

# Activity: Take part in our Youth Forum (Squirrels, Beavers, Cubs)



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## 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](#).

Little sparks, big ideas! Be creative, and have your voice heard!

## Equipment

- Big pieces of paper
- Coloured pens or pencils
- Scrap paper

### 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.
- We know that Squirrel Dreys introduce the session with a story. We'd suggest using "'The Dot'" by Peter H. Reynolds, a picture book that encourages children to try new or challenging things, to explore their creativity and to have confidence in their abilities.

## Running the 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. This is an optional fun activity to get young people thinking creatively. Young people really enjoy this game, but it'll make the meeting longer. Please prioritise completing the 'Take part in the UK Youth Forum' section if you have a limited amount of time.
2. Ask everyone to get into small teams.
3. Explain that creative problem-solving means using your imagination to find fun and clever ways to fix a problem or figure something out. Instead of just picking the first idea, we try different ways and think of new ideas. Sometimes, we might need to use something unexpected, like building a tower with cups instead of blocks. Or if it's raining, we can come up with a fun indoor game instead of playing outside.
4. Choose some safe, appropriate objects for groups to use. You could also use pictures of objects. Some examples include:
  - Tent Pegs
  - First Aid Kit
  - Ice cube tray
  - Frying pan
  - Head torch
  - Pioneering pole
  - Bike helmet
  - Whistle
  - Duct tape
  - Tennis racket
5. Some ideas of problems could be:
  - 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
6. Give each team a random object and a fun problem to solve, then explain that they will need to figure out how to use their object to solve the problem.

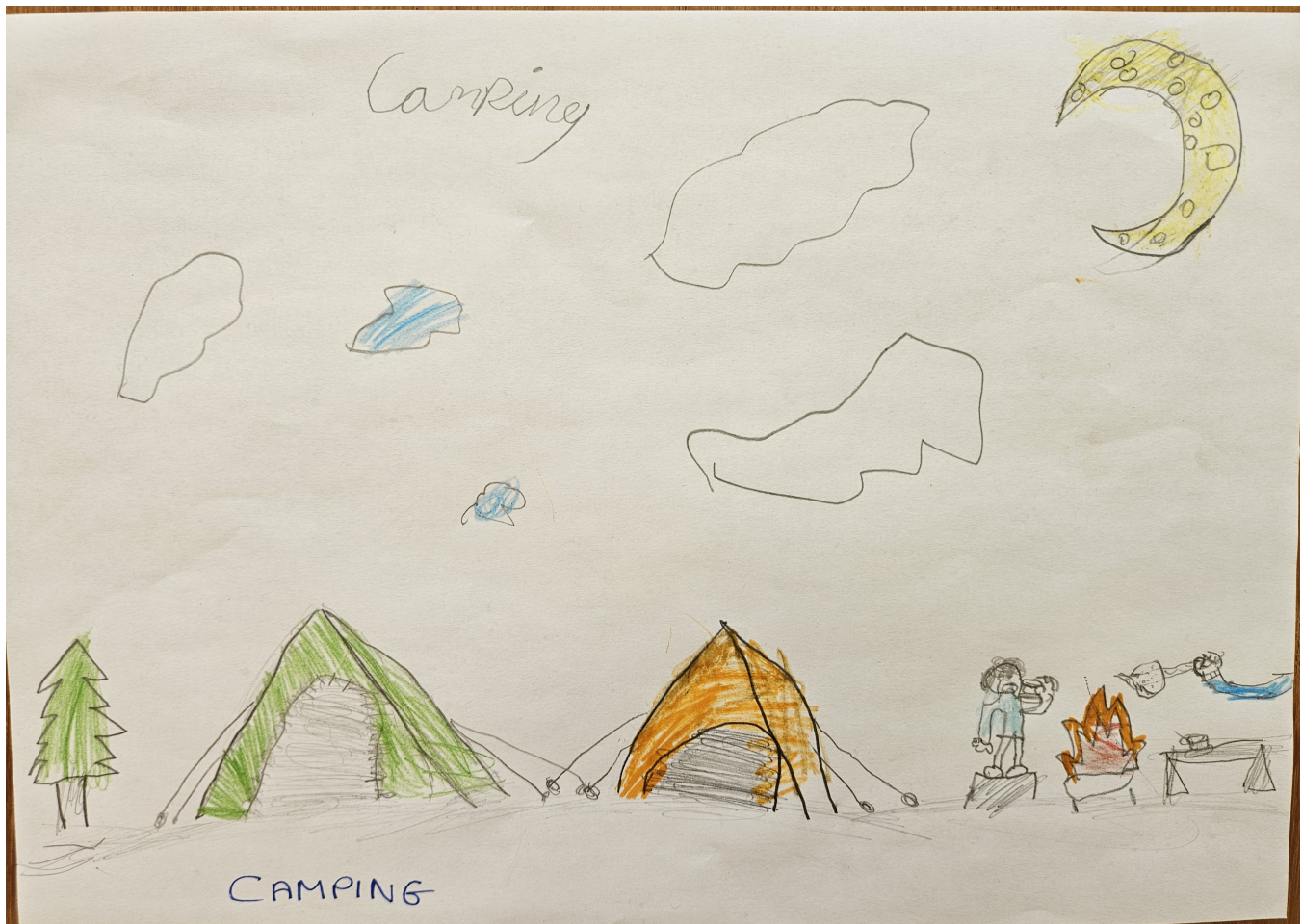
7. You could also ask each group to think of a fun or silly problem for another group to solve with their object.
8. Remind everyone to think about how the object could be used in new ways. They could turn it upside down or inside out, break it or use just a bit of it. If anyone is struggling, you could read out these example problems and solutions:
  - Problem 1: A group is given a swimming cap and told the room is too hot.
  - Solution 1: Fill the cap with ice cubes and wear it on your head to stay cool.
  - Problem 2: A group is given a giant foam hand and told it is too cloudy.
  - Solution 2: Use the hand to waft away the clouds.
9. Give everyone time to think of their ideas. An adult or young leader could write down people's ideas.
10. After a short while, bring everyone back together and ask if anyone wants to share their groups ideas. The adult or young leader could also do this on the group's behalf.
11. You could ask each group what their silliest idea was, what idea they came up with first, which idea surprised them and which idea they think they'd use. You could also ask them how they might use thinking creatively next time they have to solve a problem.

