

# WORLD SCOUT YOUTH PROGRAM POLICY



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The Youth Programme in Scouting is the totality of the learning opportunities from which young people can benefit (**WHAT**), created to achieve the purpose of Scouting (**WHY**), and experienced through the Scout method (**HOW**).

## WHAT

Learning opportunities are the instances in which young people have the potential to gather and process knowledge, to develop attitudes and skills that will help develop their individual character.

The Youth Programme is therefore not about the activities per se, but rather about the learning opportunities that activities can offer within Scouting fundamentals and shared values.

## WHY

The Youth Programme acknowledges areas of personal growth stated in the purpose of the Scout Movement as physical, intellectual, emotional, social, and spiritual development where all of these areas help the individual's character development.

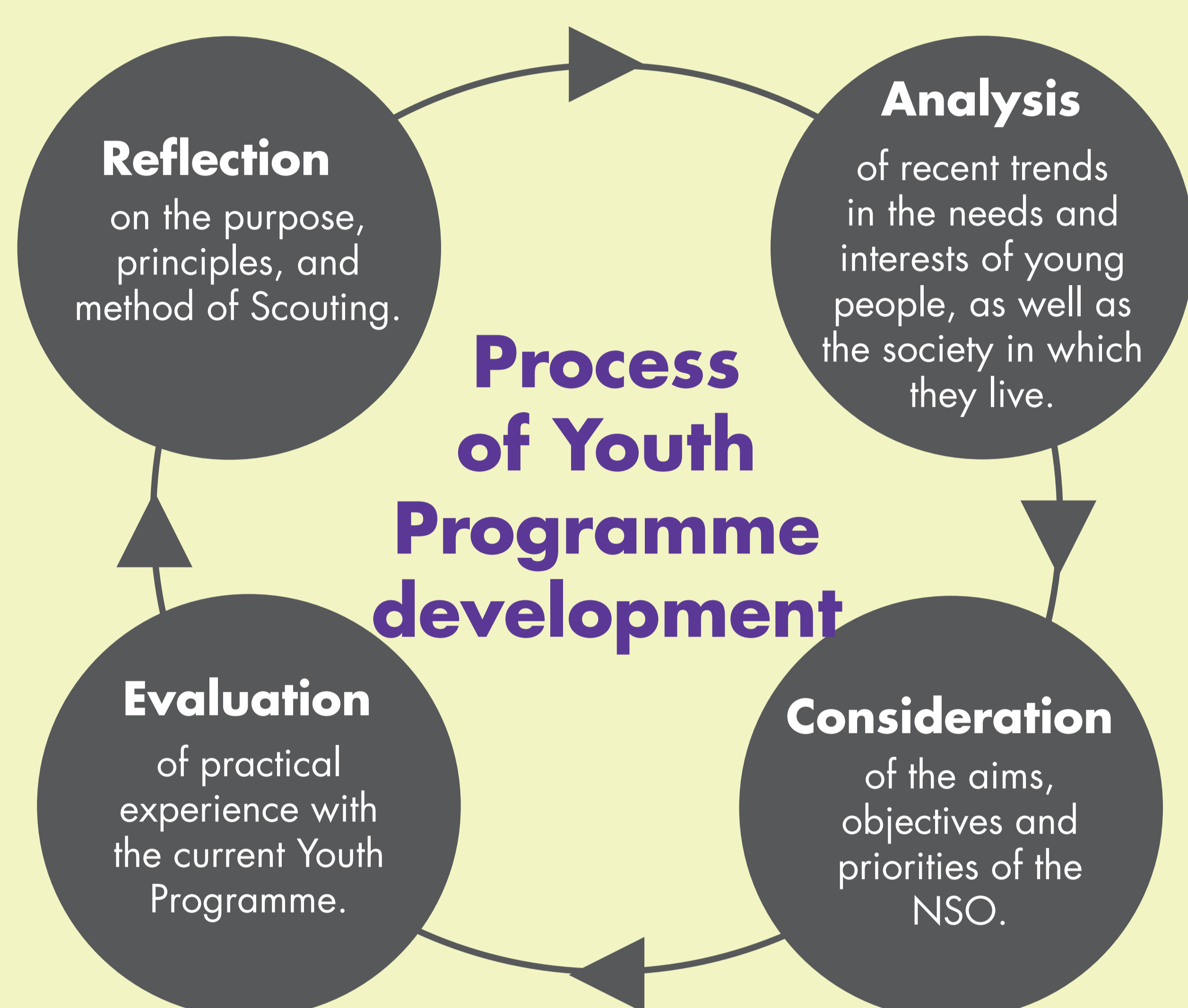
Scouts as active citizens create a positive change in their communities. As a world-wide movement, Scouting should prepare young people to be active citizens within their local communities and also to be active global citizens.

## HOW

The Scout Method – the educational system of Scouting – is often described as a system of progressive self-education.

It consists of an interdependent group of elements forming a unified and integrated whole to achieve a purpose (team system, symbolic framework, personal progression, nature, adult support, learning by doing, and the Scout law and promise).

### Youth Programme life Cycle



### Youth Programme implementation

The Youth Programme is implemented through a partnership between young people and adults, based on the young person's interests, needs and abilities.

They should, together:

Analyse the role of adults and the competencies they need to perform their role.

Identify their training and personal development needs.

Evaluate the effectiveness of personal development in terms of its impact on the implementation of the Youth Programme.

