

# EURO SCOUT.DOC

## LANDS OF ADVENTURE TERRES D'AVENTURE

You are Europe!

### Aims and Objectives of Lands of Adventure

*The Lands of Adventure programme for young people aged 11-16 will provide inspiration, guidelines and examples of good practice for National Scout Associations in order to develop their programme and relevant tools. (European Scout Region Strategic Plan 1998 - 2007)*

The objectives of the Lands of Adventure programme are as follows:

- To encourage Scouts to gain an appreciation for their European neighbours
- To encourage the Patrol System
- To encourage the use of the new technologies in the Scout programme
- To introduce and develop the project approach in the Scout age section

#### Europe

Lands of Adventure seeks to give Scouts the incentive to find out more about some of their European neighbours. In this way, they will come to understand that there are many similarities and differences between countries in Europe ... and that both similarities and differences should be celebrated.

#### Patrol System

Lands of Adventure is a patrol-based activity. It can be undertaken by one or more patrols within a Scout troop, and so can fit in a number of ways into the troop programme. The Patrol System is one of the fundamentals of the Scout Method, and by undertaking activities such as Lands of Adventure, this system is both encouraged and developed within Scout troops.

#### New Technologies

The current generation of Scouts are growing up in the information age. Scouting therefore needs to incorporate the use of new technologies in order to make the programme relevant. Lands of Adventure by its very nature requires the use of new technologies, and so offers Scouts the chance to use these technologies in practical ways.

Lands of Adventure seeks to encourage the use of the Project Approach within the Scout age section. This approach involves Scouts in all stages of a task or series of activities, from the planning stages through to implementation and on to evaluation.



There are a number of elements to a project in a Scout context, and they are as follows:

- It is a collective enterprise (*something that a team decides to undertake together*)
- It has a clearly defined goal (*what the project sets out to achieve*)
- It has a clear process (*a series of defined steps from the initial idea through to celebration of the achievements of the group*)
- It involves the use of the Scout Method (*enough said!*)
- It incorporates a number of learning opportunities (*these will allow each Scout to gain knowledge, skills and attitudes in a variety of areas*)
- It takes into account varying interests, talents, capacities and needs (*each Scout can decide how they will contribute to its success*)
- It requires a personal commitment to achieving the goal (*it should therefore not be imposed on the Scouts*)
- It has a clearly defined beginning and end (*it does not go on for ever!*)

## The Lands of Adventure programme

There are 3 elements in the programme for Scouts to complete:

<b>Europe at EUR door</b>	Investigate the customs & traditions of another European country
<b>Express EURSelf</b>	A chance for Scouts to utilize their creative talents
<b>EUR Hopping</b>	Connect with Scouts of another country and complete a project together

## Europe at EUR door

### Europe at EUR door

Europe is closer than you think

Europe at EUR door is a project based on finding out about another country. Patrols should be encouraged to select a country that is of interest to them. There are two aspects to the project:

#### Research and explore a country.

The following are some guidelines:

- Avoid 'school' type projects that are simply based on 'facts and figures'
- Patrols should be encouraged to research many aspects of a country, it's traditions, customs, food, culture, sports, etc
- Use different methods for research, for example contact the embassy of the chosen country, engage the help of a penpal, talk to Scouts from the chosen country in a forum.

#### Undertake a series of activities.

These should be based on the research undertaken by the patrol. The following are some suggestions for activities that might be undertaken:

- An international food festival – patrols cook and serve traditional food from their chosen country
- Traditional games session – patrols introduce and play games from their chosen country
- Traditional dance display – patrols put on a display of a traditional dance from their chosen country

## Express EURSelf

### Express EURSelf

Your creative step into Europe

Express EURSelf is a creative project. Encourage your patrols to select a project that will give them the chance to display their creative abilities to others.

#### Express EURSelf can be:

- ... any creative project
  - Theatre-play,
  - Short film, animation
  - Comic-strip
  - Drawing, Painting, Mural
  - Dance, poetry, sculpture
  - ...
- ... a creative presentation of a patrol's usual activity
  - In the style of a TV news report
  - Photostory
  - Internet blog
  - ...
- ... a presentation of the patrol itself – where they are from, who they are...
  - Video
  - Documentary
  - Interview
  - ...



Encourage your patrols to select a project that will give them the chance to display their creative abilities to others.

