



## ORIENTATION to SCOUTING

For: Langley District

When: \_\_\_\_\_

- 7:30pm      Arrival of Participants:
- welcome, give name tag
  - assign to group
  - group leader will give directions for activity ( see attached for possible group activity)
  - work in groups for about 5 min.
- 7:35pm      Introductions:
- self introductions: each person to introduce themselves telling
    - name
    - job you will have in Scouting in the coming year
    - one fact about yourself that you don't mind sharing with the group
  - something you know about Scouting
  - begin with me
- 7:45pm      Purpose of the Evening:
- to give an overview of Scouting and why we are here
  - to meet the people you will work with during the year
  - to give you an idea of the help that is available for you in your position
- 7:50pm      Review of the evening:
- **the welcome, with name tag, etc.**- hope you felt included / Scouting is for everyone/even our youth need to be included immediately to implant first impressions
  - **small group activity** - one of Scoutings' main practices is to work in small groups: lodge in Beavers/Six in Cubs/Patrol in Scouts - this encourages everyone to participate, enables us to do activities that aren't always possible in large groups - why we need lots of adult participation to achieve these goals
  - **small group activity** - another of Scoutings' practices is to learn by doing and while doing. Meetings should be full of activities - games, stories, songs, knot-tying, crafts, canoeing, badge work, etc. Learning hands on things as well as some moral ideas - working together, good citizenship.
  - **Be prepared:** - As Leaders we need to be prepared to meet the challenges of these practices - you can't just expect to walk into the meeting with the youth and have it happen - adults need to be prepared, so being a leader places some demands on you and your time.

- **Involvement** - although you didn't have an opportunity to determine what you were going to do for an activity this evening, you did have opportunities for input into what you made. The youth need involvement in their activities as well. Depending on the age level, determines how much they will be able to decide for themselves. The adults are there to be guides, to think about safety, etc.

- 8:00pm Information about Scouting: (Use Handbook, handout)
1. Why are we here? Share our mission statement
  2. How does Scouting work? One programme, five sections,
  3. What help is available? Lots to learn - do it a step at a time.
    - work with other Leaders,
    - Intro. to Scouting,
    - Training – Basic Programme Planning, Scouting Skills
    - Resource materials - Handbooks, Games, Songs, Leader magazine, Scoutlook/Jellybeans
- 8:15pm Share creations made in small groups:
- each participant who shares receives a bookmark (optional)
  - give handout for evening
- 8:40pm Question and Answer period
- open the meeting up to questions
- 9:00pm Meet with Section Leaders (if you have planned for this)

# SCOUTS CANADA

## INTRODUCTION to SCOUTING

Date: \_\_\_\_\_

Welcome to Scouting and Scouts Canada

### ORGANIZATION OF SCOUTING:

Leaders are responsible to the Group Committee for the operation of the section program. The Group Committee is responsible to Scouts Canada, through the District Commissioner. The charter gives the group permission to run Scouts Canada programmes.

National body of Scouts Canada divides its work load into divisions, provinces and regions. Councils of these sections appoint a Commissioner and his/her staff to work with Group Scouters.

### SCOUTINGS FIVE SECTIONS:

• Beavers	Colony	began in 1974	ages 5 - 7 years
• Cubs	Pack	began in 1916	ages 8 - 10 years
• Scouts	Troop	began in 1907 (Eng.)	ages 11 - 14 years
• Venturers	Company	began in 1966	ages 14 - 17 years
• Rovers	Crew	began in 1917	ages 18 - 26 years

### SCOUTING SUPPORT:

Personnel: Scouters in your Group: \_\_\_\_\_  
Group Commissioner: Name: \_\_\_\_\_ Phone No.: \_\_\_\_\_  
Section ADC: Name \_\_\_\_\_ Phone No.: \_\_\_\_\_  
District Chair: Name: \_\_\_\_\_ Phone No.: \_\_\_\_\_  
Scout Office: 604 – 581-5777 Scout Shop: 14912 – 104<sup>th</sup> Ave., Surrey

Materials: Leader Handbook for your Section  
District Newsletter / Website  
Regional Newsletter: Scout'n About  
National Magazine: Leader Magazine  
Jumpstart programs for Colony and Pack

### TRAINING:

Basic Programme Planning - see Scout'n About, or the Website

East Area B.P.P. Colony, Pack and Troop  
November ? – November ?, 20??  
Erikson House, Camp McLean, 16<sup>th</sup> Ave.,  
Cost \$??

Foodsafe, First Aid, Discipline Youth and You - TBA

### YOUR OWN NOTES:

## **INTRODUCTION to SCOUTING**

### **Directions for Activity for Group Leader:**

1. The members of your group for the evening are:
2. Gather your group together around a TV table, and have each person introduce themselves.
3. As a group, create a creature with the plastecene. Your creature must include:
4. Give your creature a name.
5. Have a group member prepared to tell the rest about your creature. Encourage one the "new" people to share.

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