

Squirrels



Squirrels YouShape Award User Guide





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This section looks at the whole Squirrels YouShape Award and what each aspect of the Award entails.



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These pages focus on what you need to plan, deliver and what the Squirrels will explore in the different badge elements of the Squirrels YouShape Award. They show how each element links to the Early Years Foundation Stage and to Scouts' theory of change.

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An example map through the Squirrels YouShape Award journey, with suggested activities for each badge element.



SQUIRRELS YOUSHAPE AWARD

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Welcome to the Squirrels YouShape Award!

This guide will help you to facilitate the Award with your Squirrels. The most important thing to keep in mind is that your Squirrels themselves are the real guide. They get to choose the direction of the YouShape Award and how they each experience it. That means it's your job to step back, to listen and to let their imaginations lead the way. It's an opportunity to be truly creative and to trust where the Squirrels take things.

Through offering the Squirrels YouShape Award, you will be building resilience, supporting wellbeing and developing advocacy amongst your Squirrels. These are key skills for life for all Scouts. Providing meaningful child-led experiences in Squirrels will help ensure that young people are developing these skills right from the beginning of their scouting journey.

Each Drey will facilitate open-ended sessions which help determine the theme for your experience of the Squirrels YouShape Award. Depending on the outcomes, you might have one theme as a group or a few different themes that you all explore together.

We anticipate that it will take between 3 to 6 months to complete your Squirrels YouShape Award. If new Squirrels join during that time, they can identify their own ways to take part in your themes, or can wait until the next year. If next year some of your Squirrels have already completed their Squirrels YouShape Award, they can help support the new Squirrels to complete theirs.

It's important that the activities that you facilitate are child-led to provide a meaningful YouShape Award experience for the Squirrels but also for you and other adult volunteers.



SQUIRRELS YOUSHAPE AWARD



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Whilst we provide a framework for you to offer the YouShape Award within, the experience will and should be determined by the young people and families who attend your Drey, the adults who volunteer to support it and the community that surrounds it. Keeping things local, rooted in the Squirrels' experience and guided by their innate curiosity will help ensure that they gain skills for life.

You can of course continue working towards others badges as part of the YouShape Award. It's very likely that there will be lots of different badge outcomes that you can link to your YouShape Award theme, explorations and adventures.

There are four stages to the Squirrels YouShape Award.

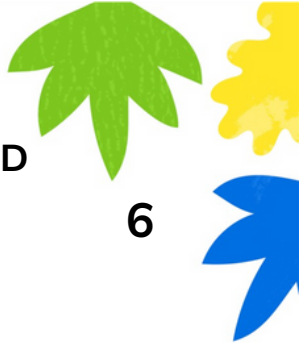
These are:

- **Central Badge:** find your theme/s based on what emerges from open-ended sessions
- **Plan:** let the Squirrels start to explore their YouShape Award theme/s and determine what they will do
- **Lead:** the Squirrels continue exploring your theme/s by relating it to themselves, your Drey and your community
- **Represent:** the Squirrels choose how they will share their experience of the YouShape Award with the world.

To help you get started, we have devised a map of activities to move through these different stages. You can of course develop and use your own map and we hope that you will. This is an example approach to help you get started with the Squirrels YouShape Award.

- **Central Badge:** Youth Shaped deconstructed roleplay
- **Plan:** Plan a Youth Shaped cardboard city
- **Lead:** Build a Youth Shaped cardboard city
- **Represent:** Show off your Youth Shaped cardboard city

There are also other examples on the activity finder to help guide the way.

