you have any certifications? Lifeguarding, canoeing, Class 4 License, Food Safe etc.)

For Camp planning: What is your favourite breakfast/snack/lunch/dinner?



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What do you want to learn how to cook?

*Participants can also cut pictures from magazines/store flyers for this activity (great for Colony)

Popsicle sticks – with sharpie, name 1 or 2 games you or youth like to play. These can be used throughout the session. Scouters can tell others how to play the game, and participants can play them as well (if time allows).

*Review Activity during Meeting Structure. A Scouter can support youth/participants as they answer questions

Families can also be asked questions to help with determining what family has subject matter expertise, support with activity/buy supplies/camp Chef/organizer of off-site adventures etc.

Welcome and Ice Breaker (10 minutes)

Welcome participants to the session

Have a safety moment/game - ask Scouters to identify areas that be potential risks and hazards

*Drop off & Pick Up Procedures

Icebreaker/Get to Know You Activity (see resources for ideas) – explain what a get to know you game is 1

Divide group into Patrols – see resources for ideas

Assign a tail to each Scouter – these can be picked at random

Section Opening (5 minutes) – Videos and then practice

[Beaver/Colony Opening](#)

[Cub/Pack Opening or Cub/Pack Opening](#)

[Troop/Scout Opening](#)

Review Promise, Law & Motto using the alternative promise.

Weekly Meeting Structure (15 minutes)

Discuss the key components of a weekly Beaver meeting:

- Gathering Activity
- Opening
- Planning
- Game
- Activity(ies)
- Review
- Closing

Discuss reasonable expectations of attention spans for this age group (10 to 15 minutes maximum), and the importance of interspersing active games and body breaks throughout meetings.

Games:



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Games can be incredibly effective tools for building teamwork and fostering collaboration within a group. Here's how:

1. **Communication:** Many games require effective communication to succeed. Whether it's discussing strategies, giving feedback, or coordinating actions, games provide a structured environment for team members to practice their communication skills.
2. **Problem-Solving:** Games often present challenges or obstacles that require creative problem-solving skills to overcome. When team members work together to solve these challenges, they learn to leverage each other's strengths and perspectives, ultimately strengthening the team as a whole.
3. **Trust Building:** Through gameplay, team members learn to trust each other's abilities and judgments. Trust is essential for effective teamwork, and games provide a low-stakes way for team members to develop trust in each other's skills and intentions.
4. **Conflict Resolution:** In team-based games, conflicts may arise over differing opinions or strategies. Learning to resolve these conflicts constructively within the context of the game can translate to better conflict resolution skills in real-world team settings.
5. **Leadership Development:** Games often require individuals to take on leadership roles, whether formally assigned or emerging naturally. This provides opportunities for team members to develop their leadership skills, including decision-making, delegation, and motivating others.
6. **Goal Alignment:** Games usually have clear objectives or goals that all team members are working towards. This helps align everyone's efforts and focus, teaching the importance of shared goals in achieving success.
7. **Bonding and Camaraderie:** Playing games together can be a fun and enjoyable experience, fostering a sense of camaraderie among team members. Shared laughter and triumphs can create lasting bonds that extend beyond the game environment.
8. **Feedback and Reflection:** Games provide immediate feedback on performance, allowing teams and/or individuals to reflect on their actions and outcomes. This feedback loop encourages continuous improvement and learning within the team. Plan-Do-Review!
9. **Stress Relief and Morale Boosting:** Taking a break from 'work' to engage in a game can help alleviate stress and boost morale within a team. It provides an opportunity for relaxation and enjoyment, which can ultimately improve overall team satisfaction and productivity.

"Get-to-know-you" games, also known as icebreakers, serve a specific purpose of helping people familiarize themselves with each other in various settings, from classrooms to workplaces. Here are several benefits of incorporating such games: Overall, games offer a dynamic and engaging platform for building essential teamwork skills in a low-risk, high-reward environment. By incorporating games into team-building activities, Patrols/Lairs/Lodges and entire Sections can enhance collaboration, communication, and cohesion among their members.