## EUR Hopping

# EUR Hopping

You make new friends in Europe

EUR Hopping is based on completing a project jointly with a patrol in another country.

### There are two options:

- to physically meet a patrol to carry out an activity
- to work on a similar project in your own countries

As with the other elements of Lands of Adventure, the type of project undertaken is to be decided upon by the patrols.

However, the following guidelines should be considered:

- Establishing communication between patrols is the first step. Therefore patrols will have to decide how they will communicate.
- Ideas for the project should be put forward by both patrols, not just one.
- The project should be selected primarily on the basis of being possible for both patrols to complete.
- The project can take any format, from a physical challenge to a social project to an exchange of programme ideas.



## How to complete a project

So now that you know what is involved in the various Lands of Adventure projects, the next step is to understand how your patrols will go about getting their hands on those coveted badges!

### The steps involved

The following is the general procedure involved:

- Complete the application form and return it to the Lands of Adventure Ambassador for your country. You should indicate on this form which project or projects you wish to undertake.
- The Ambassador will forward your application to the World Scout Bureau - European Regional Office in Geneva, where your Patrols' details are added to the Lands of Adventure database.
- The basic Lands of Adventure badges are sent from Geneva to the patrol.
- The patrol completes their selected project.
  - Where the patrol wishes to undertake the EUR Hopping project, they contact the Ambassador, informing him/her from which country they want to link with another patrol.
  - The Ambassador contacts the Ambassador in that country, and between them they arrange for contact details to be passed between the patrols.
- When the project is completed the patrol send a presentation and report to the Ambassador.
- The Ambassador forwards the project and report to the World Scout Bureau - European Regional Office.
- The project is assessed and successful patrols are sent the relevant badges and certificate.

It should be noted that there is no set order for completing the Lands of Adventure projects. Please remember that each patrol is unique! Patrols should discuss the merits of completing each project, and should then be encouraged to take on the project which they feel most interests them.

## Presentation

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Successful projects will be made available for viewing by patrols around Europe in one of two ways:

- Inclusion on the Lands of Adventure website
- Inclusion in a projects CD which will be circulated to all patrols that complete projects in a given year

Therefore, when patrols are planning projects they should at all times consider how they can display their project to others. While there are no rules as to which media format a patrol uses, it is intended that some form of "new technology" be used, such as:

- PowerPoint Presentation
- Website
- Video
- Digital Picture Slideshow

In the case of Express EURself, there are some specific guidelines as to how to submit content:

- Sculpture, Art, Still Photograph, Mural – send digital photographs of stages of the project and finished project
- Animation, Video, Performance, Dance – send video (VHS or DVD). Maximum duration 5 minutes

## Reports

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When projects are being submitted they should be accompanied by a report. The report details the various stages of the project from selection of the project through to the completed result. A report template is included in the LoA Leader's Handbook and can also be downloaded from the LoA website: [www.landsofadventure.eu](http://www.landsofadventure.eu)  
A report based on, or using this form should be completed by the patrol when they are submitting their project.

Page 1 of the form looks for a repetition of the information submitted in the original application, as well as the project title and the dates of the project. Pages 2 and 3 of the form ask the patrol to outline how they undertook the project, and there are four sections as follows:

### 1. Explanation of the central idea or concept behind the project:

- Explain what the project is all about.
- Explain how the patrol came up with the idea/concept for the project.
- State what the patrol hoped to achieve by completing the project.

### 2. Outline of the plan of action:

- Describe the various stages involved in completing the project, from the original idea through to completion.
- Include details of 'expert' help (if any) received from people outside of the patrol.

### 3. Outline of the various tasks carried out by patrol members:

- Give details of how each patrol member contributed to the project.

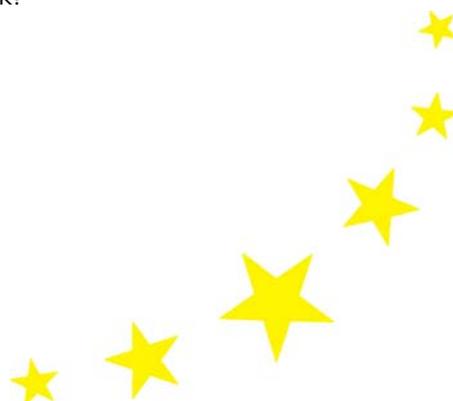
### 4. Explanation of the finished project:

- Tell the world about the finished project!
- Explain if the project went according to plan.
- Detail any general lessons learned about completing projects.