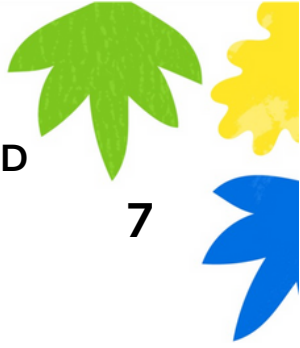


Central Badge

- Facilitate open-ended sessions where you can listen to your Squirrels and hear their ideas.
- Open-ended, child-led, play-based sessions will help your Drey generate lots of ideas.
- By using child-led activities, you can be sure that the Squirrels will have autonomy and ownership over their experience of the YouShape Award.
- Step back, whilst the Squirrels step up and inspire each other with their play, ideas and interests.
- As a group, decide what your Squirrels YouShape Award theme/s will be.

Plan

- Based from what you observed and heard in the Central Badge explorations, gather more materials to allow the Squirrels to continue to define their YouShape Award theme/s, how they will experience it and what they would like to learn.
- The Squirrels can collaborate, create and express through different mediums, including storytelling, show and tell and play.



Lead

- Squirrels create connections amongst themselves and with their YouShape Award theme/s and work to achieve the learning outcomes they wanted to focus on.
- They explore leadership roles and champion examples of increased wellbeing individually, within the Group and the wider community.
- You might use different materials to help the Squirrels express their understanding of what they are leading. This could include clay, painting and roleplay.
- You can involve the community, families, the rest of your group or other local/national groups.

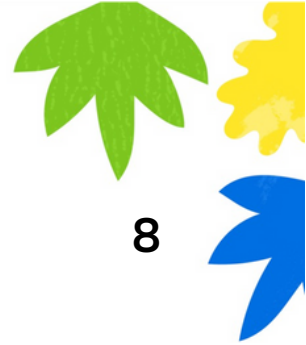
Represent

- Invite people in to the Squirrels YouShape Award experience, so the Squirrels can showcase what they've planned, led, learnt and shared. The Squirrels could share their experience with family, other sections, Youth Commissioners or the wider volunteer team.
- You could have a performance, a song, a story book, a video, an art exhibition... whatever the Squirrels decide is the best way for them to celebrate what they've achieved.
- The Squirrels could also choose to get in touch with a local decision maker and ask them to help Scouts in your local area.



SQUIRRELS YOUSHAPE AWARD CENTRAL BADGE

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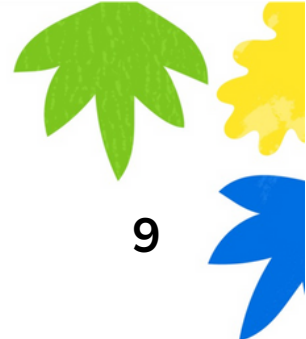


CENTRAL BADGE	
Badge Requirement	<p>The Central badge is all about thinking about what Squirrels want to achieve, exploring ideas, finding a theme and making it happen. This is how you will find your unique Squirrels YouShape Award theme.</p>
Programme Planning	<ul style="list-style-type: none"> • Plan your open-ended sessions: <ul style="list-style-type: none"> ◦ <u>Create YouShape art with bits and bobs</u> ◦ <u>Youth Shaped deconstructed roleplay</u> ◦ <u>Go on a Youth Shaped nature walk</u> • You can run sessions multiple times, with activities feeding into each other or mix and match the different sessions. • Set up materials and have tools ready to record what happens.
Delivery	<ul style="list-style-type: none"> • This is the ideas generation stage where you can find your YouShape Award theme/s. • Facilitate open-ended sessions. • Share findings with parents, so the exploration can continue at home. • Identify key themes based on what the Squirrels have been inspired by, excited about and what has given meaning. • You can use opening/closing circles to reflect on sessions with the Squirrels and agree the direction for your YouShape Award. • Reflection: As a group, talk about what was created, shared and felt. Decide what you will continue to explore for your YouShape Award theme/s.

