



Journey to the Top!

Introducing the Queen's Scout Award in an evening

This resource provides a 2 hour evening plan suitable for Explorer Scouts and Scout Network, with the intention of introducing young people to the Queen's Scout Award (QSA). The premise is that we will be going on a journey (without leaving the hut!), and finding out about the different parts of the QSA as we go.

There are four parts to the evening, listed below alongside the different sections of the award that will be covered.

- Journey to the campsite
 - o Introduction to the evening
 - o What is the Queen's Scout Award?
 - o Award requirements
 - o Expedition challenge
 - o Residential challenge
- At the campsite
 - o Nights Away requirement
 - o International, Community and Values activities
 - o Service challenge
- Travelling
 - o Physical challenge
 - o Skills challenge
- Arriving home
 - o Presentation
 - o Registering for the award
 - o Q&A

This resource will provide instructions on how to run each activity, and provide you with points that you should cover to help young people understand the award. Before running the evening, you should familiarise yourself with the full requirements for the QSA, available at <http://www.scouts.org.uk/qsa>, and the other resources available to support the award.

This resource was developed by James Baker, Adam Barnes and Richard Smith – members of the [Queen's Scout Working Party](#).



Summary of Timings and Resources

Timings

Activity	Duration	Start Time	End Time
Journey to the campsite	15 mins		
At the campsite	45 mins		
Travelling	30 mins		
Arriving home	30 mins		

Required Resources

- Bag containing presentation topics (1 topic per Scout written on a piece of paper)
- Ball (1)
- Blindfolds (1 per 2 Scouts)
- Chairs (1 per Scout)
- Cones (4)
- Frying Pan (1 per 3-4 Scouts)
- Gas Stoves or an alternative (1 per 3-4 Scouts)
- Mixing Bowl (1 per 3-4 Scouts)
- Paddle (1)
- Pancake ingredients (per 3-4 Scouts)
 - o 100g Flour
 - o 2 Large Eggs
 - o 300ml Milk
 - o Cooking Oil
 - o Sugar and/or Lemon Juice
- Stopwatch (1)
- Tents (1 per 4-6 Scouts)
- Torches (1 per 4-6 Scouts)
- Utensils (Selection)



Journey to the campsite

Estimated time: 15 minutes

Equipment required:

- Chairs (1 per person)
- 1 Paddle (can be something representing a paddle)

This first part of the evening – Journey to the Campsite – will introduce the evening and the award, and cover a couple of the requirements. This first part is more listening rather than active, but sets the scene for the rest of the evening.

Introduction to the Evening

Start the evening by talking about the Queen's Scout Award (QSA) and how it is the highest award within Scouting. Explain that over the course of the evening we will be covering all the different bits of the award, which can take several years to complete.

Now get the young people to build a 'raft' using chairs. This could simply be two lines of chairs in the shape of a raft, or could be more elaborate. Once completed everyone should be able to sit comfortably on the raft, and ideally have access to the edge of the raft.

Explain that we are going on an imaginary expedition. Ask everyone to imagine that the raft they are on is currently carrying them down the river towards the campsite. Before we arrive at the campsite, we are going to find out a bit more about the award.

Our raft only has one paddle, and only the person with the paddle can speak. If someone wants to speak, they should put up their hand to request the paddle, and can only speak once they have it.

What is the Queen's Scout Award?

First of all, ask everyone what they think the QSA is and ask them to give suggestions as to why they should earn the award. You may need to steer them towards the following points:

- The QSA is the top award in Scouting for personal achievement
- Earning QSA shows that someone has reached the pinnacle of Scouting
- It can be done alongside the DofE Gold Award
- Only around 500 people a year, from the 450,000 Scouts in the UK, complete the award
- The QSA can help you get into university (recognised by UCAS) and get jobs, as it shows qualities that employers are looking for such as commitment



- The QSA can open up other opportunities, such as parading at Windsor Castle and being part of the Cenotaph Remembrance Parade
- The QSA is fun to do, and can lead to new friendships and new experiences

Award Requirements

Once everyone has an understanding of what the award is, start telling them about the following requirements of the award:

- You must be aged between 16 and 25 to complete the award
- You must be a member of Explorer Scouts and/or Scout Network to complete the award, and have been a member for at least 18 months
- You must be registered as working towards the award (more on this at the end)
- You must complete a number of activities and challenges, which we will cover throughout the evening

Expedition Challenge

Now start talking about the Expedition Challenge, which is one of the 5 challenges that they must complete to earn their Queen's Scout Award. Just as we are going on an imaginary expedition, they will need to go on two expeditions (one practice and one qualifying) to complete this challenge.

