

Our next residential Young Leader training weekend will be on 1-3 March at Botany Bay near Tintern in the Wye Valley. You'll be able to choose 5 training sessions from the modules available.

The event will be catered, and will include time for activities, teambuilding and socialising. Accommodation is by camping (you'll need your own tent or borrow from your Scout Group or Explorer Unit) or you can choose to sleep on the floor of one of the cabins (space limited, first booked first served). Don't forget if you do brave the elements you'll get your Dragon Award signed off for March! (For full Dragon Award details see www.scoutswales.org.uk/node/141/)

The cost for the weekend, which includes full catering, is £17 and has been subsidised by the Area. Young Leaders should ask the Group they are helping to contribute towards this cost.

Bookings are being taken online now at <https://booking.gwentscouts.org.uk/> or for enquiries contact events@gwentscouts.org.uk

The closing date for bookings is midnight on Sunday 17 February.

Training programme

Friday

Module G – “What is a high quality programme?” plus teambuilding activities

Saturday

Session 1	D – Understanding behaviour	H – Programme planning	I – What did they say?
Session 2	B – Taking the lead!	C – That's the way to do it!	E – Game on!
Session 3	J – Communicate it!	F – Making Scouting accessible and inclusive	I – What did they say?

Sunday

Session 4	D – Understanding behaviour	F – Making Scouting accessible and inclusive	H – Programme planning
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An Area Explorer Scout Forum will follow the training on Sunday.

- **We are not providing Module A on this course. If possible please try to complete this prior to attending.**
- Please choose the "Mission Control" sessions, where we will help you look at ideas for completing the missions for the Young Leader Belt, **only** if you have already completed all other modules being offered in that session.
- We may need to alter modules subject to demand and other operational reasons. If you have previously been on a training course with us we will use the past records to provide suitable alternatives.

Further information about the YL scheme

The Young Leader scheme is part of the Explorer Scout section's programme. Explorer Scout Young Leaders (ESYLs) must register with the Young Leaders Explorer Scout Unit within their district, and are required to complete Module A within 3 months.

Young Leader training modules

There are 11 modules in the Young Leader training scheme. To complete the full award, the Young Leader Belt, YLs need to complete all 10 modules, a recognised first aid course, and complete 4 practical "missions" in the section where they volunteer.

Module A – "Prepare for take-off (essentials and expectations)"

There is some key information every leader working with young people needs to know from an early stage in their training. Module A covers important topics to ensure the protection of ESYLs and the young people in their care. This module aims to give you the essential information you will need to perform your ESYL role safely. It will provide you with the immediate skills needed to assist another section, and to understand your role. You will also discover how the Scheme works, and find out how to access further training opportunities.

Module B – "Taking the lead"

ESYLs need to develop a variety of skills, including leadership. To be an effective leader, young people must recognise which style, or combination of styles, is appropriate for each activity. This module aims to introduce you to the different concepts of leadership. It will teach you how to adapt your style so you can most effectively lead different kinds of activities.

Module C – "That's the way to do it!"

Aims to give you a general understanding of how to successfully demonstrate and teach a variety of skills. It will help make that process fun, and ensure that section members enjoy the experience.

Module D – "Understanding behaviour"

There are a number of reasons why young people behave in certain ways. The aim of this module is to give ESYLs a basic understanding of the different behaviours that young people can display and explores some of the potential reasons underpinning those behaviours. By the end, you should be able to recognise and propose possible strategies for dealing with different behaviours.

Module E – "Game on"

Games are a popular part of any section meeting. As well as being fun, games are a useful tool to help with learning, team building and a whole range of other issues. It will give you an idea of the different types of games that can be played and when to use them to greatest effect.

Module F – "Making Scouting accessible and inclusive"

This module will teach you how to create an environment that is inclusive and welcoming for all young people in the section. It will give you an understanding of some different additional needs a young person might have, and show you how to make reasonable adjustments to make the programme more inclusive for all.

Module G – “What is a high quality programme?”

Provides you with the knowledge of what a high quality, balanced programme is and looks like for the section support. It will help you to understand how awards and badges help to achieve this. It will also give you tips on where to find ideas for planning a high quality programme and tips on reviewing the programme to ensure that it is challenging, relevant and rewarding for each young person in the section.

Module H – “Programme planning”

Builds on what the ESYLs learned in Module G. It will use the skills and understanding gained to look at the tools and methods available to successfully plan a programme. You will look at where to find programme ideas and learn how to help the leadership team of the section you're working with to plan and run a programme over a three-month period.

Module I – “What did they say?”

Listening to young people of all ages and understanding their point of view is an essential part of good programme planning and section leadership. Young people should never feel that their views are ignored and should be actively involved in planning the programme. This gives an overview of how to bring their ideas to life, how to adapt their ideas where necessary, and how to and involve them in the planning of their programme.

Module J – “Communicate it!”

Makes you aware of the importance of different communication styles and the impact that the way you communicate has on others. It will look at how you can adapt your style to suit your audience, whether you're in section meetings or leader meetings. It will also look at how to talk about the skills you are gaining through Scheme whenever talking to other people both inside and outside of Scouting.

Module K – First aid

This module aims to ensure that ESYLs have the understanding and skills to take action in an emergency situation. Training in emergency response is becoming an essential requirement for many jobs and courses. These skills are invaluable for ESYLs. That's why training in emergency aid is part of the Scheme. Given the wide availability of training courses in first and emergency aid, ESYLs complete this module by attending a recognised training course.

Being an Explorer Scout Young Leader for your DofE Volunteering section

Being an Explorer Scout Young Leader in Scouting can count towards the Volunteering section of your DofE. The DofE requires the organisation you do your volunteering with to provide you with suitable training. When this is with Scouting, the Scout Association have decided the relevant training is Module A, plus an additional two hours of relevant training (YL modules, first aid, or activity-specific training) at each DofE level (Bronze/Silver/Gold).

Non-Scouting DofE participants are welcome to complete a volunteering placement with us. They are not Young Leaders and not entitled to wear uniform unless they join as a full member separately; but are required to complete the same training, and are therefore welcome on this course. If they wish to continue as a Young Leader after their DofE placement time is up, they must join as a full member (Explorer Scout).