

# Introductory Meeting with New Scouters

## Guide for Section Support Coordinators

### Plan:

#### First Meeting with New Scouters Only. Approx. 2hrs

Gathering Game	10 minutes before start time
Welcome & Ice Breaker	15 minutes
Section Opening	10 minutes
Role of a Scouter	10 Minutes
Scouter Team Code of Conduct	<u>10 minutes</u>
Review of Resources on Scouts.ca	15 minutes
Review – Q&A	5 minutes
Section Closing	5 minutes
Next meeting plan	<u>20 minutes</u>

### 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 as an opportunity for Scouters to make final preparations for their activity/meeting and engage with families. For this meeting, the gathering activity helps to “get to know” Scouters.

Example of a Gathering Game: [Marshmallow Challenge](#)

### Welcome and Ice Breaker Games

An icebreaker is an activity or game designed to welcome attendees and warm up the conversation among participants in a meeting/activity

Example: [Name Game](#) and other [Examples of Ice Breaker Games](#)

### Section Opening

[Colony Opening and Closing](#)

[Pack Opening and Closing](#)

### Links to Videos

[Beaver/Colony Opening](#)

[Cub/Pack Opening](#)

[Troop/Scout Opening](#)

## What is a Scouter?

Ask Scouters what they think a Scouter is and what the role of a Scouter entails.

In short as a Scouter, you agree to be a mentor and role model for youth, and are responsible for the safety, respect, and wellbeing of youth while in your care. Create an inclusive atmosphere, encourage learning through doing, and support youth in becoming leaders. Scouters communicate regularly with volunteers and families, oversee fundraising with integrity, and stay informed about events to keep youth engaged. They also commit to ongoing training and collaboration with other Scouters to effectively deliver the Scouting program.

## Example Scouter Team Code of Conduct:

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

Key information – why you should have a Code of Conduct for your team of Scouters:

- Sets out rules, expectations, and rights for Section Scouters. At Scouts Canada, we believe that everyone, including youth, volunteers, and employees, has the right to be treated in a respectful and professional manner, and to be provided with an environment that is free from all forms of harassment, violence, and discrimination.
- The purpose of this Code is to protect team members and young people and to help adults work safely and productively with them and with each other
- The Code of Conduct should be developed with the entire team so that everyone agrees together on what rules will be followed
- Try to keep to positive statements – “I will” – instead of negative – “I won’t”
- Protects the safety and well-being (physical and emotional) of everyone
- Applies to all interactions, in person and virtually (online), while carrying out your role as a member of the **1<sup>st</sup> Expedition Colony Team**.
- Scouters should sign and date their Code of Conduct.
- The Code of Conduct should be reviewed regularly and updated as needed

## Areas to be considered when creating a Team of Section Scouters:

### Respectful Conduct and Communication

- Communicate with team members, volunteers, and others in a timely manner. This includes emailing, Teams messages, WhatsApp (all forms of communication) within 24 hours.

### Feedback Culture: Plan – Do – Review

- Feedback is essential—not optional. I commit to communicating kindly and respectfully, listening actively, and offering feedback with the intent to support and improve.

### Time Transparency & Wellbeing

- Regularly checking in to ensure my contributions align with team priorities and adjusting when needed.

## Review Resources from Scouts.ca

[Colony Scouter Resources](#)

[Pack Scouter Resources](#)

[Troop Scouter Resources](#)

### Review:

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?

Other ideas for Review of adventures: [Activities for Review](#)

### Section Closing

[Colony Opening and Closing](#)

[Pack Opening and Closing](#)

### Plan for Next Meeting