# Scout to Explorer (A guide to Moving On)



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## **About**

This document will outline the procedure we have in place for our Young People as they move from Scouts to Explorer.

Now you have reached the age where you can decide when you would like to move up to Explorers we have given you this guide, so you know what to expect.

Moving on is what we call it in Scouting when someone reaches the age where they can join the next section and they start to join in with, and learn more about, their new Section.

Though there is a set process to moving on, there is plenty of flexibility in it too. In most cases there are a number of different ways that moving on can be achieved. After giving out this information and a quick chat between Parents, Leaders and the Young Person a decision will be made on when and how the Moving On Procedure will take place.

## **Moving On**

As a Scout (Parent) you will need to know a few things about the process of Moving On to Explorers.

There are a lot of changes that will happen when you become an Explorer, but there is no need to worry as there are plenty of Leaders you can ask if you have any questions or concerns about these changes and who will support you every step of the way.

#### **Meeting Night**

The biggest change when moving up to Explorers is that they meet on a different night.

Due to Explorers being a District run section, Scout Groups will no longer be allowing Explorers to come to Group meeting nights as participants. This means that as an Explorer you will need to go to Explorer meeting nights and become a Young Leader before you can return to the Scout Group to help out, however once you have done this you can then come to one or the other, or even both if you would like.

Explorers meet on a Tuesday between 7.30pm and 9pm at Willington Scout Hut (Helmington Row) during the School Term, this means when Schools are on then Explorers are too.

If you can't make a Tuesday night, then it may be possible to speak with other Explorer Groups in other Districts that are close by which may be more suitable.

## **Young Leader Training**

To help out at your original or any other Scout Group you will need to become a Young Leader. To do this you will need to complete Module A which will be run at least 3 times a year.

Once you have completed this Module you will need to have a discussion with the Group Scout Leader and Section Leaders in your chosen Group to see where you will be able to help out before you join or re-join as a Young Leader.

Once you have a place at a Scout Group, this could be as a Young Leader in any of the Sections (Beavers, Cubs or Scouts) depending on the Groups needs, you will then start to work on Completing your Missions.

As you progress into Explorers you will learn more about the Modules and Missions of the Young Leader Training Scheme.

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#### **Uniform and Investiture**

Once you become an Explorer you will need to learn about the Explorers and your new section and change your uniform.

After a few weeks of Explorers and enjoying it, you will probably want to get a Uniform to make you feel like one of the Group. This can be purchase through one of the Explorer Leaders or through one of the Scout Shops or online.

At the end of the term you will be invested at the Explorer Awards Night or if you have completed the Young Leader Training Module A then investiture could take place at the Scout Group you help at.

#### Subs

With moving to a District run section how you pay subs will change.

Please speak to your new section leader about how you can pay for Subs.

# What you can do

As an Explorer, you not only get the chance to become a Young Leader, you get the chance to do so much more.

### **Duke of Edinburgh**

As an Explorer you have the opportunity to take part in the Duke of Edinburgh Scheme and earn your Bronze, Silver, and possibly Gold Awards.

A Duke of Edinburgh's Award is so much more than a 'pat on the back' for completing a programme of activities. It is recognition of a young person's successful journey of self-discovery and development, renowned by employers and universities alike for the qualities young people have who've achieved a DofE Award.

Its balanced programme develops the whole person – mind, body and soul, in an environment of social interaction and team working.

There are three progressive levels of DofE programmes which, when successfully completed, lead to a Bronze, Silver or Gold Duke of Edinburgh's Award.

## **Explorer Only Events**

There are a number of events put on by the County that are Explorer only, these are;

- Midnight Madness
- Outward Bounds
- Monopoly Run
- Geoffrey Gordon Cup

There are also camps and events run by the Explorers Leaders that a specifically designed for our Explorers and for them to achieve badges.

As Explorers you can also plan your own camps and events with support from the Explorer Leaders and possibly even gain a Nights Away Passport to run the camp yourselves.

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