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Activity:

Play the build a schedule block game. Get Patrols to set up the order of the red cards and assign a time to each activity based on the length of their meeting – you won't have time for 3 activities in a 1-hour meeting.

Section Codes of Conduct (15 minutes)

Discuss Section Codes of Conduct and why they are an important / useful tool

Key information – why you should have a Code of Conduct:

- Sets out rules, expectations, and rights for all youth in the Section
- Try asking youth what you'd like them to do instead of what you do not want them to do. Try to keep to positive statements – "I will" – instead of negative – "I won't"
- The Code of Conduct should be developed with the youth so that everyone agrees together what rules will be followed.
- The Code of Conduct protects the safety and well-being (physical and emotional) of everyone
- Needs to be age-appropriate
- Reviewed regularly and updated as needed
- Parents should be emailed a copy and can be asked to sign it with their youth.

Activity:

In Patrols, Scouters will brainstorm and create a sample Code of Conduct. Provide poster paper and markers.

How can you take the COCs created in Patrols and turn them into a Section one?

[Link to Section Code of Conducts](#)

Resources (15 minutes)

Review with Scouters the Section Scouter Resource page. Highlight the activity finder, Scouts for Sustainability, Past & Present Challenges, and Meeting Guides.

Activities:

If time and technology allow play a couple rounds of find the resource:

<https://prezi.com/view/wCMNPOvZGet02SmKnbvF/>

Put up pieces of paper around the room with the various parts of the meeting – Gathering, Games, Planning, Activity, Review. Ask Scouters to add their favourite activities to these headings. Your best resource is each other!

Scouter Development Map

[Scouter Development Map \(have QR code to link\)](#)

Link to: [Template for SD Map Self-Assessment](#)



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In a nutshell, the Scouter Development Map helps Scouters self-assess and track personal development and set developmental goals for the upcoming program cycle. For each skill, mark off your current level and don't forget to consider your learning Stage based on experience and skills acquired outside of Scouting (this can include professional, or other volunteer experience).

Explain the [Scouter Development Model](#)

Communication Tool (15 mins)

How as a team are the Scouters going to communicate with each other?

Why?

Ask about how long should one wait for an answer to a question or opportunity?

Pick a method and have a Scouter set-up the app/tool. For example, Scouter should set-up text group and TRY IT! Make sure everyone receives the opening message. Does it work?

Review:

Review (10 minutes)

Answer any outstanding questions.

Ask Scouters one or two review questions (use review game suggestions to make it more interactive):

- What do you know now that you did not know before?
- What would you like to know more about?
- What surprised you about this session?
- What will you be implementing in your Section?

Introduce the Scouter Development and discuss the options to obtain Wood Badge I and II.

Show what stills will be developed during Section Essentials.

Section Closing (5 minutes)

Do a Section closing – can be found in the Scouter Manual on page 128

Section Essentials – Session 2

Plan:

Agenda

Welcome & Ice Breaker	10 minutes
Section Opening	5 minutes
Patrols/Small Teams	15 minutes
Gamestorming	15 minutes
Saga Adventures	15 minutes
Review	10 minutes



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Section Closing	5 minutes
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Supplies

- Depending on Game storming activities chosen, you may need paper, markers, dress up clothing, etc.
- Sticky notes
- Flipchart paper/White Boards
- Tails (brown, blue, white)

NOTE: Save the ideas that are generated during Game storming and Sage Adventures to use in Session Three

Do:

Welcome & Icebreaker (10 minutes)

Welcome participants

Review Safety Moment

Icebreaker Activity – see resources for ideas

Divide group into Patrols – see resources for ideas

Assign a tail to each Scouter – these can be picked at random

Section Opening (5 minutes)

Do a Section opening – can be found in the Scouter Manual on page 127

Review Promise, Law & Motto highlighting that we have 2 promises to choose from

Patrols / Small Teams (15 minutes)

The use of small teams (also known as the “Patrol Method”) is a key component of the Scouting Method.

