


## Activity: Let's Shape Scouts (Scouts, Explorers)

 1 hr  
10

### Help your community

Be able to take an active role in the community, give to others, and make the world a better place.

### Be a team player

Learn to work better with others, achieve shared goals, and put the team first.

## Safety alerts

### Active games

The game area should be free of hazards. Explain the rules of the game clearly and have a clear way to communicate that the game must stop when needed. Take a look at our guidance on [running active games safely](#).

Join the challenge, be creative, and have your voice heard in shaping the future of Scouts!

## Equipment

- Big pieces of paper
- Coloured pens or pencils
- Scrap paper
- Random object per team

### UK Youth Forum 2025

At Scouts, we want to listen to and act on the ideas of our young people. Our Youth Forum brings together young people from around the UK, allowing them to have their voice heard, take the lead and share their ideas for the future of Scouts. It helps make sure that young people have a voice in all areas of Scouts, from local groups to HQ.

We're delivering the UK Youth Forum in two different ways. This is so lots of young people can get involved. You can get involved by taking part in either:

- Local self-led activities: We've created self-led activities for local volunteers to deliver, so we can hear the voices of as many young people as possible!
- In-person events: There's four in-person events. Over 500 young people will come together for a day of engaging workshops. They'll be asked for their thoughts and ideas on the next Scouts strategy and big national projects.

## Before you begin

- Use the safety checklist to help you plan and risk assess your activity. Take a look at our guidance to help you carry out your risk assessment, including examples.
- Make sure all young people and adults involved in the activity know how to take part safely.
- Make sure you'll have enough adult helpers. You may need some parents and carers to help.

## Planning and Setting up this activity

- As this activity is for Scouts UK research, we ask that you make the parents and carers aware that their young people are taking part in the activity. They must acknowledge or consent to their young person taking part. You can do this by sending a Participant Information Letter, such as the one we've attached to this page.
- This activity has a topic on mental wellbeing and their challenges. If you haven't yet spoken to your group about mental wellbeing, you can use our [mental health](#) resources to support the discussions if needed.
- Put a sign that says 'True' in one area of the meeting space and another that says 'False' in another area of the space.

### Examples of objects to use in this activity

This activity needs lots of different objects You could use other objects, and they do not have to be the physical objects themselves. You could use photos or write the objects down on paper. Here are some ideas of the objects you could use:

Some examples:

- Tent Pegs
- First Aid Kit
- Ice cube tray
- Frying pan
- Mixing bowl
- TV remote
- Head torch
- Pioneering pole
- Bike helmet
- Whistle
- Duct tape
- Tennis racket

## Running this activity

### True or false

1. Gather everyone together and explain that they'll be given a statement. They'll need to decide if the statement's true or false, then move to the corresponding sign.
2. When everyone's ready, read out each of the statements:
  - **Five-year-olds are more creative than grown-ups:** True. A NASA study showed that 98% of 5-year-olds test at a Creative Genius Level. If you do the test again on 10-year-olds, it drops to 30%. If you do it again to 15-year-olds, it's around 13%. Adults tested at less than 2%.
  - **Scouts is the second-largest youth movement in the world:** False. Scouts is the number one biggest youth movement in the world. We've got over 57 million members.
  - **Every person who has walked on the moon was in Scouts.** False. 11 out of 12 were Scouts
  - **There are more than 1 million Scout groups in the world.** True. Scouts exist in over 216 countries around the world – that's nearly every country.
  - **There were no Scout meetings during World War one.** False. Many groups stayed active with Scouts stepping up to take the lead and run their own meetings. Find out more about how [Scouts helped during World War one](#).
  - **A youth consultation is when an organisation collects young people's views on a topic.** True. In the UK, Scouts recently asked thousands of young people about their next strategy.
  - **'Youth Voice' is when an organisation or charity asks young people for their thoughts and ideas.** True. By taking part in this activity, you'll be using our voices to shape what we do at Scouts.
  - **Scouts UK is hosting the first-ever UK Youth Forum this year.** True, this is the first youth forum of its kind, with four in-person events and lots of activities for every section to do in their meetings.

### Try creative problem solving

1. Gather everyone together and explain that creative problem-solving means thinking in new and different ways to find solutions to challenges. Instead of just using the first idea that comes to mind, it's about exploring different options, being resourceful, thinking outside the box and being open to new ideas. You might need to use unexpected items or changing your thinking to make it work. It's a skill that you can learn and practice.
2. Ask everyone to get into teams and give each team a random object.
3. Explain that they will need to use their object to solve a hypothetical problem. This may seem difficult at first, but they should think outside the box and have silly ideas too.
4. Some ideas of hypothetical problems are:
  - The freezer has broken, and your ice-cream is melting
  - There's water leaking from a hole in the ceiling
  - There's a power-cut and no-one in your area has any electricity