Explain the basic requirements of the Expedition Challenge (e.g. duration, suitable level of challenge, self-sufficiency). Expeditions do not need to be on foot – for example, it could be done by raft as our imaginary expedition is.

Expeditions need to have a purpose (i.e. a project). Ask people to come up with some ideas for a project they could complete whilst on their expedition, and also ask for some ideas of the kinds of expedition they might like to do.

Residential Challenge

Once the young people have been given a chance to come up with some ideas for their Expedition Challenge, move on to the Residential Challenge. Explain that this is another of the 5 challenges that they must complete and again through the basic requirements (e.g. duration, being with unknown people).

Give some examples of the kind of Residential Challenge they could go on (e.g. sailing on a tall ship, doing a residential conservation project,



working on a campsite service team) and ask if anyone has any other ideas for the Residential Challenge.

If they are struggling to come up with ideas, you could point out that this challenge (as with all the other challenges) is also a requirement of the DofE Gold Award, and that there are suggestions available on the DofE website that they could look at (after the meeting!)

Arriving at the Campsite

This is the end of this part of the evening, and we have now arrived at the campsite. Explain this to the young people, but before they get off the raft (and put the chairs away) ask if they have any questions about what has been covered so far.



At the campsite

Estimated time: 45 minutes

Equipment required:

- Tent (1 per 4-6 Scouts) and space to put the tents up
- Torches (1 per tent)
- Blindfolds (1 per Scout)

Explain that we have now arrived at the campsite, and will need to set up our tents. This second part of the evening is a mix of active and listening activities, and will cover the Nights Away requirement, the ICV activities and the Service Challenge.

Nights Away Requirements

First of all, the group is split into 4-6 to allow the pitching tents to take place. The group is then given 15 minutes to put the tent up. The tent should be put up in a circle, so there is a space for the group to gather and sit at the end of this part. During the pitching process, have a quick chat with each smaller group about the Nights Away requirements for the QSA. The key points of the requirements are:

- Complete 18 nights away (within Scouting), a minimum of 12 must be camping
- Nights Away associated with the QSA (e.g. done as part of the residential) are excluded, with the exception of Nights Away completed as a Young Leader

International, Communities and Values

Gather the group and ask everyone to sit down in the middle of the tents. Position the torches facing each other to create an indoor campfire scenario.

Have a discussion with the groups about the International, Community and Values aspect of the award. You may want to start by covering the key points below and what each section is about, and then get people to talk about possible ideas for each section.

Key points:

- Complete six activities, two from each topic area.
 - If you have the Chief Scout's Platinum Award you only need to complete four activities as you have already completed two.
 - If you have the Chief Scout's Diamond Award you only need to complete two activities as you have already completed four.
- An activity cannot count for this requirement if it is being used for any other requirement of the award.
- The ICV list is designed with flexibility in mind.



The International section is all about exploration – both around global issues and taking part in international opportunities.

The Community section is all about you developing your knowledge and skills, and putting them into practice to make a real difference and impact on your local community.

The Values section is all about you reflecting upon your own and others beliefs and exploring what the Scouting Values mean to you.

A list of suggested ICV activities is available at: <https://members.scouts.org.uk/supportresources/3139/queens-scout-award-international-environmental-and-values-iev-list?cat=56,141&moduleID=10>

Service Challenge

Following the campfire, the young people should split back into their groups. Half of each group should be blindfolded. The blindfolded Scouts are to strike the tents and pack them away under the direction of the non-blindfolded Scouts (who aren't allowed to physically help). Explain that this activity is about helping other people, which is also the idea behind the Service Challenge.

Once the tents are away, briefly cover the requirements for the Service Challenge.