A report as outlined above serves two purposes:

- At the beginning of the project it can help focus the patrol on the task at hand.
- At the end of the project it allows the patrol to evaluate the success of the project and will help them to assess what they have learned about completing projects in general.

But keep it simple ... the report should not be like schoolwork!



## Completing a successful project



### Some general tips

The following should be considered in order to increase the chance of a successfully completed project:

- Patrols should plan a project that they are capable of completing ... ambition should be encouraged, but if the plans for a project are not realistic, then they are never likely to be finished.
- Each patrol should make a detailed plan of what they will do for their project ... encourage them to "think" the project through to the end ... a project started with great enthusiasm but which has not been planned through to the end is unlikely to be completed.
- Set a strict timeframe in which the project is to be completed ... and keep the timeframe short ... patrols will lose interest if a project takes too long to complete.
- Incorporate the project into the troop programme ... this will give the patrols a "showcase" for their work.

## Guidelines for Ambassadors



### Steps involved in implementing LoA in an association

For associations that have yet to begin participating in LoA, the first step is to appoint a LoA Ambassador. Once this is done, the following steps are involved:

- Establish LoA as part of the Scout Age Section National Team and allocate a promotional budget. If desired, a LoA Team can be established to support the ambassador.
- The ambassador subscribes to the yahoo!group with an email address to [loa-ambassadors-subscribe@yahoogroups.com](mailto:loa-ambassadors-subscribe@yahoogroups.com)
- Promotion and information material is available in the yahoo!group files-area on the net: <http://groups.yahoo.com/group/loa-ambassadors/>
- The ambassador will need to create a yahoo!account to use the yahoo!group-

websites, but a yahoo!e-mail address is not required.

- The ambassador should get to know Lands of Adventure (see LoA Leaders Handbook in the yahoo!group files-area!)
- Prepare a launch of LoA: prepare material, presentations, adapt/translate the folder/leaders handbook etc. to present LoA to leaders.
- Promote LoA on the homepages, the national and regional scout magazines and every other established ways of information in your NSO!
- For support, contact the LoA-team or the other ambassadors using the yahoo!group, or Radu Stinghe in the World Scout Bureau - European Regional Office in Geneva!

## Responsibilities of the Ambassador



The following are the main areas of work and responsibility of the ambassador (and the LoA Team):

- Promote Lands of Adventure in your NSO
- Encourage participation
- Encourage completion and feedback of started projects
- Filter the information and encourage patrols to rework their reports, forms etc. if necessary before sending them to the World Scout Bureau - European Regional Office
- Be the focus for communication in own country, other relevant countries and the World Scout Bureau - European Regional Office
- Answer questions from young people and leaders

- Show leaders how LoA can be included in the existing program!
- Validate leaders details for EUR hopping
- Translation of material if needed
- Maintain a list of participating patrols
- Attend the annual LoA ambassadors meetings
- Participate in online discussions and working groups between the annual LoA ambassadors meetings
- Do the initial launch of Lands of Adventure in your own country

The following are some considerations in selecting an ambassador:

- English/French speaking
- A good communicator
- Understand the programme of the age group
- Computer literate
- Contactable by e-mail
- Creative
- Committed to the ideas of the project
- Enjoys travelling through Europe