The names of the small teams vary by Section:

- Section –Patrols
- Pack – Lairs
- Scouts and Up – Patrols

What are the benefits of using the Patrol Method?

Activity:

In Patrols, ask Scouters for their ideas, and fill in any of the following that they might miss

- A smaller group allows all voices to be heard
- It creates a team dynamic that allows its members to support one another
- Opportunity to learn problem solving and relationship building skills
- A safe environment in which members can test their physical, social, and mental abilities
- Helps with crowd control and keeping youth engaged



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- Allows White Tails/Howlers/Troop Leadership Team to expand their leadership skills

Activity: How to divide youth into - Patrols?

In Patrols, ask Scouters for their ideas and add anything they miss

- Mixed ages/experience levels
- Take friendships into account, but Patrols should not be “cliques”
- Youth who feed off of each other’s misbehaviour should be separated
- Youth who need extra support can be grouped with youth with stronger skills in those areas
- When siblings are in the same Section, it is best to have their input on whether they would like to be in the same or different Patrols

A best practice is to have a Scouter consistently working with the same Patrol throughout the year, and Scouters who are parents should not be assigned to their child’s Patrol. However, Sections should do whatever makes the most sense for them if these guidelines do not work for them.

You are never “stuck” with your Patrols if they aren’t working or if you need a different sized group. If personalities are not mixing as well as you hoped, move a few youths around, or do a complete refresh. If you need different sized groups for an activity, or if several youths from a single Patrol are absent at the same time, temporarily combine or mix-up your Patrols as needed.

Game Storming (15 minutes)

Game storming is a great way to introduce youth-led planning in a fun and age-appropriate way. Most of these activities still work with pre-reading youth. Discover some key tricks, activities and tips to bring fresh and creative adventures from your youth. As Scouters, supporting this development in youth is a game changer, explore how we Plan-Do-Review an Adventurous Youth led program. It’s fun, pretty simple and what Scouting is all about!

Embracing the Chaos

Collaborating with kids in brainstorming sessions is an exhilarating journey. The path it takes can often seem unpredictable, which might initially unsettle some Scouters. However, with each session of “game storming,” their proficiency improves. This unpredictability is part of the process. We gather ideas to inform our decisions.

Reprogramming Youth with Sincerity

Engaging in this endeavor demands considerable time and patience. It’s crucial to recognize that reshaping children’s perspectives and nurturing genuine enthusiasm for teamwork is a gradual process. Initially, they might meet your requests with skepticism, questioning the sincerity behind them. Building trust takes time, and it may be a while before they fully grasp your genuine dedication to crafting extraordinary adventures together. It’s worth noting that many conventional activities lack the same level of interactive engagement. Traditional educational settings often prioritize singular correct answers, stifling exploration and



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creativity. As Scouters, our goal is to create a safe, inclusive space where children feel empowered to share their ideas. Through consistent support and a genuine interest in their aspirations and adventures, we can inspire them to participate wholeheartedly and contribute meaningfully.

Think Patrol

These activities are most effective within Lodges, Lairs, and Patrols. They aren't suited for your entire section at the same time. This underscores the importance of the patrol system. If we want our White tails and Howlers to feel a sense of purpose, they should be involved in these activities within their respective Lodges and Lairs.

Choose one or two of the following activities for the Scouters to complete in their Patrols. You can share the details of the activities you don't end up doing with the Scouters so that they have even more ideas to bring back to their Sections.

[Make Planning Fun!](#)

Activities:

BIG Picture

With banner paper, have the kids draw some of their ideas. Some ideas will grow to great adventures. Others may be great stand-alone activities.