- You're locked out of your home
  - Your cat is scared by the sounds of fireworks
  - A monkey has escaped from the zoo
5. Give each team a hypothetical problem and let them have 10 minutes to think of a solution, encouraging them to think of ways they could repurpose their object. It could be broken into pieces, turned inside out or you could use lots of them. If anyone's struggling to know what to do, you can read out these example problems and solutions:
    - Problem: A group is given a swimming cap and told the room is too hot.
    - Solution: Fill the cap with ice cubes and wear it on your head to stay cool.
    - Problem: A group is given a wheelie bin and told the town is flooded.
    - Solution: Connect hundreds of wheelie bins together to create a huge boat.
  6. Bring everyone back together and ask anyone who wants to share their groups ideas.
  7. Ask everyone how this activity helped them think in new ways and solve problems. Why do they think being a good problem-solver is important? When might you need to use this?

## Take part in the UK Youth Forum

1. Explain that this part of session is part of the first Scouts Youth Forum in the UK, so everyone's ideas will help shape the future of Scouts.
2. Explain that in a survey some of the challenges adults and young people thought Scouts are facing today are:
  - a. **Adapting to a more digital world:** The world is becoming more digital every day. How does this impact the way we live, communicate and feel? How can Scouts adapt with this?
  - b. **Supporting young people's wellbeing:** Young people can struggle with their mental wellbeing but may not feel supported. How can Scouts support young people's mental wellbeing?
  - c. **Strengthening community connections:** Lots of people do not feel connected with their local community and want to make stronger bonds. How can Scouts help people feel more connected to their local area?
  - d. **Becoming more youth led:** Scouts is an organisation for young people, but how can we make sure they have a bigger role in leading activities?
  - e. **Outdoor and adventurous activities:** Outdoor activities are lots of fun, but it's not always easy to do them. How can Scouts help more groups to take part in more outdoor and adventurous activities?
  - f. **Opportunities to learn life skills:** Life skills are essential for success in all areas of life, such as apprenticeships, collage and work. How can Scouts help young people learn these important skills? And how can they show why these skills matter for the future?
3. As you read out these statements, you could chat through each one and discuss any ideas that the group has. You could also ask which ones your group agree or disagree with as being a challenge for Scouts and why they think that.
4. Now, ask everyone to get into teams. They can be the same or different groups as before. Ask each team to rank the six challenges from 'most important' challenge to 'least important' challenge.

5. Tell everyone that they'll be focusing on the challenge they chose as the most important.
6. Give each group time to think about and discuss the possible solutions to their challenge, as well as any other problems that might occur because of it. They should try to think as creatively as possible, and any ideas are welcome. They should note down their ideas, such as by writing, drawing or create a mindmap.
7. Ask each team to choose their top five solutions to the challenge. They should rank their top five solutions from the 'biggest difference' to the 'smallest difference'.
8. Make sure to make a note of each team's five solutions and their chosen ranking. Using their top five ideas, each team should create a poster, or something similar, to share their ideas of how to resolve the challenge.
9. Gather back together and chat through each of the team's posters. Are there any of the solutions that your group could try?
10. Make sure to record each group's solutions and upload photos of their work through the [online form](#).



### Here are some useful prompts to guide the young people through the challenges

- **Challenge 1: Adapting to a digital world:** The world is changing fast, and technology is a big part of our daily lives. We use digital tools to learn, play, and stay connected with friends and family. But how does this affect the way we live, communicate, and feel? At Scouts, how can we make the most of digital technology while still enjoying outdoor adventures and face-to-face fun? Should we use things, such as YouTube, or phones to learn new skills? Should Scouts do more online activities, or do we need more time away from screens? What could Scouts use outside of meetings, such as an app or a YouTube channel? If we do more online activities, what would this look like?
- **Challenge 2: Supporting young people's wellbeing:** Everyone faces challenges, and sometimes young people struggle with their mental wellbeing, but don't always feel supported. How can Scouts do more to help? What can Scouts do for mental health awareness? Could we learn new ways to handle stress or deal with emotions, could we have new badges or activities, or could we partner with other charities and organisations? Think about how you would support a friend who was feeling down. Would Scouts be a good place to talk about these things? Should we have more time to talk about our feelings?
- **Challenge 3: Young People want to be more connected to their communities:** Scouts are all about teamwork, friendship, and making a difference—but how can we help bring people in our communities closer together? Have you seen examples of people helping each other in your local area? Maybe a community garden, a food bank, or events that bring different generations together? Could Scouts do something similar? How can we help people fund these projects? Think about ways we can connect with others—could we team up with local charities, schools, or businesses? How can Scouts make a real impact and create lasting friendships in our communities? And how could volunteering with Scouts also help people feel more connected with others and their local community?
- **Challenge 4: Become more youth led:** Scouts is all about adventure, teamwork and learning new skills—but how can young people take the lead more? What if Scouts had more say in planning activities, events, and projects? Have you ever helped make decisions in your group? Are there times when you'd like to lead more? Think about the kinds of events or programmes you'd love to design and run. Could you plan a camp, organise a community project or teach a skill to others? How can we make sure every young person in Scouts has a voice and the chance to lead?
- **Challenge 5: Outdoor and adventurous activities:** Outdoor adventures are a big part of Scouts, but how important are they to you? What skills could they help you with? What kinds of outdoor activities would you love to do more of? Are there any challenges that make it harder for young people to get outside, such as bad weather, costs or lack of nearby spaces? How could Scouts make outdoor activities more accessible for everyone? Think about the most exciting adventures Scouts could take on—hiking, climbing, kayaking, camping, or something completely new!
- **Challenge 6: Opportunities to learn life skills:** Scouts is all about learning important skills that help us in school, work and life. What are the most useful skills for the future, and how can we develop them in Scouts? What skills do you think are important and why? Maybe teamwork, leadership, problem-solving, first aid, or even cooking? Are there things you wish you had more chances to learn? How can Scouts help young people gain the confidence and abilities they'll need for the future?