Design and implement a support framework that meets their needs.

### ADULT ROLES

The Youth Programme should be everyone's job within the Scout Movement at all levels. It is important to differentiate between who is facilitating, supporting, and developing the Youth Programme.

#### Developer

Evaluates, analyses, and designs the programme according to young people's needs, taking into account any new trends that arise. This role is generally practised by the Youth Programme teams that develop the programme at any level.

#### Supporter

Assists the development and implementation of the Youth Programme. It includes a wide span of adults in Scouting who may be volunteers or professionals working in the field of the Youth Programme or elsewhere (e.g. in Adult Support).

#### Faciliator

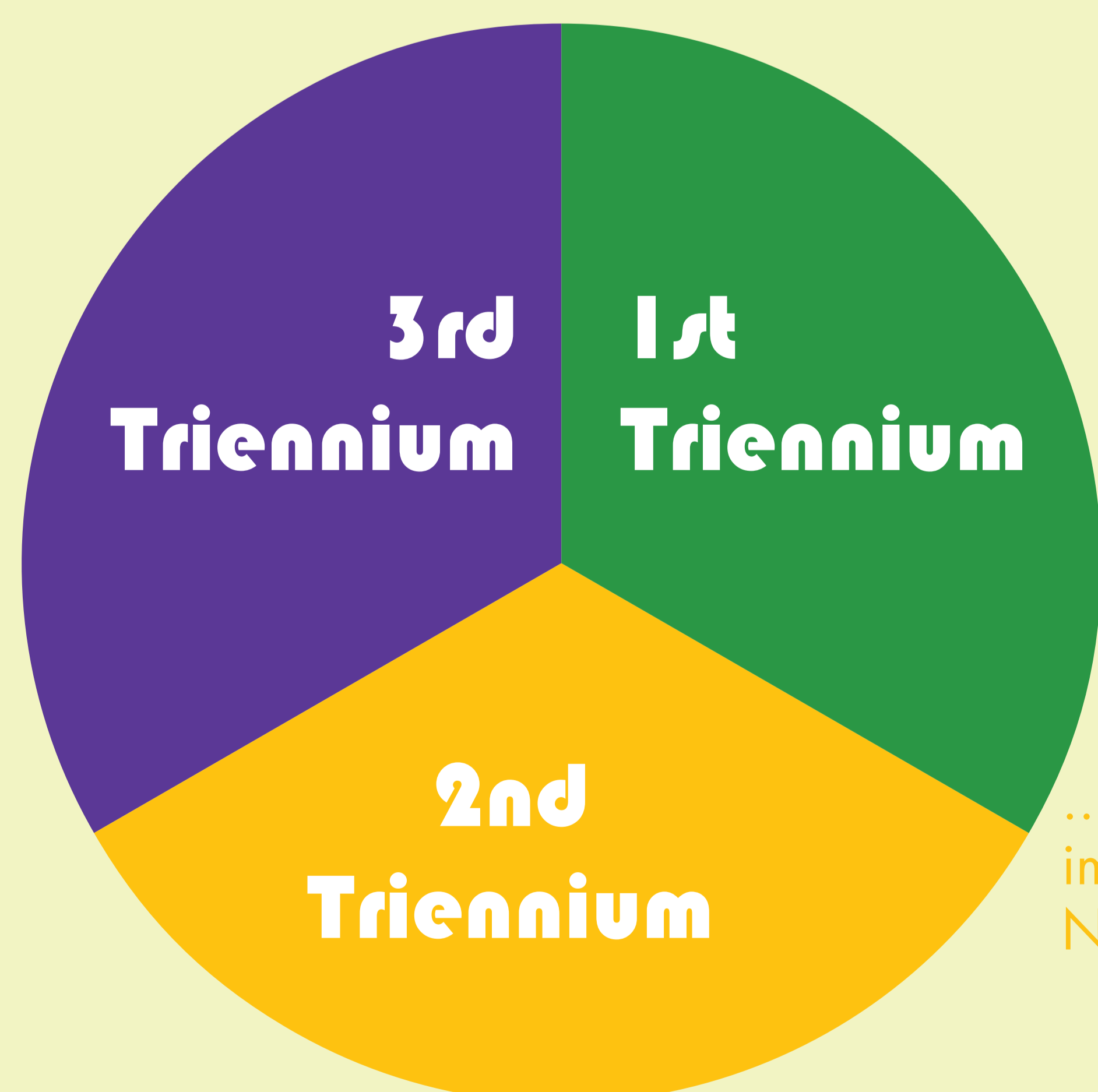
Creates the right circumstances for young people to gain positive learning experiences through their Scout life. This role is linked more to the implementation of the programme.

### Key Principles for the Youth Programme

- ✓ Have young people at its centre.
- ✓ Be about education.
- ✓ Develop active citizens.
- ✓ Be locally adapted and globally united.
- ✓ Be up-to-date and relevant.
- ✓ Be open to all.
- ✓ Be attractive, challenging, and meaningful.

### Time frame for Review and life Span

.... is for continual implementation, full evaluation, and review by the WOSM structures.



... is for adoption and promotion.

... is for actual implementation by NSOs.

At the end of each triennium, a Progress Report about the work that has been done with respect to the policy at all levels, should be submitted to the World Scout Committee. At the end of the third triennium, a complete Review Report stating the required changes, if any, should be submitted to the World Scout Conference.



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