

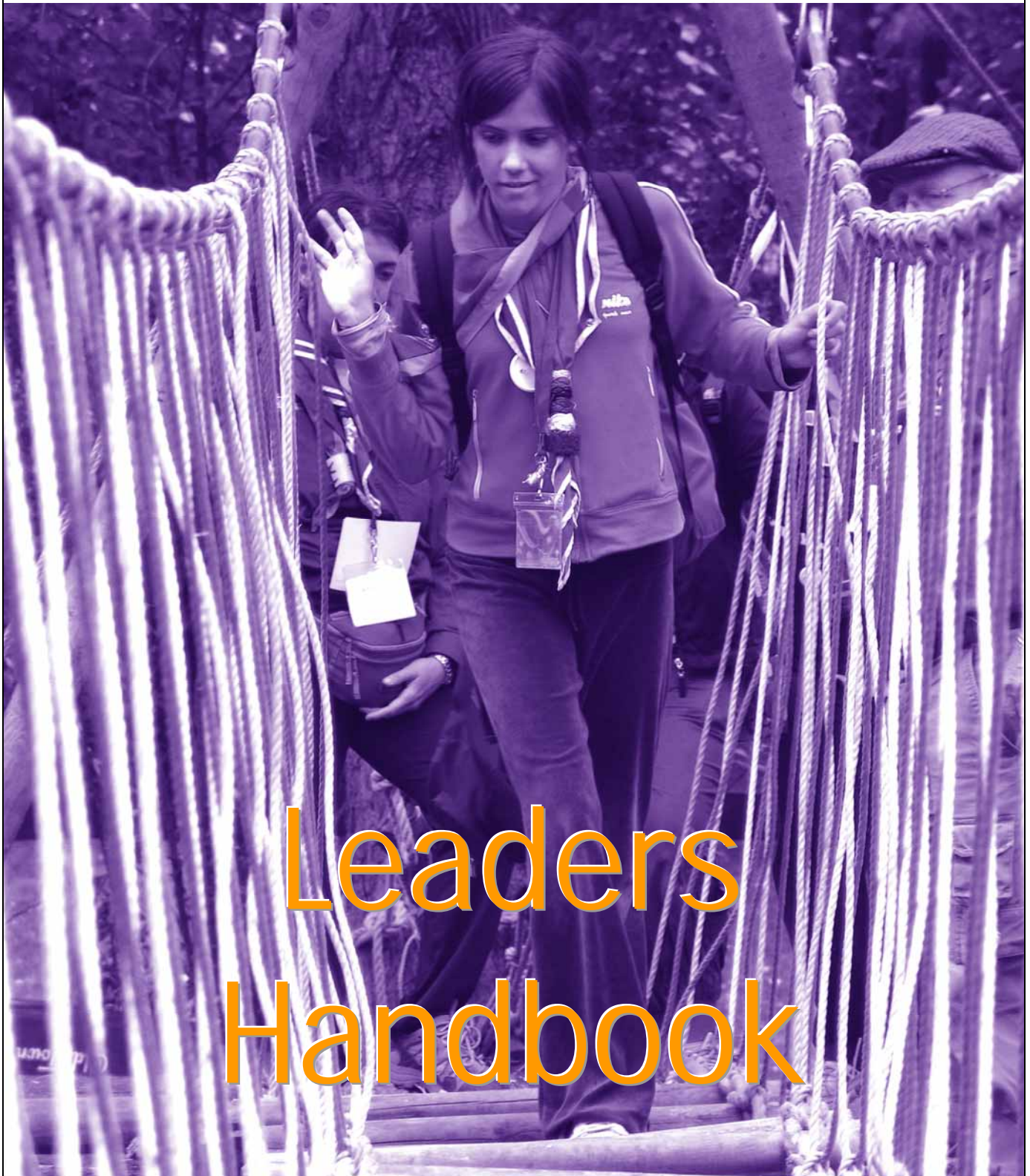


World Organization of the Scout Movement
Organisation Mondiale du Mouvement Scout

You are Europe!

LANDS OF ADVENTURE

You are Europe!



Leaders Handbook

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LANDS OF ADVENTURE

You are Europe!



Leaders Handbook

an aid for Troop Leaders who wish to incorporate
Lands of Adventure into their troop programme

Welcome to Lands of Adventure!



If you are reading this then it means that one or more of your patrols have registered for Lands of Adventure ... Congratulations!

This handbook will help you as you guide your patrols through their Lands of Adventure projects. It explains how each of the projects work, and gives a number of suggestions and examples.



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1. Aims & Objectives



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.



Project Approach

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 forever!*)



2. The Lands of Adventure Programme

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

Europe at EUR door:

Investigate the customs & traditions of another European country

Express EURself:

A chance for Scouts to utilize their creative talents

EUR Hopping:

Connect with Scouts of another country and complete a project together



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:

1. 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 pen-pal, or talk to Scouts from the chosen country on a chat forum.

2. 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

The following are some examples of past Europe at EUR door projects:

1. A Czech patrol has chosen to explore Ireland and its cuisine and produced a PowerPoint presentation of their activities.
2. An Austrian Patrol has chosen to explore Greece and produced a PowerPoint presentation of their project.