Fill in the Picture

Example, if we are skating, draw the rink. Have Beavers contribute what they would like to do in the rink. Or if it were a hike, have the Beavers draw stick people and contribute what activities we can do within the space.

Tell A Story

Using an idea for an adventure the Beavers would like to do. Use Plan-Do-Review to help build it. Scouter becomes the narrator for this tale and has the Beavers fill in the blanks on how the adventure will work. Ask them open-ended questions about where we are going, what we should bring, what to wear. Fun prop to add - a tackle trunk of costumes and adventure gear. Or have the youth act out their idea.

Adventures in a Comic Book

Have youth create a comic of their ultimate camp, adventure, or event. Youth can individually create a three- or four- panel comic strip (Scouter can provide a template), or a Patrol could work together on a whole comic book.

**This is also a great review activity. Have them do it after a camp or adventure, highlighting their favourite moments or activities.

Mind Mapping

This is an easy way to gather ideas around one adventure or an entire cycle of adventures but will require more Scouter support with youth who are emerging readers and writers. Using a white



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board, poster board, or computer program, start with a theme and then create branches off the main theme as ideas expand.

Tip: YouTube has many videos that demonstrate mind mapping.

High Flying Ideas/Snowball Fight

Each youth receives a piece of paper. They draw part of an adventure or activity they would like to do. (Older youth may choose to write words instead, but it is often more fun for people of ALL ages to use pictures!). Fold your picture into a paper airplane. When everyone is ready, toss the airplanes to each other. Grab a new airplane, unfold it, and then add something to the adventure that had already started. Repeat this for two or three rounds and then share the adventures with each other and see if there are any common themes.

If folding airplanes is too advanced for your youth, simply crumple up the paper into a ball and have a snowball fight instead!

Saga Adventures (15 minutes)

Sometimes the youth come up with a really big idea that will need to take place over weeks or months. **Start with YES!** Saga Adventures build on a theme from one week to the next, building skills as the youth go. Youth can participate in learning new things, building skills, or taking part in training or practice activities building up to the BIG adventure!

Examples of Saga Adventures:

Pirates

Treasure map reading ---> scavenger treasure hunt ---> knot tying ---> a scout craft flagpole ---> build your own pirate ship ---> race your pirate ship

Movie Maker

Write a script ---> watch a movie ---> dissect an old camera ----> make a poster ---> learn costume design and acting basics ---> start making stop motion or special effects---> make a short film and record it!

You can use this for lots of different ideas. Your only limit is your imagination! Look at those big adventures and work backwards to ensure that the youth build the skills needed to accomplish the adventure at the end.

Remember - Let the adventure decide the skills you need to learn, instead of letting the skills you already know decide the adventure.

Activity:

In Patrols, select an activity from one of the Game Storming activities that could become a Saga Adventure. Using sticky notes and poster paper to plan out skills or activities that will lead up to the big adventure.

- What skills do we need?
- What equipment do we need?



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- Who can help us?
- What is the BIG adventure going to look like?
- Where can Scouters turn for support if they need to build their own skills?

This is how Scouters can turn an adventure that may seem like it should be a NO (Let's go to the moon!!) into a YES!!!?

[Please provide PDF of Game Storming and Saga Adventures](#)

Review:

Review (10 minutes)

Answer any outstanding questions.

Ask Scouters one or two review questions (use review game suggestions to make it more interactive):

- What do you know now that you didn't know before?
- What would you like to know more about?
- What surprised you about this session?
- What will you be implementing in your Section?

Review the Scouter Development and discuss the options to obtain Wood Badge I and II. Show what skills have been developed during this session.

