



## Guidance for Leaders – Mock Executives

### Overview:

The purpose behind the mock executive programme is to educate young people in Scouting on governance and the role of the executive committee. It will also give them the tools and information they need if they take on a committee role in the future. Hopefully it will give them the confidence to attend exec meetings (if the opportunity arises) and feel like they know what is being discussed and input their own opinions. For those young people who don't think they will ever have a role on an executive committee, it is a good way to learn how to pitch ideas if they ever need support from an exec (e.g. if they want funding for an explorer belt expedition).

When explaining to the young people why you are using this programme of activities and how it will be beneficial to them, you can liken it to being on a school council and use other analogies that they will be able to relate to.

### Roles of the Executive: 10 minutes

This activity is designed to introduce the specific roles of people on the executive committee. As this point, it is only important that the young people are aware of the roles of the chair, treasurer, secretary and ex-officio positions such as a DC, GSL or CC. A suggestion for this part of the programme is to look at the role cards with the young people and talk through what qualities may be required in people doing those roles. You could also get the young people to think about why these roles are important and their job in making executive committees work.

### Glossary activities: 20-40 minutes

These activities are designed to help the young people become more comfortable with the terminology used in exec meetings and familiarise themselves with the roles different people play. There is a full glossary for them to refer to and a match up game to consolidate their knowledge. A suggested programme could be:

- Give the young people the match up game and see what they already know.
- Then compare their answers to the answer sheet.
- Discuss the different terms and talk about which ones they got wrong and why.
- A few meetings later (or at the end of the same meeting) you could challenge them to see how many they can remember. You could turn this into a team game where they race to match up the most.

You can also use the bingo cards, calling out the definitions for them to mark off the terms.

### Scenario Activities: 20-60 minutes (depending on how many scenarios are discussed)

This activity is designed to get the young people talking and discussing their opinions. There will be scenarios which have different options and the young people will have to decide which option is the best to take. The aim is not for them to get the 'right answer' but to gain experience in debating options and thinking about lots of different factors in a decision. For this activity there is a purple card and a blue card for each scenario – the purple card is for the explorers and the blue card has discussion points on it for leaders to prompt debate. You can also use analogies to make the scenarios relatable if needed (e.g. buying a new heating system has some of the same considerations as buying a new phone – how new the model is, affordability, upkeep (contract), sustainability etc).

Before starting this activity, explain to the young people that there are many factors they should think about when making their decisions such as:

- What is the best option financially?
- Which option is the most beneficial to the young people?
- Are there any risks with each option? If so, how can these be minimised/avoided?
- Is there any other information you need to know?

Once the young people have discussed a few scenarios, you can either end the activity there or use it as a springboard and make up your own scenarios which could directly relate to your section. This would be a good time to ask them any questions about what they think about the section/unit and their opinions on the programme and what they would like to do in the future - they are already in the mindset of debating and discussing so why not use this to your advantage as well?

Please send any feedback to [youth.commissioner@gscouts.org.uk](mailto:youth.commissioner@gscouts.org.uk) and let us know if there are any changes that can be made. There will also be a google form that can be filled in on the county website to gather general feedback.