### What information should I submit?

Please submit the description of each team's proposed solution via the [Smartsheet form](#).

- The form will allow you to upload the solutions to each of the challenges.
- If more than one team chose the same challenge, combine their solutions.
- Select each 'key theme' that the young people mentioned in their solutions

- Use the 'other' box to add new themes that aren't covered in the key themes
- Upload any photos taken of the drawings and diagrams.

When submitting a photo of each team's work, make sure it doesn't contain any personal details, including names. If you need any support or advice, contact our team at [UKYF@scouts.org.uk](mailto:UKYF@scouts.org.uk)

### **Data protection**

The data collected from this activity will be anonymous. This means that we'll not collect any information that could personally identify someone.

The data you provide us with is securely stored in our internal encrypted servers, in line with General Data Protection Regulation (GDPR) law. Your data will be stored for two years after this project is completed on the 5 June 2027. After this time, your data will be deleted. This research doesn't contain any questions that'd allow you to be identified. We'll treat all information you provide as confidential.

For more information on how we manage your data, please see our [Data Protection Policy](#).

If you've any concerns about how your data is being used for this research, you can contact: [Data-Insights@scouts.org.uk](mailto:Data-Insights@scouts.org.uk)

### **Reflection**

This activity was all about being creative, working as a team, and thinking critically. It challenged you to think outside the box and come up with clever solutions using limited resources. What did you think of the hypothetical problems? What was the most creative idea your team came up with for the object? How did this help you to come up with solutions for the challenges in Scouts? What did you find challenging, and how did you overcome it?

By working in groups, you built your communication and teamwork skills, and presenting your ideas helped you practice confidence and problem-solving – skills that can be super useful in everyday life. How did you work together to make sure everyone had a say? How could the skills you used today help you in other situations?

### **Change the level of challenge**

- To make this activity easier, people could work in larger groups or as one big group. You could also have a list of ideas or examples for people to use and be inspired by.
- To make this activity harder, you could include more difficult hypothetical problems or have more unusual objects.

### **Make it accessible**

- For anyone who may not be able to move around your meeting place easily, think about creating response cards for everyone. People can hold the response cards up to show their choice, instead of moving to different parts of your meeting place. Make sure to use colours that can easily be identified for anyone who's colourblind.
- If needed, let people be in bigger group sizes to make sure everyone's supported in taking part in the activity. Everyone could also work all together as a one big group, depending on what will work best for your group. An adult or young leader should always be available to help and support people.
- Some people find thinking of ideas or making choices overwhelming. They made some need extra support or time to come up with ideas or make decisions. You could also have a group discussion to come up with ideas, have question

prompts, or a 'fill in the blanks' activity to inspire creativity. Make sure all suggestions are suitable for everyone. To reduce decision-making pressure, an adult could assign topics to people or groups instead.

- People should only present back to the group if they feel happy and comfortable doing so, and that's OK. No one should feel pressured to take speak or present. An adult or young leader can also share ideas on behalf of a group or individual. Instead of presenting to a large group, people may prefer to discuss their ideas in pairs or small groups.
- Make sure all the objects are accessible for everyone. Some examples include making sure to use colours that can easily be identified by anyone who's colourblind or using items that make noise for anyone with visual impairments. Some people might not like how it feels to touch some of the objects or textures. No-one should be forced to touch something they feel uncomfortable with. They could wear gloves, use another object to interact with the item, or find another way to do the activity.
- On our website, you'll find [mental health resources](#) that may be helpful during the discussions.

## **Take it further**

If you enjoyed this activity, why not bring it closer to home and try the rest of the youshape award? Each section has their own so make sure you check out the [youshape award](#) page to find out more information.

## **Youth Shaped guidance**

A young person from each group could lead their team's ideas sessions or the group discussions.