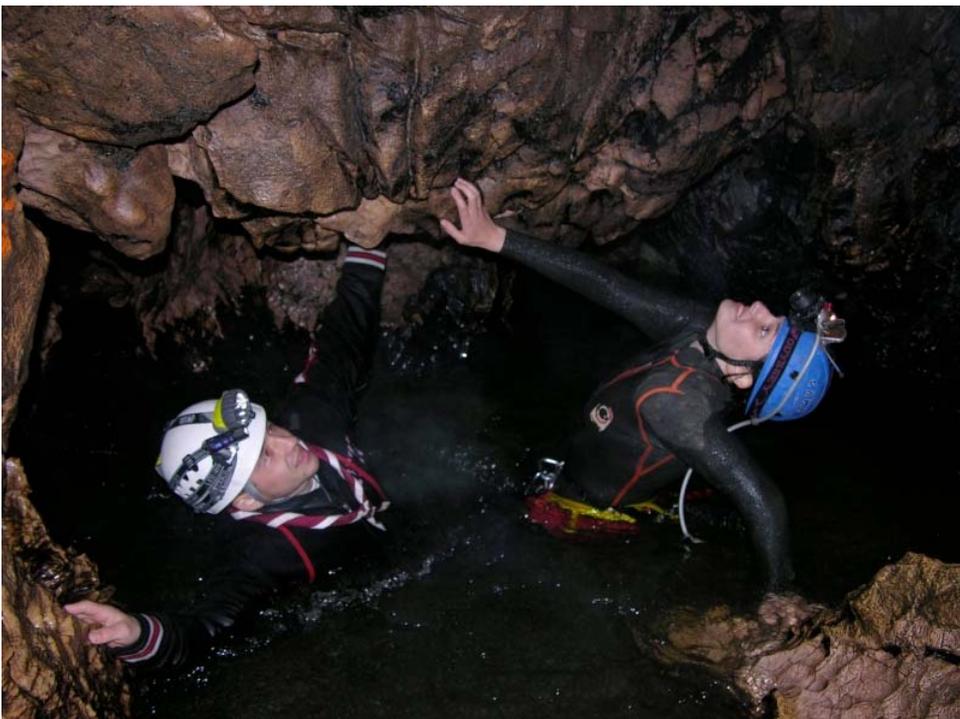
### The role of the leader

Lands of Adventure is designed for patrols to complete. However, the Troop Leader has an important role to play.

To begin with, it is important to get the balance right. It would be wrong for the leader to get too involved in the patrol's project. Therefore the Leader should not 'impose' an idea on patrols and carry out all the planning for them. However, neither should the leader simply 'stand-back' and wait for the patrols to complete the project.

Ideally, the Leader's role lies somewhere in between, and involves the following:

- Guidance.... assist the patrols to be realistic in the project they choose
- Motivation... there will be times when the patrol's motivation to complete the project may be reduced, and the Leader needs to be ready to give the patrol renewed purpose
- Inclusion... it is essential that all members of the patrol are involved, and the Leader should ensure that this is the case



The Leader should remember that Lands of Adventure is not simply an activity. It is intended to be an educational experience, and the Leader should therefore keep in mind the objectives of Lands of Adventure at all times, especially in relation to the Project Approach. The process that the patrol undertakes in completing the project is of much greater importance and value than the actual outcome of the project.

## The history of Lands of Adventure



Lands of Adventure is a programme developed for Scouts within the European Scout Region, which includes all countries from Ireland to Greece and from Portugal to Finland, as well as Turkey and Israel. It is administered by the European Scout Office and a network of National Lands of Adventure 'Ambassadors'.

The programme was launched in September 2003. An initial draft of the programme was developed by a Lands of Adventure Task Force, which had members from five different European countries. This first draft was refined during a study session in Germany in April 2002, and at the European Scout Leaders meeting in October 2002 the final draft proposal was prepared and presented to the National Scout Associations.

By October 2006, 19 National Scout Association's have active ambassadors registered for Lands of Adventure:

Austria	Croatia	Czech Republic
France (EEUF)	France (SGdF)	Greece
Ireland	Italy (AGESCI)	Italy (CNGEI)
Luxembourg	Netherlands	Poland
Portugal (CNE)	Romania	Slovakia
Slovenia	Sweden	Turkey
UK		

A total of over 500 patrols have registered to date.



## Lands of Adventure Day

LoA is more than just a programme of three activities; from time to time additional events also take place.

One of these is the LoA Day. This activity takes place over a weekend in March, and is open to all patrols which have registered for LoA on or before the 15<sup>th</sup> February.

The activity involves patrols logging on to the LoA website, where they will find two tasks to be completed over the weekend. Upon completion of the tasks the patrols will submit photos of their 'work' to a gallery on the website, where they will also be able to view the work of other patrols. In the lead up to the weekend, patrols will be able to log on to a dedicated chat forum so that they can get to know the other patrols involved in LoA from all around Europe.

Each participant who completes the task will receive a special LoA day pin.

Future activities are also planned ... watch this space!

This material was produced by the Lands of Adventure Team, WOSM European Region.

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