

## ***What is an Explorer Scout Leader / Helper?***

### ***How do Explorer Scouts Operate ?***



Scouts are aged between 14 and 18 years old. The weekly programmes will incorporate games and activity around a theme of “Adventure and Achievement”. Explorers are not organised into specific groups but define, with their Leaders how they operate. They can gain a range of badges with the main (Chief Scout’s Platinum, Chief Scout’s Diamond and Queen’s Scout) awards being closely linked with the Duke of Edinburgh Award scheme.

### ***What do Explorer Scouts do?***

Whatever they want – within reason. The programme will normally be developed by the Explorers with support and guidance from the Leaders, subject of course to the safety and welfare of all involved. The main objective is to run a programme that provides a balance between fun, adventure, individual and group achievement. The Explorer section also places great emphasis on individual development, Teamwork, Leadership, Responsibility and Service to others. A major part of the award schemes is community service.

The activities and badges available cover a very broad spectrum to meet the needs not only of the Explorer Scouts but also the interests of the Leadership team. Experts will be engaged to cover adventurous activities such as Climbing, Hill Walking, Water Sports, Archery etc and as a group we encourage our Leaders to become qualified in any Adventurous activity should they wish. For example within the group we have qualified Archery and Rifle Shooting instructors.

### ***What is the Commitment ?***

Each weekly programme lasts for 2 hours onto which you should add another 30 minutes for the “before” and “after” preparation, clearing away and discussion on how it went. In addition the planning meetings last for about 2 hours each half term.

The age range for the Explorer Scout section can be very demanding if we are to offer exciting Scouting for those taking part with the highlight being the Summer Expedition which normally lasts for 1 week. There are also activities that take place outside of the unit meetings each year, which could be a Unit, Group, District or County events.

### ***What Skills do I need?***

The main skills required to help Explorer Scouts are enthusiasm, a sense of fun and some basic common sense. You will be surprised how much of your own life experience will be of benefit to the Scouts and how quickly you will learn new skills by working with other adults and the Scouts themselves. Previous Scouting and Guiding experience is not necessary.

### ***What will I do?***

You will be part of the Leadership team. This means that you will be involved in the execution of the weekly programme which could mean helping or running an activity or game, helping the Explorers to complete a task or taking part in a trip, visit or camp. As your experience and confidence grows you may want to take the responsibility of organising the evening programme.

## ***But I don’t know what to do!***

**Don’t Worry!** We all had to start somewhere and others in the Leadership team will have varying amount of experience to help you. There are also a number of books and online resources to provide ideas that will be available to you when you are ready to read them!