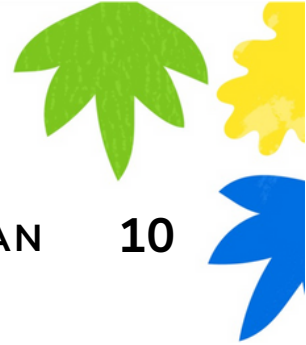


SQUIRRELS YOUSHAPE AWARD CENTRAL BADGE

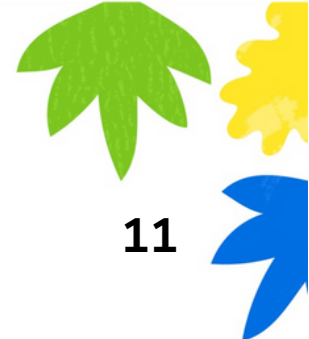
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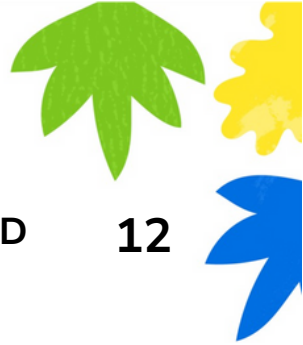
<p>Scouts' Theory of Change</p>	<ul style="list-style-type: none">• Adventure<ul style="list-style-type: none">◦ Physically Active◦ Value the outdoors◦ Try new things◦ Courage to take risks• Skills for Life<ul style="list-style-type: none">◦ Problem Solving◦ Independence• Wellbeing<ul style="list-style-type: none">◦ Personal Wellbeing◦ Happy• Leadership<ul style="list-style-type: none">◦ Initiative and acting as a role model
<p>EYFS</p>	<ul style="list-style-type: none">• Personal, Social and Emotional Development<ul style="list-style-type: none">◦ Managing feelings and behaviour• Physical Development<ul style="list-style-type: none">◦ Moving and handling• Communication and Language<ul style="list-style-type: none">◦ Understanding• Mathematics<ul style="list-style-type: none">◦ Shape, space and measure• Expressive Arts and Design<ul style="list-style-type: none">◦ Exploring and using media and materials◦ Being imaginative



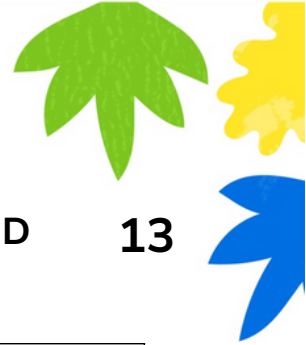
PLAN	
Badge Requirement	<p>The Plan badge is all about thinking creatively, working together and planning some exciting activities for your programme. As a group, explore what it means to Plan.</p>
Programme Planning	<ul style="list-style-type: none"> • Suggested activities: <ul style="list-style-type: none"> ◦ <u>Plan a Youth Shaped cardboard city</u> ◦ <u>Tell your YouShape Award story</u> ◦ <u>Idea Circles</u> • You might create resources to help the Squirrels talk more about their ideas. For example, print photos from the open-ended sessions, play them recordings of what they created or have them draw pictures you can refer to in group discussions. • Decide whether you want to plan in one group together or in smaller groups. If in smaller groups, feed ideas back into a final group discussion. • If you want to take a vote, bring resources that the Squirrels will enjoy voting with. Stones are a clear and easy way for them to cast a vote. • You may also decide to have a group discussion to determine the plan for the YouShape Award.
Delivery	<ul style="list-style-type: none"> • Based on the outcomes of the open-ended sessions you delivered as part of the Central Badge, begin to build on ideas and follow the Squirrels' plans with where they want to take them. Make more room for play and use this for further ideas generation. • Storytelling: Squirrels can begin to take ownership of their own stories. They might identify what their YouShape Award story is about, depending on what they are planning. • Finally, identify key themes based on what the Squirrels have been inspired by, excited about and what has given meaning. • Reflection: You can use opening/closing circles to reflect on sessions with the Squirrels and determine with them the plan of direction for their YouShape Award.



