

# Module H – Programme planning

To achieve Module H, YLs need to undertake all four activities and then complete their YL Log Book. You should allow 120 minutes to complete this PoP.



### Aims to help Young Leaders:

- Know where to find programme ideas
- Plan an outline three month programme

### Activity One – Finding Programme

This will help YLs to identify a variety of resources to support programme planning.

1. Lead a discussion with the whole group to identify a range of ways to generate programme ideas. These should include:
  - Scout Websites (including Online Scout Manager)
  - Books and Magazines
  - Google or other search engines
  - Other Young or Adult Leaders
  - Young People
2. If there are any resources that the YLs are not aware of, take time to explain how they can access it.

### Activity Two – Ideas Inspiration

This will help YLs to “think outside the box” when generating ideas for their section’s programme.

1. Split into cross-sectional groups and provide each group with a box of random objects and a paper tablecloth to write on.
2. Ask the YLs to spread the objects out on the tablecloth and list as many games and activities that they can, using the objects as a trigger.
3. Groups should try to be as creative as possible and it may be useful to circulate the groups around the room so that other group’s ideas can be reviewed which may generate more ideas.
4. Ask the YLs to think about how easy or difficult it was to generate ideas. Highlight the benefit of working as a team to create a quality programme.

### Activity Three – Planning a Quality Programme

This exercise encourages the YLs to think about longer-term planning, so that they can gain experience in creating an exciting and balanced programme.

It is worth giving a large amount of time for this exercise as the practice of designing a termly programme is incredibly important – allow one hour as a minimum.

1. Split the YLs into sectional groups if possible.
2. Give each group; two Challenge Awards from their section, the section programme poster and a termly planner, allocating each group a term i.e. Spring. See Programme Posters on the Top Awards page. [Click to download](#) Handout H – Termly Planner
3. Ask each group to plan a programme that includes an activity badge relating to each of the allocated Challenge Awards within the termly programme. NOTE: not all elements for the Challenge Award need to be completed within the term, however the Activity Badges do need to be completed.
4. Once they have finished, ask each group to share their programme with the other YLs.

### Activity Four – Quality Programme Checker (QPC)

This activity helps YLs to recognise the benefits of reviewing their programme regularly.

1. Introduce the concept of the QPC and explain the importance of the review process to the YLs.
2. Ask each YL to review the programme of the section they work with using the QPC. See the QPC’s for Beavers, Cubs and Scouts.

### Resources:

- Paper
- Pens
- Paper Tablecloth
- Box of Random Objects
- Badge Boxes: Beavers, Cubs and Scouts
- Resource G – Programme Posters
- Handout H – Termly Planner
- Handout I – Quality Programme Checkers (QPC)



If you have any questions, please contact Liam (ACC -YL) by emailing: [l.sequist@norfolkscouts.org.uk](mailto:l.sequist@norfolkscouts.org.uk)

For more information or alternative activities [click here](#) for a link to the Preparing to Lead YL delivery book.