

By its very nature your Rover Crews needs a fluid programme. Your fellow Rovers will probably have a lot else going on (work, college, sport, socialising) and so a highly structured programme won't suit many of them. What is needed is a little more flexibility that will allow your Crew to find its own way of operating. And this is where the ASSES come in.

The Rover programme is based around the five key areas of Adventure, Social, Skill Building, Environment and Service. The idea is to take on a number of activities and projects (as many or as little as you like) which are based around these areas. The key here is that you design your programme to suit your own circumstances. You decide what it is you are going to do. You decide when and where it will happen. You decide how active or how involved the programme is.

Environmental covers any activity that relates to your impact on the world around you. While the focus here is narrower than some of the other ASSES, you shouldn't think only in terms of saving the whales! Each of us impacts on the environment in everything we do, so the key is for everyone to lessen that impact in little ways.

Activities

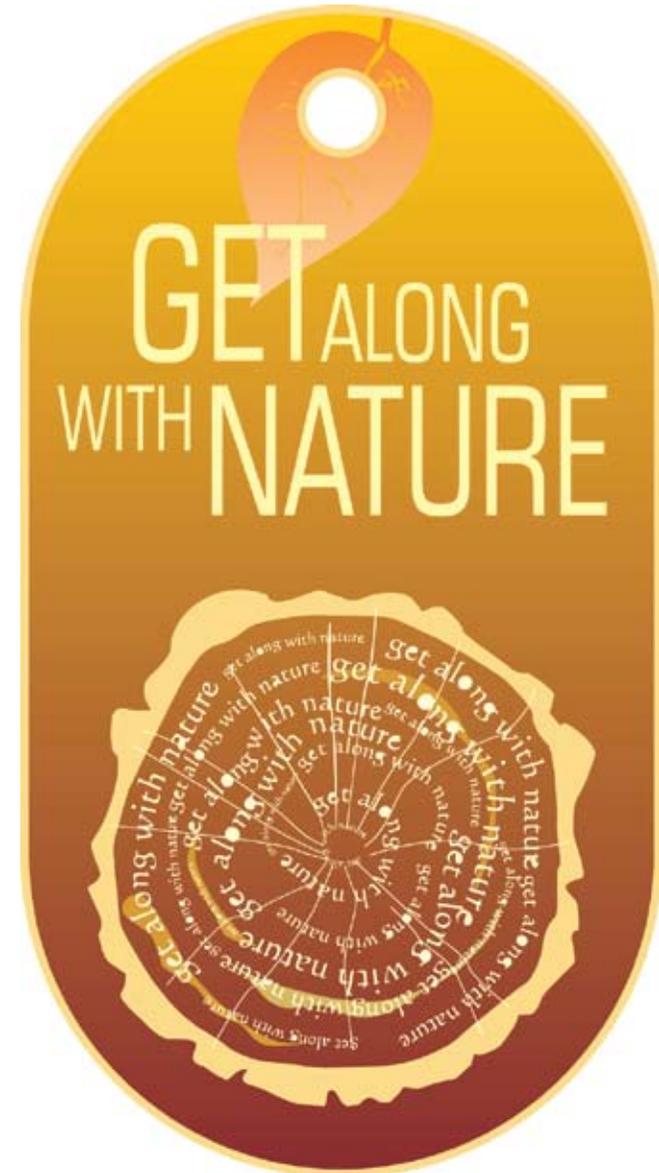
If this is new to you, start off by planning some activities. An activity is generally a once off, and will not be too complex in nature. The following might give you an idea of the kind of thing we are on about:

- Carry out an 'energy use' audit of the members of the Crew.
- Hold a 'recycled art' exhibition.
- Carry out an activity in another area using only public transport.
- Landscape a plot of ground in your locality.
- Grow your own vegetables ... take on an allotment for your Crew to look after.
- Assist with the maintenance of a trail in your local area.
- Construct a worm bin to produce compost from the food waste generated in your Group's Scout Den.

It doesn't really matter how you choose your activities. Initially you should look at your own behaviours and decide how you might go about making a difference with these. After this you could think a little bigger and look at influencing the behaviours of others in your circle. Eventually you might want to develop these ideas to make an impact on your wider community.



The ASSES – Environmental



Projects

A project differs to an activity in that it will require a more organised approach over a period of time. By its very nature a project will involve setting a goal and then completing a number of preparatory steps to reach that goal. This makes a project more complex than an activity. Let's look at two of the activities mentioned above and see how they could be developed into projects.

Carbon Neutral Weekend

- Goal: - Carry out a weekend activity that is carbon neutral.
- Preparation: - Plan your activity.
- Identify the carbon count for the activity.
- Decide on ways to reduce the carbon count or plan activities such as tree planting to offset your carbon count.

Insulation Project

- Goal: - Insulate your Group's Scout Den to ensure more efficient energy use.
- Preparation: - Carry out an insulation check of the Scout Den.
- Identify ways in which the insulation of the Den can be improved.
- Put in place a plan to carry out the improvements.