Express  EURself
Your creative step into Europe

Express Eursel is a creative project. Encourage your patrols to select a project that will give them the chance to display their creative abilities to others. When planning this project the patrol essentially needs to decide on two aspects:

1. Topic
2. Content

1. Topic. This can be any topic chosen by the patrol, but some examples might help to get you started:

- A patrol activity
- Scouting in the patrol's country
- The patrol's locality
- World Friendship
- A community project

2. Content. This is what the patrol actually undertakes to express the topic chosen. It can take any form, for example:

- Music
- Website
- Sculpture
- Animation
- Video
- Drawing
- Painting
- Mural
- Dance



The following are some examples of past Express EURself projects:

1. An Austrian patrol created a photo-story about "Good deeds / bad deeds" and presented in their Scout hall.
2. A British patrol in Belgium has prepared a diary of one of their activities.
3. A British patrol has composed a poem on a camp they attended in Italy.



EUR  Hopping
You make new friends in Europe

EUR Hopping is based on completing a project jointly with a patrol in another country. While it would be great if patrols could actually meet up at some stage during the project, this may not be practical for many patrols. Therefore the project does not require patrols to meet, but rather to communicate. 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.

The following is an example of past EUR Hopping project:

- A Czech patrol and a Slovakian patrol have visited each other and discovered their respective cities, troops, etc.



3. How to complete a project

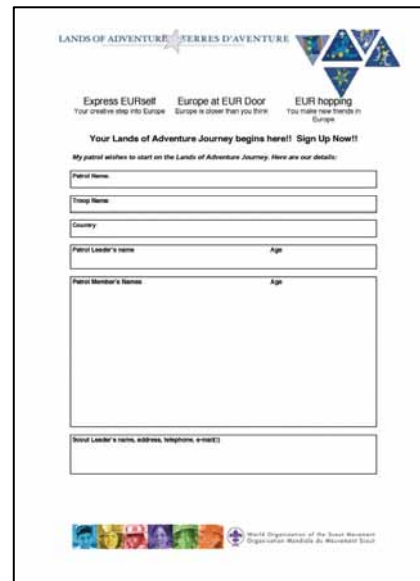
So now that you know what is involved in the various Lands of Adventure projects, the next step is to understand how your patrols will go about getting their hands on those coveted badges!

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 European Scout 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 European 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.



LANDS OF ADVENTURE TERRES D'AVENTURE

Express EURself Your creative step into Europe Europe is closer than you think! EUR hopping You make new friends in Europe

Your Lands of Adventure Journey begins here!! Sign Up Now!!

My patrol wishes to start on the Lands of Adventure Journey. Here are our details:

Patrol Name: _____

Group Name: _____

Country: _____

Patrol Leader's name: _____ Age: _____

Patrol Member's Names: _____ Age: _____

Group Leader's name, address, telephone, e-mail: _____

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Presentation

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

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. At the end of this handbook is a standard Lands of Adventure Project Report Form. 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:

Explanation of Central Idea or Concept behind the Project
Outline of the Plan of Action
Outline of Various Work Carried out by Patrol Members
Explanation of Finished Project

1. *Explanation of 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 Various Work Carried out by Patrol Members:*

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

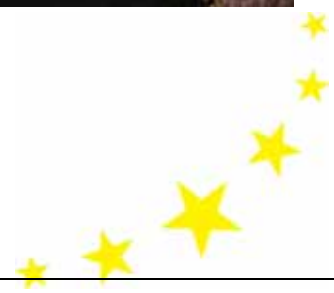
4. *Explanation of Finished Project:*

- 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!



4. Completing a successful project

Some general tips

The following should be considered 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.



Planning, Planning, Planning!

As has been stated elsewhere, the Lands of Adventure projects are not simply a set of activities to be undertaken. Much of their value lies in the Project Approach taken to completing them. It is important therefore that from the start Patrol's are encouraged to make a plan.

The plan should be made after the initial idea for the project has been decided upon, and should contain the following elements:

- What the desired outcome of the project will be
- A list of tasks to be undertaken
- Which member of the patrol is responsible for each task
- A timescale for the task to be completed
- A list of materials required to complete the project
- How the final project will be presented



The more detailed this plan is the better. It will allow the patrol to have a 'mental picture' of how the project will work. It will also allow them to anticipate problems before they arise.

As the saying goes ... If we fail to plan, we plan to fail!



On-going evaluation

Patrols should be encouraged to assess their progress at various times while they are working on the project. This has two major benefits:

- It will focus the patrol's attention on completing the work
- It will highlight problems with the original plan.

Any evaluation being carried out should be done so with reference to the original plan. If necessary, changes should be made to the plan and new task lists, deadlines, etc should be considered



5. 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.

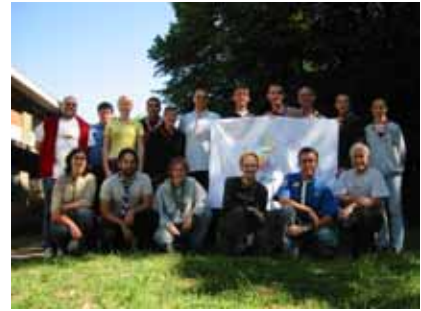


6. History of Lands of Adventure



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 of 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 of 2002 the final draft proposal was prepared and presented to the National Scout Associations.