Section Closing (5 minutes)

Do a section closing – can be found in the Scouter Manual on page 128

Section Essentials - Session

Plan:

Agenda

Welcome & Ice Breaker	10 minutes
Section Opening	5 minutes
White Tail Council	15 minutes



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Planning Your Year	15 minutes
Balancing your Program	15 minutes
Review & Thank You	10 minutes
Section Closing	5 minutes

Supplies

- Ideas generated during Session Two
- Big Calendar
- Sticky notes
- Markers
- Tails (brown, blue, white)
- Resources or QR codes
 - [Pond Map](#)
 - [Section Planning Guide](#)
 - [Meeting Template](#)

Do:

Welcome & Icebreaker (10 minutes)

Welcome participants

Review Safety Moment

Icebreaker Activity – see resources for ideas

Divide group into Patrols – see resources for ideas

Assign a tail to each Scouter – these can be picked at random

Section Opening (5 minutes)

Do a Section opening – can be found in the Scouter Manual on page 127

Review Promise, Law & Motto highlighting that we have 2 promises to choose from

Section Leadership Teams/Councils (15 minutes)

White Tail Councils consist of all White Tails within a Section and Scouters. If you have a low number of White Tails, Blue Tails can also be included.

White Tail Councils are where ideas from Patrols are shared with the larger Section. This is when final planning decisions can be made. If possible, all decisions should be made by consensus.

White Tail Councils can take place during a full Section meeting, or a separate White Tails only meeting can be held. In either case, do not expect to do planning for more than 10 to 20 minutes before moving on to another activity.

White Tails can also work together on their top section awards.



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Give White Tails opportunities to expand their leadership skills. They can be tasked with extra responsibilities within their Patrols, lead a game or activity, or (with Scouter support) take on the planning of all or part of an adventure.

Activity: In Patrols discuss:

- Does your Section have an active White Tail Council?
- If not, what is holding you back?
- If yes, what is working well? What is challenging?
- How could you utilize the White Tails in your Section? What learning opportunities could you provide them?

Planning Your Year (15 minutes)

Introduce the Section Planning Guide. Have hard copies or provide QR codes to Scouters. Show and discuss the Section Goals on page two.

[Section Planning Guide](#)

Start big – mark off any school breaks or holidays you won’t be meeting. Will your Section have any holiday parties? Are there any Group/Council/National events you would like to attend?

Other key dates can include Investiture, Codes of Conduct, and Swim-Up. Remember that you may need more than one as youth can join throughout the year!

Are you undertaking a Saga Adventure? Where and how is that going to fit in?

How many times do you go outside for your weekly activities? Are you planning any overnight adventures?

Your calendar is going to fill up faster than you expect!!

Scouter Tip: Resist the urge to plan out every single meeting far in advance. Leave some space and flexibility in your calendar to take advantage of linking opportunities, Group or Council events, National challenges, etc. Consider getting all your “big” adventures on the calendar for the year and fill in the details of weekly meetings on a seasonal basis.

Don’t Forget! Scouting can happen year-round! Many Groups take the summer months off, but there can be advantages to Scouting in the summer. Consider how nice it might be to camp when it isn’t cold, muddy, or snowy!

If summer adventures are new to your Section, or sound overwhelming to your Scouters, it is ok to start small. Consider one activity a month and do something fun and easy to keep in touch with families – perhaps a family BBQ, or a meetup at a local park.



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Activity:

As a group, look at a big yearly calendar (the bigger the better).

- Add in the big dates
- Look at the adventures you've generated and add them into which season you think that activity fits best into
- Take 1 or 2 seasons and assign each Patrol a month to plan

In Patrols, use the Section planning guide and meeting template, have Scouters plan out 1 month of meetings. Encourage them to include all the things that they have learned throughout the 3 sessions – saga adventures, patrols, white tail council, online resources, etc.

Great! Now you have your year planned! As a Scouter Team, decide when/how often you want to meet to plan with the meeting templates. Do you want to do this monthly? Seasonally? Decide who is doing what for each meeting? What activities/games/gear/resources do you need for each meeting? How can you have your parents help you with these activities? By setting up a time to plan for each weekly activity/meeting, you are avoiding the day before or day of mad scrambling to put the meeting together. There is less stress – yes life happens! Be prepared! If something happens – the team knows what the plan was and can easily jump in where needed. Shared Leadership! No one needs to do this alone! Scouters do not need to do this alone – engage your families and ask for help

Balancing Your Program (15 minutes)

There are several tools you can use to help you plan a balanced program.

