


Scouts

Programme Methods

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Programme Zones

	Games	Technology and new skills.	Design and creativity	Visits & visitors	Activities Outdoors	Service	Reflection prayers & worship	Themes	Team build activities	Activities with others
Scoutcraft and Adventure										
Fit for Life										
Creative Expression										
Exploring Beliefs and Attitudes										
Community										
Global										

The Bottom Line

Underlying Ways of Working

	Fun	Teamwork	Relationships	Commitment	Personal development	Working together	Leadership & Responsibility
	○○○	○○○	○○○	○○○	○○○	○○○	○○○
	1 tick = Poor 2 ticks = Good 3 ticks = Excellent						

Stuart Leacy - Version 1

Using this chart it should be possible to evaluate how balanced your program is over a period of time. Decide for each week, your main activities and put five ticks in the grid above. Then fill in for each week, the bottom line, through looking at the way you aim to deliver your ideas.