By September 2005, 22 National Scout Associations have registered for Lands of Adventure:

Austria	Belgium	Croatia
Czech Republic	Denmark	Finland
France	Greece	Ireland
Italy	Luxembourg	Malta
The Netherlands	Portugal	Romania
Slovakia	Slovenia	Sweden
Spain	Turkey	UK



Project Report Form



- Patrol Name :

- Troop Name :

- Country :

- Patrol Leader's Name

- Patrol Member's Names :

- Scout Leader's Name, Address, Email :

- LoA Project undertaken:

- Project Title :

- Name of Partner Patrol (EUR Hopping only) :

- Date Project Began :

- Date Project Completed :

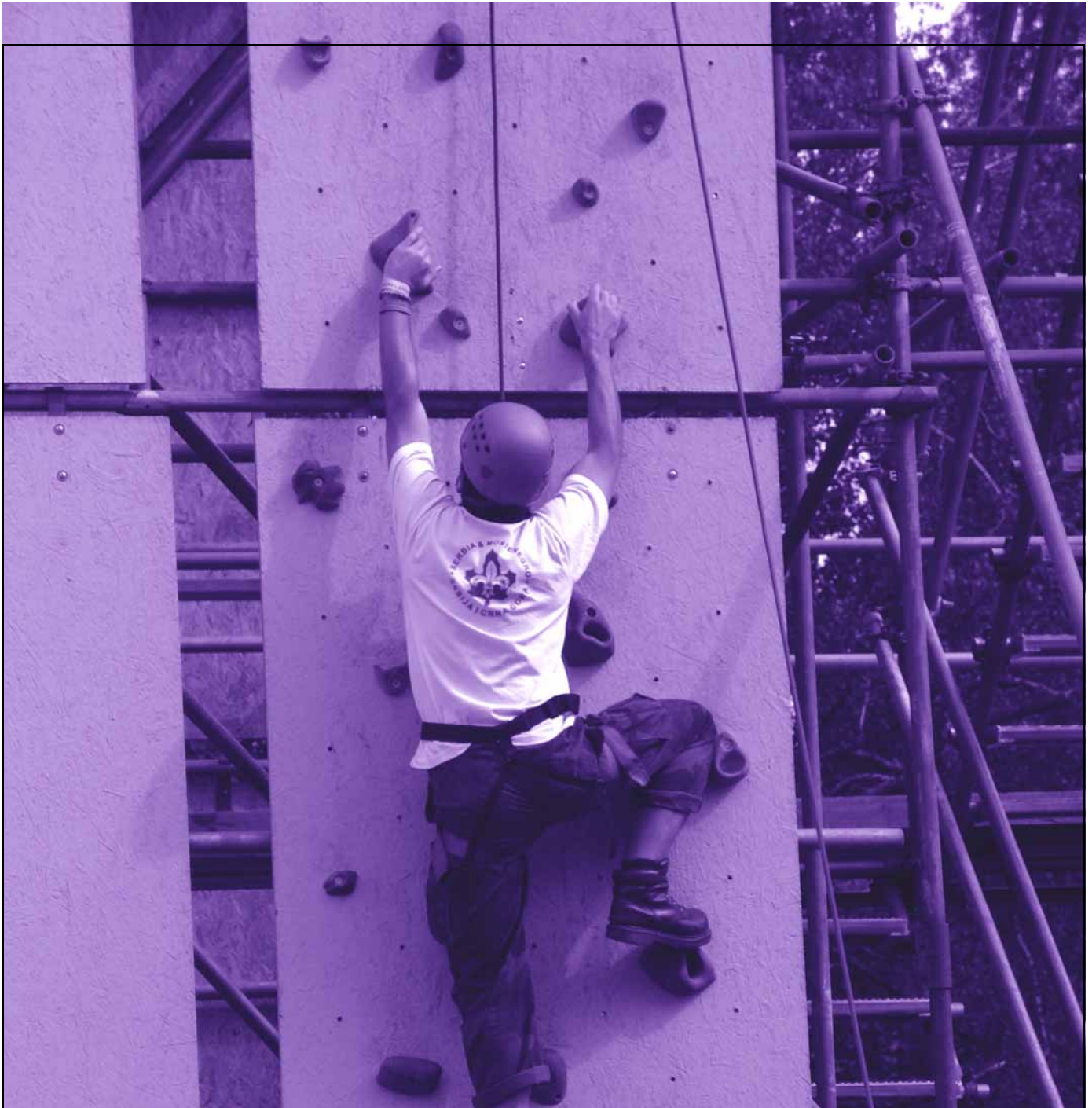
- Dates of Planning Meeting(s) :

- Explanation of Central Idea or Concept behind the Project :

- Outline of the Plan of Action :

- Outline of Various Work Carried out by Patrol Members :

- Explanation of Finished Project :



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