[Video - Program Areas and Maps](#)

Introduce [The Pond Map](#)

[The Pond Map details out the six Program Areas of the Canadian Path in a Beaver-friendly way.](#)

It also includes places that represent other activities that are part of the Beaver Scouts' exploration of the Pond: campfires and special ceremonies at Hawkeye's Campfire, hikes and nights at camp at Tic Tac's Camp, work on Outdoor Adventure Skills at Echo's Mountain, linking activities with other Sections at Akela's Jungle and, for the White Tails, the tracking of their North Star Award Quest at Aurora's Northern Lights.

Based on the Section's interests, they may visit certain areas of the Pond Map more than others. However, Scouters should encourage their Colonies to visit each area of the Pond Map throughout the year.



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Discuss with Scouters – are you using the Pond Map in your Section? Why or why not? Do you find it to be a useful tool? Are you deliberately trying to include each of the six Program Areas throughout the year?

Introduce Personal Achievement Badges

There are 16 personal achievement badges (PABs) that Beavers can earn by completing three adventures that are related to that badge. The PAB Guide provides suggested adventures, or Beavers can come up with their own.

Colonies can work together on a PAB, or Beavers can complete their adventures independently with family support. You can also do a mix of this, with the [Section](#) doing two adventures together, and then encouraging Beavers to complete a third independent adventure to earn the badge.

Some Beavers (or their parents!) are very motivated to earn PABs. Others are not. Either situation is okay.

Discuss with Scouters – how are you incorporating PABs in your program, if at all? Do you have any “badge kids”? Do you do anything to encourage other youth who aren’t “badge kids?” How strict are you when it comes to completing badge requirements?

Introduce Outdoor Adventure Skills

There are nine Outdoor Adventure Skills (OAS), which each have nine stages. Earning an OAS stage is an acknowledgement and celebration of learning. It is NOT a qualification, and earning a certain OAS stage should NOT be used as a pre-requisite to attend or participate in an adventure. Learning and experiences both in and outside of Scouting can count towards OAS stages.

A youth of any age will always start at Stage 1, regardless of when they join Scouting. Stages earned in younger sections are maintained by youth as they advance to a new section.

Scouter Tip: many Outdoor Adventure Skills are difficult to achieve at the Beaver level. This is okay! Scouters are reminded that the North Star Award only requires five OAS stages completed over three years.

Discuss with Scouters – how are you incorporating OAS stages in your program? Which are reasonable to achieve, and which are out of reach for average Beaver Colonies?

Activity:

In Patrols or as a whole group review the plans that you've created.

- Are there activities that cover each part of the pond map?



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- Are there activities that cover off any of the OAS skills?
- Did you include time in your meetings for Beavers to share their PABs?
- Are there additional activities that you would add in?

Thank You

Thank you for joining us today! Your time, energy and enthusiasm. Etc. Highlight some of the key learnings of the day. And explain the “Thank You” button for Scouters. And what to include in the Thank You.

- Who? Who attended the event or activity? Numbers help give a sense of how big this is – was it 7 Beavers, 3 sections, 150 Cubs and Scouters at the Kub Kar Rally or 500 Youth at a Council Camp?
- What? What are they being thanked for, and what impact did that have on the Youth? Did they take their Section to an activity as participants, did they help run an event, or did they take on a leadership or mentoring role?
- When? When did the activity take place and how long did it run? A couple of hours, a weekend, a week-long trip or something that lasted every week for 5 months?
- Where? Where did this take place? At a park down the road, or did they need to travel a considerable distance to get there?
- Why and How? Why did what they do help Scouts Canada Youth have great adventures, help them grow and have fun?

