

Cubs

Sixes generate, rank and debate the programme - with Sixers leading and volunteers staying out of the way.

Ages 8-10½

Pack

Pack Forum

YouShape Award available

Run the session

Total: 1 hour 10 minutes

0:00	Arrival - Cool Wall Put out four headings plus cards for activities and badges. Cubs sort them as they arrive.	REPRESENT
0:10	Opening Sixers lead. Name tonight's decision: what the Pack does for the next six weeks.	LEAD
0:15	Game - Quarter Ball Whoever holds the ball gives one idea for a future night. A scribe keeps up.	PLAN
0:30	Pack Forum in Sixes Six questions in each Six, then Diamond-style ranking of the ideas on the Cool Wall.	PLAN
0:50	Decide - Cotton Bud Debate Debate the top three. Three buds each keeps the loudest Cub honest.	REPRESENT
1:05	Closing Read back the top three with dates. Take one leaf off the YouShape Tree.	CLOSE THE LOOP
1:10	On the way out - Star Jars Use Star Jars by the door for quick feedback.	REPRESENT

Volunteer cue: the point of the night is not just to collect opinions. Finish with a real decision, a clear next step and a date for when the section will hear back.

How to run each activity

Use this page alongside the timeline. The steps explain the practical set-up, what the facilitator says or does, and what must be recorded before moving on.

Arrival - Cool Wall

0:00

1. Put four simple rating headings on a wall or table. For example: "Definitely", "Maybe", "Not for now" and "Tell me more".
2. Prepare cards showing recent activities, possible activities and badges. As Cubs arrive, ask them to place each card under the heading that best matches their view.
3. Do not debate the cards yet. Look for clusters and disagreements - these become useful prompts later.

Record: Record the strongest Cool Wall trends and any split opinions.

Opening

0:10

1. Brief the Sixers before the meeting and give them a simple agenda. A Sixer welcomes the Pack and explains the purpose.
2. State the real decision: which activities should go into the next six weeks of programme. Explain any non-negotiables such as fixed events or cost limits.
3. Tell Cubs how the decision will be made: ideas first, ranking second, then debate.

Record: Record who led and the programme window being decided.

Game - Quarter Ball

0:15

1. Form a circle or run it as a quick passing game. When the ball reaches a Cub, they have five seconds to give one idea for a future night.
2. Encourage specific ideas rather than categories: "night hike with hot chocolate" is more useful than "outdoors". Passing is allowed.
3. A scribe writes every idea on a separate card so the cards can be used immediately in the forum.

Record: Record all ideas, keeping the Cub's wording where possible.

Pack Forum in Sixes

0:30

1. Give each Sixer six short questions. Suggested prompts: best thing this term; something outdoors; something new to learn; a badge to work on; somewhere to visit; something Cubs could lead.
2. Spend about one minute on each question. Each Cub should contribute before the Six moves on. Put every answer on a card.
3. Ask each Six to choose nine cards and arrange them as a Diamond: 1 top priority, then 2, then 3, then 2, then 1 lowest. The Six must discuss until everyone can live with the order.

Record: Record one ranked Diamond from each Six and which ideas keep reaching the top.

Decide - Cotton Bud Debate

0:50

1. Take the three strongest ideas from the Sixes. Give every Cub three cotton buds as speaking tokens.
2. Each time a Cub speaks in the debate, they put one cotton bud in the middle. When their three are gone, they listen until everyone else has had the chance to contribute.
3. After the discussion, agree the order of the top three by a simple show of hands or final ranking. The cotton buds control airtime; they are not votes.

Record: Record the final top three and the key reason behind the decision.

Closing

1:05

1. Read back the three chosen activities and place them against real dates in the programme calendar.
2. If you use a YouShape Tree, remove or move one leaf to show that an idea has moved from "asked" to "action". Explain what the symbol means.
3. Name the next action and who owns it before the Pack finishes.

Record: Record the dates and owners for all three choices.

On the way out - Star Jars

1:10

1. Put three jars by the exit, for example 3 stars / 2 stars / 1 star. Ask one question about the forum, not about the winning activity.
2. Each Cub drops in one token as they leave. No discussion is needed at the door.
3. Use the pattern to improve the next forum and feed back any change you make.

Record: Record the jar totals and one improvement for next time.

Prep, record, close the loop

Before they arrive

- ✓ 4 Cool Wall headings
- ✓ Cards for recent/possible activities and badges
- ✓ Ball for Quarter Ball
- ✓ Six discussion questions
- ✓ Cards/sticky notes for ranking ideas
- ✓ 3 cotton buds per Cub
- ✓ YouShape Tree / leaf if you use one
- ✓ Star Jars and marbles/tokens

What to record

- ✓ Cool Wall trends
- ✓ Quarter Ball ideas
- ✓ One set of Six feedback per Six
- ✓ Ranked shortlist
- ✓ Cotton Bud Debate outcome
- ✓ Top three choices and dates
- ✓ Star Jar feedback

Facilitation notes

- Give Sixers the questions and let them run the conversation.
- Use ranking before debate so the whole Pack has shaped the shortlist.
- Do not let one confident Cub dominate the decision.
- Read back the dates before closing so the commitment is public.

End-of-night check

- ✓ Did young people make at least one genuine decision?
- ✓ Did somebody young lead part of the session?
- ✓ Have you named what happens next?
- ✓ Have you said when you will update them?

Keep it going next meeting

Sixers run the forum

Give each Sixer one question and five minutes. They run the discussion in their Six and report back while volunteers take notes.

One night, fully handed over

A Six chooses, plans and runs one night. Volunteers keep responsibility for safety and the things that cannot be handed over.

Close the loop

YOU SAID

WE DID

WE COULD NOT YET

NEXT UPDATE

Use these four headings at the next meeting, on a noticeboard or in your parent/carer update. Showing what happened after young people spoke is what makes the next forum worth taking seriously.