

Appendix 3

Example of evening programme

Thursday 5th May 7pm – 9pm

Name of Group	2 nd Anywhere Scout troop	
Meeting Place	Gilwell Park	
Leader in Charge	Joe Smith	
Time	Activity	Equipment
6.45 -7.00	Scouts Arrive – basic game set up for them to play as they arrive.	Flag and flagpole Whatever equipment is needed for game chosen Refreshments – juice/biscuits Reflection activity
7.00 -7.10	Flag break or Opening Ceremony – After the ceremony the leader informs the Scouts of the evenings activities	
7.10 -7.20	Game – for Scouts to let off some steam so they will focus better for the rest of the evening	
7.20 -8.00	Main Theme – this can be a series of shorter activities around the main theme, or the section split into groups to rotate around stations.	
8.00 -8.10	Refreshment Break – This can also be used as time to clear up the first activity, if the next activity does not require the same equipment.	
8.10 -8.30	Continue main theme	
8.30 -8.40	Clear away equipment and any mess	
8.40 -8.50	Game or reflection – An opportunity to play a game or share what has been achieved	
8.50 -9.00	Close meeting – lowering the flag and sharing notices.	

Appendix 4

Quality Programme Checker

The Quality Programme Checker is a tool designed to help you to plan and review your programmes, and make sure that you are delivering quality Scouting to the young people that you work with. A quality Scouting programme should cover all of the areas identified in the columns of the table. The Red, Amber and Green categories will help you to identify any areas where your programme could be improved, and set targets for you to reach when planning your next programme.

This tool could be used to review programmes which you have already run and identify areas that need a greater focus for the coming term or year, or new programmes which you are planning for the term or year ahead to make sure there aren't any gaps. You should tick the box next to the answer that best applies to your programme for each question.

Quality Programme Checkers for following sections can be found [here](#) as a collective or individually below;

- [Beavers](#)
- [Cubs](#)
- [Scouts](#)
- [Explorers](#)
- [Explorer Scout Explorer Scout Young Leaders](#)

A quality Programme definition has also been developed. A quality Programme is challenging, relevant and rewarding for every young person. A further breakdown of the quality definition and what this means is below.

A Quality Programme is Challenging, Relevant and Rewarding for every young person.

What we mean by Challenging

- More opportunities for outdoor and adventurous activities in safe environments
- Young people gaining confidence by participating in new or less familiar activities and stepping out of their comfort zones
- All young people regardless of their abilities, can enjoy and achieve

What we mean by Relevant

- Young people shape the programme based on what they want to learn and explore
- Ensuring the needs of every young person are met
- Responding to what young people are currently inquisitive about and reflecting this in the programme

What we mean by Rewarding

- Developing skills for life, including teamwork and leadership
- Supporting young people with their progression through the sections
- Young people are excited about Scouting, having fun and increasing in confidence

Reviewing the Programme with a section

There are activities to help you review the Programme with young people in your section. Find out more on the Youth Shaped Programme page [here](#).