Review:

Review (try to leave extra time for review compared to previous sessions)

Review the Scouter Development and discuss the options to obtain Wood Badge I and II. Show what skills have been developed during this session.

Answer any outstanding questions.

Ask Scouters one or two review questions:

- What do you know now that you didn't know before?
- What would you like to know more about?
- What surprised you about this session?
- What will you be implementing in your Section?

What plans do Scouters have for the next steps?

- Additional learning
- Finding a mentor
- Meeting with GC to discuss goals
- Present Meeting Template for 1st meeting with youth. *Ideally youth are registered Scouter Youth. This provides a safe place for Scouters to “try” by doing



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with their own youth. Ask Scouters to lead a piece of the meeting. Ask that they bring needed supplies – ask what parents can help with. Let Scouters know that you will be sending a summary of Scouting Essentials with pdfs and links to resources.

Participant feedback survey

Section Closing (5 minutes)

Next Steps!

Using the Weekly Meeting Template ask Section Scouters to pick 4 weeks of planning. Please see links below for 16 weeks of outdoor planning. Please choose the section that you are supporting. Now you can meet your Scouters at their regular meeting place on the regular meeting night. Ask them to bring their registered youth to practice what they have learnt for their 1st Section meeting. Other registered youth will attend the 2nd Section Meeting.

Continue to: Section Support: Week to Week Plans

Outdoor Meeting Week to Week Links & Example

Links:

[Colony - 16 Weeks of Planning](#)

[Pack - 16 Weeks of Planning](#)

[Troop - 16 Weeks of Planning](#)

Sample of Colony:



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OUTDOOR SCOUTING WEEK TO WEEK

Meeting	OAS/ SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting 6	SDG #14—Life Below Water	Have a discussion question for the Beavers (and Scouters) to answer, like: "What do you think it would be like living under water?"	<ul style="list-style-type: none"> • Water Filter • Oil Spill Experiment • Game (Youth Choice) 	Review what you did by asking the Colony a couple of short questions, like: "How can we make sure that our water is clean for every creature on our planet?"	Facilitated Programming—let's get on the Canadian Path!
Meeting 7	Scoutcraft	Have a discussion question for the Beavers (and Scouters) to answer, like: "What cool things have you done at camp?"	<ul style="list-style-type: none"> • Safety around camp (discuss the buddy system, the importance of telling a Scouter where you are going, etc.). • How do you know that water is safe to drink? • Learn basic knot tying. • Game (Youth Choice). 	Review what you did by asking the Colony a couple of short questions, like: "How can we make sure that our water is clean for every creature on our planet?"	Facilitated Programming—let's get on the Canadian Path!
Meeting 8	Scoutcraft	Have White Tails lead a discussion (with Scouter Support), like: "What new knot have you learned for this week?"	<ul style="list-style-type: none"> • Practice building shelters. • Hang a drying line. • Hang mess kits. • Build a campfire (collect wood). • Discuss the Leave-no-Trace principles. • Game (Youth Choice). 	Review what you did by assisting White Tails in asking Lodges a question, like: "What can we do to make sure that we leave no trace?"	Have the Lodge plan an activity for the whole Colony. You can pick one of the upcoming themes and plan a full meeting based on that!
Meeting 9	Winter Skills	Have a discussion question for the Beavers (and Scouters) to answer, like: "What other shelters can we build at home?" Check out IKEA's fort plans .	<ul style="list-style-type: none"> • Follow-the-leader game (to teach the importance of staying on the trail). Use glow sticks to help the youth find the leader. • Night T-Rex games 	Review what you did by having White Tails ask Lodges a question, like: "Does anyone know why pirates have a patch on their eye?"—so they can see in the dark.	<p>Use Plan, Do, and Review</p> <p>Plan what materials are needed for your adventure. Do your adventure and then Review what you have done. How can you apply this concept to the meeting that your Lodge is planning?</p>



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