

# Scouts in Action Month 2014

## Scout Programs and Activities



### Picture Perfect

This is an active game that uses celebrities and characters the Scouts know, to help them think about role models.

**Preparation:** Give each Scout a strip of paper and ask them to write a nasty message on it and post it in the postbox. Ask them not to put their name on it so that they are anonymous

**Tip:** The images included are some of our suggestions. Please add others that you know your Scouts will recognise and know something about.

Make sure that everyone understands what a role model is: a person whose behaviour, example, or success is, or can be, an example to others, especially to younger people.

There are good role models and bad role models and sometimes people can be both a good and a bad role model in different parts of their life. For example,

Split the room into three areas: (Signs are included in the pack)

- Bad role model RED
- Good and bad role model YELLOW
- Good role model BLUE

Show the scouts one image at a time, asking them to choose whether the person or character is a bad role model, a good role model or a good and bad role model.

The Scouts have to move from the starting position to their chosen destination, using your instruction, i.e. hop.

Take some time between showing each picture to ask a couple from each section why they think that character or person is a good/bad role model.

**Tip:** There may be some debate between the Scouts about whether some of the characters are good or bad role models and why

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### Discussion Activity

Choose three celebrities or characters you wish to use in this section beforehand. Please add others that you know your Scouts will recognise and know something about.

We recommend choosing celebrities with a variety of reputations, i.e: one good, one good and bad and one bad, to get the Scouts thinking about what makes a good role model and the different reasons a person can be a role model.

With the Scouts all together, show the celebrity images one at a time, finding out what the Scouts know about each person and talking about what kind of role model they are and how they impact and influence society.

Stick the images onto a wall.

Now pick up the postbox. Explain that this represents an inbox and the messages inside are all e-messages.

Ask the young people where they might come across such messages, i.e. Twitter, Facebook, etc.. Get them to think about where you might get a message like that. Is it just on a computer?

Tip: Encourage the Scouts to think more broadly than just the computer. E-messages can come from all kinds of technology, i.e mobile phones and games consoles. Examples can be text messages, messages from social networking sites, emails, chat or audio messages on games consoles.

Now read out some of the comments from the inbox, stick the comment on the wall, and ask:

- How would each celebrity/character feel?

Tip: Draw out the young people's reasoning and encourage discussion around why the celebrities/characters might feel differently. We don't always feel the same about a situation as others do and labels of being a good or bad role model are not always accurate.

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Allow a few of the Scouts to share and discuss how the celebrity/character might react before reading out a new comment.

When you have explored how each of the three celebrities/characters might react to several different comments, ask the Scouts to think about:

- How would you feel if you received any of these comments?
- Is it different if you know who it is from?

**Tip: The aim is to help the Scouts think about how being cyberbullied would impact them.**

Cyberbullying is often anonymous and this can make it more frightening and more threatening than physical or verbal bullying, because the person being bullied begins to look for the bullies all around them