

# PLAN FOR #YOUSHAPE EVENING

**SECTION:** Scouts

**DURATION:** 1 Hour 30 Mins

**NO OF YOUNG PEOPLE:** 20

	Time	Young People Activity	Leader Activity	Resources
Beginning	5 Mins	Normal Pack Opening – Led by Scouts.	None	None
Middle	10 Mins	<b>Snowball Game</b> Scouts to write down an idea for a game. Screw up the paper and throw it across the room. The person receiving it opens the paper and writes down a comment. Some Scouts are chosen to read out ideas.	Facilitate discussion of ideas Come up with a 'Top 2' games.	Paper, Pens
	25 Mins	<b>'Dragon's Den'</b> Scouts are asked groups of 3/4 to pitch for their own activity/ which badge they want to do. They have to work in a group, design a pitch and present to the 'Dragons' - Leaders!	Leaders to guide the session. Act as 'Dragons' who the Scouts have to pitch to. Don't be afraid to ask questions of the ideas to make them realistic.	Paper, Pens
	10 Mins	<b>'Snowball' Fight Game - Continued</b> Play the game that the Scouts voted on in the 'Snowball game' at the beginning.	Scouts lead the game	Depends on Game Chosen
	25 Mins	<b>Debate</b> Split the troop in half. Choose an interesting topic in Scouting e.g. uniform in Scouting or role of religion in Scouting. One group takes 'pro' and the other 'against'. Allow 15 minutes for discussion and then 2 minute succinct presentation from a 'spokesperson' with 2 minute follow up questions allowed for each side.	Leaders to help with discussion, perhaps adding a few ideas and helping with presentation planning.	Paper, Pens
Summary/ Close	10 Mins	Normal Closure – Led by Scouts	None	None