## Take part in the UK Youth Forum

1. Next, explain that this session is part of the first Scouts UK Youth Forum. This means that everyone's ideas will help make Scouts even better in the future and decide what fun things Scouts will do next in the UK.
2. Explain that each group is now going to be given a problem that Scouts might have in the future . Some of the problems are:
  - a. **Using Digital Tools:** Lots of us use phones, tablets, or computers. How do they help us, and when do they get in the way of other fun things? Should we use or learn about them in Scouts?
  - b. **Feeling Happy and Safe:** Sometimes people feel sad or worried. What can we do as Scouts to help everyone feel happy, safe, and cared for? And what activities could we do too? Is there anything else we could do or anyone else we could speak to?
  - c. **Making Friends and Helping Others:** Everyone likes making friends and helping people. How can Scouts help us do that? How can we tell people that this is what Scouts do? Some groups have helped their local area. They've gone litter picking, made bird boxes, visited older people or made cards. This is called community action. How can we get more people doing community action in Scouts?
  - d. **Being Youth-led:** What fun things would you like to do in Scouts? How can young people help to plan or lead some of the activities and games in Scouts, instead of just adults doing it?
  - e. **Having adventures:** Trying new things and being outside is so much fun. What cool outdoor adventures can we do in Scouts? What makes it tricky to go outside or have adventures sometimes, and how can we fix that?
  - f. **Learning New Skills:** There are so many things to learn, such as cooking, tying knots, or helping others. What would you like to learn in Scouts, and how can we make it fun?

- Now, ask everyone to get into teams. They can be the same or different groups as from before.
- Give each team one of the problems to solve to help make Scouts better in the future.
- An adult, young leader or young person can write down or draw their group's ideas. Remind everyone that their ideas can be silly, funny or sensible, expensive or cheap, and realistic or unrealistic. They should use their creativity and think outside the box.
- Once they're finished, each group should pick their top five ideas.
- Each group should make some artwork or a poster to share their top five ideas.
- At the end, each group can share their poster or artwork with the group. They could talk about their ideas and how they came up with them, as well as which idea they think will work best and why.
- Remember to make a note of everyone's ideas for each problem and take photos of any posters, notes, drawings or artwork. You can upload these through the [online form](#).





### 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 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.



