

# Quality of Programme Checker - Explorer Scouts

# EXPLORERS

The Quality of Programme Checker is a tool designed to help you to plan and review your programmes, and make sure that you are delivering quality Scouting to the young people that you work with.

**A Quality Programme is Challenging, Relevant and Rewarding for every young person.**

What we mean by Challenging

- More opportunities for outdoor and adventurous activities in safe environments
- Gaining confidence by participating in new or less familiar activities and stepping out of their comfort zones
- All young people regardless of their abilities, can enjoy and achieve

What we mean by Relevant

- Young people shape the programme based on what they want to learn and explore
- Ensuring the needs of every young person are met
- Responding to what young people are currently inquisitive about and reflecting this in the programme

What we mean by Rewarding




- Developing skills for life, including teamwork and leadership
- Supporting young people with their progression through the sections
- Young people are excited about Scouting, having fun and increasing in confidence

The red, amber and green categories will help you to identify any areas where your programme could be improved, and set targets for you to reach when planning your next programme. The figures included in the red, amber and green categories have been calculated following research with Section Leaders.

This tool could be used to review programmes which you have already run and identify areas that need a greater focus for the coming term or year, or new programmes which you are planning for the term or year ahead to make sure there aren't any gaps. You should tick the box next to the answer that best applies to your programme for each question.

To make sure that the tool is as beneficial as possible, you should be open and honest when completing it. You could share your results with others in your Group or District, and discuss best practice and tips for improving the quality of your own and others programmes.

**What percentage of Explorers gain at least their DofE Silver or Chief Scout Diamond Award?**

-  More than 60%
-  20-60%
-  Less than 20%

**How many activities take place outside the normal meeting place per year?**

-  More than 9
-  3-9
-  Up to 3

**How many times per year does your Unit engage with the local community?**

-  3 or more
-  2
-  0-1

**How often does your Unit take part in any of the following activities each year:**

- National programme initiatives
- County
- District
- With another section

-  More than 3
-  2
-  0-1


**How many nights away do Explorers have the opportunity to attend per year?**


-  5 or more
-  3-5
-  Up to 3


**How often do Explorers regularly engage with other opportunities available to them, such as the activity badges, the Queen's Scout Award, the Explorer Belt and the Young Leaders Scheme?**

-  Regularly
-  Sometimes
-  Rarely


### Youth Involvement


 Termly Unit Planning Forums. Regular District Explorer Scout Forums. Regular opportunities to influence the programme and provide feedback. Feedback is acted upon.


 Irregular Unity Planning Forums and District Explorer Scout Forums. Some opportunity to influence the programme and provide feedback. Feedback is sometimes acted upon.

 No Unit Planning Forums and District Explorer Scout Forums. Rare opportunity to influence the programme and provide feedback. Feedback is occasionally acted upon.

### Delivery of the programme

 Programme is always well planned; run by a range of appropriately skilled people; uses a variety of methods. Feedback gathered from young people is positive.

 Programme is normally well planned; uses a variety of methods; usually run by appropriately skilled people. Feedback gathered from young people is normally positive.

 Programme is occasionally well planned; limited variety in the methods used; programme is not always run by people with appropriate skills. Feedback from young people is mixed.