<p>Scouts' Theory of Change</p>	<ul style="list-style-type: none">• Adventure<ul style="list-style-type: none">◦ Try new things◦ Courage to take risks• Skills for Life<ul style="list-style-type: none">◦ Problem Solving◦ Communication• Wellbeing<ul style="list-style-type: none">◦ Personal Wellbeing◦ Happy◦ Confidence and Self-esteem• Leadership<ul style="list-style-type: none">◦ Working in a team• Citizenship<ul style="list-style-type: none">◦ Active role in the community• Connectedness<ul style="list-style-type: none">◦ Respect and trust others
<p>Early Years Foundation Stages</p>	<ul style="list-style-type: none">• Personal, Social and Emotional Development<ul style="list-style-type: none">◦ Managing feelings and behaviour◦ Self-confidence and self-awareness• Communication and Language<ul style="list-style-type: none">◦ Listening and attention◦ Understanding◦ Speaking• Literacy<ul style="list-style-type: none">◦ Reading• Understanding the world<ul style="list-style-type: none">◦ People and communities



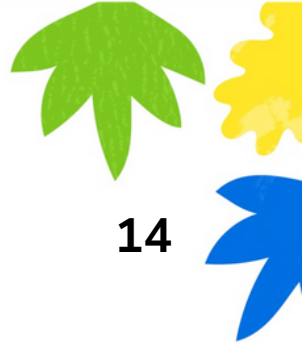
	LEAD
Badge Requirement	The Lead badge lets Squirrels take the reins. This badge lets Squirrels think about supporting others, delivering their Squirrels programme and stepping up during sessions and Nights Away. As a group, explore what it means to Lead.
Programme Planning	<ul style="list-style-type: none">• Suggested activities:<ul style="list-style-type: none">◦ <u>Build a Youth Shaped cardboard city</u>◦ <u>Make a clay model that's Youth Shaped</u>• Based on outcomes from the Plan sessions, create activities which allow the Squirrels to continue to develop their ideas, taking initiative and leadership with how they want to interpret and expand on the identified themes• Talk to the Squirrels about what materials they would like to use to continue exploring their identified areas of focus/theme.
Delivery	<ul style="list-style-type: none">• Activities within this badge element are all about expression, creation and collaboration.• Squirrels can use a variety of tools and activities to further explore and bring their ideas into form.• Squirrels co-create tangible pieces of work and collaborate by sharing and fusing their individual experiences.• This could include clay, show and tell, painting, sculpture or roleplaying.



<p>Scouts' Theory of Change</p>	<ul style="list-style-type: none"> • Adventure <ul style="list-style-type: none"> ◦ Tackle Challenging Activities • Skills for Life <ul style="list-style-type: none"> ◦ Communication • Wellbeing <ul style="list-style-type: none"> ◦ Perseverance and grit • Leadership <ul style="list-style-type: none"> ◦ Working in a team ◦ Initiative and acting as a role model • Citizenship <ul style="list-style-type: none"> ◦ Active role in the community • Connectedness <ul style="list-style-type: none"> ◦ Meaningful friendships ◦ Care about others
<p>Early Years Foundation Stages</p>	<ul style="list-style-type: none"> • Personal, Social and Emotional Development <ul style="list-style-type: none"> ◦ Making relationships ◦ Managing feelings and behaviour • Physical Development <ul style="list-style-type: none"> ◦ Moving and handling • Communication and Language <ul style="list-style-type: none"> ◦ Listening and attention ◦ Speaking • Mathematics <ul style="list-style-type: none"> ◦ Shape, space and measure • Understanding the world <ul style="list-style-type: none"> ◦ People and communities ◦ Technology • Expressive Arts and Development <ul style="list-style-type: none"> ◦ Exploring and using media and materials ◦ Being imaginative



