



## **Young Leaders**

### **A Quick Guide for Young Leaders and Parents.**

#### **What is a young leader?**

Explorer Scouts can become a Young Leader (YL) in the Squirrels, Beavers, Cubs or Scouts sections. They form part of the leadership team of the section and assist in delivering Scouting to our members. They must be part of the Young Leader Explorer Unit and must not have unsupervised access to youth members.

#### **How old is a young leader?**

The core age range of Explorer Scouts is 14 to 18 years of age but a Scout can move up to Explorers and become a Young Leader from 13 years 6 months old. Young leaders do not need a DBS check.

#### **Can non-members doing an award be a Young Leader?**

Young people from outside Scouting can also participate if they are working towards their Duke of Edinburgh's Awards or Queen's Guide Award. They can do this by volunteering as nonmembers for a set period of time. They must only work within Scouting for the length of time required for their award but operate as any other Young Leader. They must complete Module A and are encouraged to complete any other training relevant to them, either other Modules or any other scheme provided by the DofE or Girlguiding which is helpful. While they volunteer with us they will be insured and can take part in the programme of their section such as taking part in camps but can't take part in the wider Explorer Scout programme.

#### **Can Young Leaders help with their old Scout troop?**

Yes but a break of six months is recommended. During this time they can gain experience in another group or section. This will ensure they are seen to be part of the leadership team rather than an older Scout.

## **How many Young Leaders can there be per section?**

It is recommended that there are no more than 3 young leaders per section to allow them to develop and complete their missions. This depends on the number of young people and adults in the section.

## **Do Young Leaders wear a uniform?**

Young Leaders usually wear the Explorer Scout uniform with either the District Explorer Scout necker or that of the group where they volunteer. If someone is volunteering as a Young Leader solely for their DofE award or a Girlguiding award then they do not usually wear uniform.

## **What about sleeping accommodation for nights away?**

Young Leaders must have their own accommodation separate from young people in the section and any adults.

## **What training do young leaders have to undertake?**

There is a Young Leader training scheme with eleven modules lettered A-K. All Young Leaders must be issued with an Orange Card when they start and they must complete Module A (Prepare for Take-off: Essentials and Expectations) within 3 months of starting their role. The remaining modules are optional but recommended.

## **What are the modules?**

- A – Prepare for take-off (essentials and expectations)
- B – Taking the lead
- C – That's the way to do it.
- D – Understanding behaviour
- E – Game on!
- F – Making Scouting accessible and inclusive.
- G – What is a quality programme?
- H – Programme planning
- I – What did they say?
- J – Communicate it!
- K – First Aid masterclass

## What awards can Young Leaders get?

Young Leaders get the Young Leader badge when completing Module A. This is a diamond badge with an acorn on it that goes on the right arm of the Explorer Scout uniform. Young Leaders who complete all the modules will be awarded a Young Leader woggle slider. For each mission the Young Leader completed, they earn one of the mission patch badges with an oak leaf on that go around the Young Leaders badge as shown on the right. When all the modules and all the missions are complete, they will have earned the Young Leader Belt Buckle which they can wear with their uniform as an Explorer and as an adult leader.

## What are the missions?

Young Leaders can complete four missions to put what they have learned into practice. They are signed off in conjunction with the section leader and the Explorer Scout Leader (Young Leaders). Mission 1 involves running a variety of different games. Mission 2 involves planning and running an activity that isn't a game. Mission 3 involves collecting the section's ideas and taking them to a section planning meeting. Mission 4 involves taking responsibility for organising and running a part of the section's programme.