

16. INTRODUCTION TO RESIDENTIAL EXPERIENCES

AIM

To enable section leaders and supporters who may support residential experiences for young people, as part of their role in Scouting, to understand the role that residential experiences play in Scouting.

TOPICS THAT THIS MODULE COVERS ARE:

- role of residential experiences in the development of young people in Scouting
- overview of the organisation and administration
- identifying skills needed within a team
- understanding the Nights Away Permit Scheme.

DELIVERY METHODS:

- Small group
- Course
- One to one.

TO VALIDATE THIS MODULE THE LEARNER WILL NEED TO:

Explain to a Training Adviser the role that camping and residential experiences have in Scouting and how they contribute to the development of young people. (OCN Unit J 1.1)

AND COMPLETE TWO OF THE FOLLOWING:

1. Outline the main aspects of organisation and administration that should be considered when planning a residential experience.
2. Describe the issues to consider when selecting a staff team and explain why it is important to have an appropriate adult to young person ratio.
3. Describe the Nights Away Permit Scheme and where to go if more information or support for a residential experience is needed.
4. Assist with planning and supporting a residential experience.

If the learner holds the Nights Away Permit, this will count as validation for this module.

OPEN COLLEGE NETWORK

This module forms the whole of the OCN unit *Nights Away*.

QUESTIONS YOU COULD ASK INCLUDE:

What roles do camping and residential experiences have in Scouting?

Residential experiences are an essential part of a balanced programme. They provide a balance of physical, intellectual, social and spiritual elements.

How do camping and residential experiences contribute to the development of young people?

They promote personal responsibility and team building; they give older members a chance to exercise their leadership skills, put skills into practice and help integrate a person who is having difficulties.

Describe the eight core skills on which the Nights Away Permit is based.

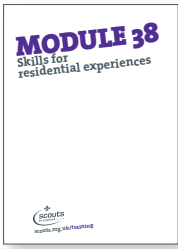
1. Planning a residential experience.
2. Ensuring the effective administration of an event.
3. Preparing and coordinating a programme of activities.
4. Choosing and preparing staff.
5. Choosing, organising and maintaining the right equipment.
6. Ensuring the health, happiness and safety of self and others.
7. Organising good catering.
8. Making best use of the venue.

CHANGE OF ROLE

Changing sections ✗

Leader to supporter ✗

Supporter to leader ✓



38. SKILLS FOR RESIDENTIAL EXPERIENCES

DESCRIPTION

To provide adults with the appropriate skills to plan and run successful residential experiences for the young people in their section.

TOPICS THAT THIS MODULE COVERS ARE:

- understanding the planning process
- identifying the main elements of effective administration
- choosing and preparing staff
- choosing, using and maintaining the right equipment
- demonstrating practical skills
- identifying health, happiness and safety issues
- catering requirements
- evaluating venues.

DELIVERY METHODS

- Small group
- Course
- One to one.

TO VALIDATE THIS MODULE THE LEARNER WILL NEED TO COMPLETE ONE OF THE FOLLOWING FROM EACH GROUP:

Group 1: Planning and event administration

- Detail the consent, information, training, records and organisation necessary to administer prescribed medication to a young person.
- Carry out a pre-camp visit; explain the issues that should be taken into account when selecting appropriate sites for different types of residential experience.
- Explain the importance of InTouch, parental permission and health forms. Show evidence of how these have been used for a residential experience.
- Carry out a risk assessment on a venue for a residential experience. Explain how and why risk assessments should be undertaken both before and during residential experiences.

- Identify, select and justify appropriate group and personal equipment for at least two different styles of residential experience.

Group 2: Using practical skills

- Demonstrate at least two different cooking methods for use on camps and residential experiences (for example open fires, gas and pressure stoves, hay box, camp oven, etc).
- Show how to pitch and strike at least two types of tent (for example, patrol, dome, tunnel, hike, marquee, frame tent) and explain how to care for and maintain them.
- Demonstrate the safe use of a saw and axe. State the safety rules for their use, storage and transportation.
- Set up an indoor venue in preparation of young people arriving for a residential experience, and explain your choice of room use, sleeping arrangements and safety considerations for any outdoor areas.
- Demonstrate or explain tactics for dealing with homesickness in younger children.

Group 3: Planning a programme

- Plan an appropriate programme for a residential experience for their section, and explain plans for adapting the programme, or using an alternative programme, in the event of adverse weather conditions.
- Identify, plan and run, opportunities for prayer and worship at a camp or residential experience.
- Plan a suitable balanced menu for a camp or residential experience. Take into account any specific dietary needs and identify the items and quantities required.

If the learner holds the Nights Away Permit, this will count as validation for this module.

OPEN COLLEGE NETWORK

This module forms the whole of the OCN unit *Nights Away*.

CHANGE OF ROLE

Relevant to new role ✓

Not relevant to new role ✗