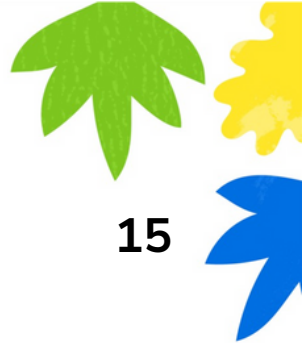
SQUIRRELS YOUSHAPE AWARD: REPRESENT



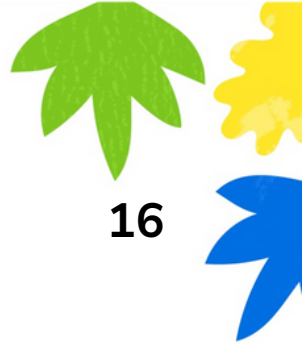
REPRESENT	
Badge Requirement	<p>The Represent badge lets Squirrels think about how they'll tell others about your Squirrel Drey – they could engage the community, invite some friends to join the fun or create a work of art. As a group, explore what it means to Represent.</p>
Programme Planning	<ul style="list-style-type: none">• Suggested activities:<ul style="list-style-type: none">◦ <u>Show off your Youth Shaped cardboard city</u>◦ <u>Create a Youth Shaped art gallery</u>◦ <u>Represent your YouShape Award</u>• Invite in parents, community, other sections, other local/national groups.• Support the Squirrels with what they need to prepare.
Delivery	<ul style="list-style-type: none">• Share, celebrate and showcase what the Squirrels have experienced and created together• This could be through a song, a performance, an art exhibition, a storybook, an open day at the Drey for families and communities to come to, a video, a press release, a poster... anything that enables the Squirrels to share and celebrate their YouShape Award experience.



SQUIRRELS YOUSHAPE AWARD: REPRESENT



<p>Scouts' Theory of Change</p>	<ul style="list-style-type: none">• Skills for Life<ul style="list-style-type: none">◦ Practical and contemporary skills◦ Independence◦ Communication• Wellbeing<ul style="list-style-type: none">◦ Personal wellbeing◦ Confidence and self-esteem◦ Beliefs and attitudes• Leadership<ul style="list-style-type: none">◦ Responsible and trustworthy◦ Working in a team◦ Initiative and acting as a role model• Citizenship<ul style="list-style-type: none">◦ Active role in community◦ Self as a local, national and international citizen• Connectedness<ul style="list-style-type: none">◦ Meaningful friendships◦ Care about others◦ Respect and trust others
<p>Early Years Foundation Stages</p>	<ul style="list-style-type: none">• Personal, Social and Emotional Development<ul style="list-style-type: none">◦ Self-confidence and self-awareness• Physical Development<ul style="list-style-type: none">◦ Moving and handling• Communication and Language<ul style="list-style-type: none">◦ Speaking• Understanding the world<ul style="list-style-type: none">◦ People and communities◦ The world• Expressive Arts and Development<ul style="list-style-type: none">◦ Exploring and using media and materials



Central Badge

- Youth Shaped Deconstructed Roleplay
 - Let Deconstructed Roleplay spark the imaginations of your Squirrels. Use their creations to help your Drey decide on a theme for your Squirrels YouShape Award.
- Other Open-ended Sessions for the Central Badge:
 - Create YouShape art with bits and bobs
 - Go on a Youth Shaped nature walk

Plan

- Plan a Youth Shaped cardboard city
 - Continue to build on your Deconstructed Roleplay activity by using the same materials to plan a cardboard cityscape.
- Other activities for Plan:
 - Tell your YouShape Award Story
 - Idea Circles

Lead

- Build a Youth Shaped cardboard city
 - Let the Squirrels roleplay and explore life in their cardboard city.
- Other activity for Lead:
 - Make a clay model that's Youth Shaped

Represent

- Show off your Youth Shaped Cardboard City
 - Based on everything's that's been planned, led and explored in your Cardboard City, decide as a group how you will represent your experience.
- Other activities for Represent:
 - Create a Youth Shaped art gallery
 - Represent your YouShape Award