Travelling

Estimated Time: 30 Minutes

Equipment Required:

- Cones (4)
- Football
- Gas Stoves or an alternative (1 per 3-4 Scouts)
- Pancake ingredients (per 3-4 Scouts)
 - o 100g Flour
 - o 2 Large Eggs
 - o 300ml Milk
 - o Cooking Oil
 - o Sugar and/or Lemon Juice
- Mixing Bowl (1 per 3-4 Scouts)
- Frying Pan (1 per 3-4 Scouts)
- Utensils

Explain to the young people that they are back in their raft after the previous activity at the campsite. In this part of the evening they will look at the Physical and Skill section of the award. Explain that they need to complete both of these sections, one for 12 months and one for six months

Physical Challenge

Explain that the Physical element of the QSA requires the YP to undertake a physical activity for 6-12 months. This can be almost anything they want so long as it is a physical activity. If they need help they can look on the DofE website for Ideas. The physical activity for this section can be changed to suit the unit if needed.

Split the group into two and number each group off. Set up 2 goals, one at each end of the meeting place. Call out a random number and the two young people whose number has been called have to adopt the "crab position" (hands and feet on the floor, back to the floor). They have to kick the ball into the opposition goal. When a goal is scored, reset and start again.

Set clear rules before starting, such as:

- No use of hands
- Do not pick up the ball
- No kicking the opposition

Skills Challenge

Once everyone has had at least one attempt at Crab Football in the allocated time, move on to the Skills Challenge. Remind them that this, like the Physical Challenge takes a minimum of 6 months to complete,



and could consist of anything skills based. Again, there are suggested ideas on the DofE website if inspiration is required.

Split the YP into groups of 3-4 and tell them that they have got 15 minutes to make as many pancakes as possible using the equipment listed above. No eating until the end!



Arriving home

Estimated time: 30 minutes

Equipment required:

- Bag containing presentation topics written on pieces of paper (1 per person)
- Stopwatch

The final part of the evening – Arriving Home – will cover the final requirement and give people the opportunity to ask any remaining questions.

Presentation

Explain to everyone that we've now arrived home and want to tell everyone about our imaginary expedition. This is the same as with the QSA; once you've completed all the other requirements, the final thing to do is give a presentation on what you've done.

Before this activity, you should have prepared a bag containing enough pieces of paper for 1 per person, each with a presentation topic written on it. The topics should be chosen such that anyone can speak about them. Some example topics are:

- What I had for lunch
- What I did when I woke up this morning
- My hobby
- The last holiday I went to
- My dream holiday
- Something I learnt this evening

Everyone is now going to give a short 30 second presentation. In turn, get the young people to come up to the front, pick a topic out of the bag, and start speaking. Some people may find this challenging, so be prepared to ask them some prompt questions if they get stuck.

Registration

Tell everyone that our imaginary journey is now at an end, but that our real one is about to begin. The first step on that journey is to register as working towards the Queen's Scout Award – this is easy to do online, and doesn't cost anything, so there is no reason that everyone can't register (if they're 16 or older) even if they aren't sure about whether or not they will go on to complete the award.

If they're not registered, then things they do may not count towards getting the award (things can be backdated up to 3 months before they registered, but not before their 16th birthday).



Full details about the award and a link to the registration can be found at <http://www.scouts.org.uk/qsqa> - after the meeting, make sure you send this link out to everyone (don't rely on people remembering it!). If you have the facilities, you may want to get people to sign up on the evening so that they don't forget.

Q&A

Finally, give everyone the chance to ask any questions they have that haven't been answered during the evening. Allow people to come and ask afterwards as well, as they may not be comfortable asking in front of a group.

If you don't know the answer to a question, don't make it up. Make a note of the question and the person who asked it, then find out the answer afterwards and make sure you pass that on to the person who asked. The Scout Information Centre will be able to help answer any questions you can't find the answer to.



About the Queen's Scout Working Party

The Queen's Scout Working Party, or QSWP, is a national Scout Active Support Unit with a remit to support national Scouting events and promote the top awards within Scouting.



Scouts who hold the Queen's Scout Award are applicable to join the QSWP before their 30th birthday, and once they are a member they will have the opportunity to support a wide range of events and activities alongside a team of other Queen's Scout Award holders.

The events we attend are varied – from parading at the Cenotaph on Remembrance Day through to running backwoods cooking activities on camp – and we are always looking for new events and opportunities.

For more information about the Queen's Scout Working Party, please visit our website: www.qswp.org.uk

