

The Rover Challenge



The Rover Challenge is based around the SPICES and ASSES. Put very simply, it involves undertaking a series of practical projects while monitoring your own personal development. The projects are based on the ASSES, while the personal development is charted by reviewing the learning objectives outlined in the SPICES.

The projects are generally to be undertaken by teams of Rovers who can be from one or more Rover Crews. In general there can be any number of Rovers in a team as long as each member has an important role to play in ensuring the success of the project. In certain circumstances you can undertake the projects on your own. For more details on this, [click here](#).

The Rover Challenge can be the basis for your Rover Crew programme. As the challenge is based on carrying out projects, these projects can be the 'big' items you undertake during the year. Given that different teams will form to carry out different projects based on different interests, you will probably find there will be time for little else!

Participation and Leadership

There are two stages to the Rover Challenge. The general requirements for both stages are as follows:

Plan and carry out five projects, one for each of the ASSES. Before commencing the projects consider how opportunities to explore the 36 learning objectives contained in the SPICES can be included.

When the projects are completed review the learning objectives to assess progress made.

Strictly speaking you should carry out five individual projects. A number of these may be combined however where the situation allows. For example, as part of an expedition you may stop off for a number of days to carry out a service project. In such a situation both projects should be substantial and clearly defined. One of them should not be simply 'tacked' on to the other to simply 'tick the box'.

The difference between the first stage (Participation) and the second stage (Leadership) is the role undertaken by the individual Rover.

In Participation you must play an active part in the delivery of the project. Depending on the nature of the project this can involve working as part of a team to prepare and carry out an individual part of the project, or it can involve implementing the plans of the project as outlined by the project leader(s). However it is not enough to simply participate in a passive way on the project. The key phrase is 'active participation'.

In Leadership you must be involved in the design and planning of the entire project. In general there should be no more than three leaders on any one project. Where there are two or three Rovers involved, each one should play an equal role. The leaders of a project can of course be involved in the delivery of the project, but should never lose sight of their coordinating role.



The ASSES Projects

The ASSES are Adventurous, Social, Skill Building, Environmental and Service. To achieve a stage in the Rover Challenge you must participate in or lead projects in each of these areas. The following are general guidelines on the format of the projects:

Adventurous. Engage in an expedition based on one or more of the adventure skills developed during your time in the programme. Go for something that will really stretch you.

- The expedition should last for a minimum of two nights.

- There are no defined distances or objectives for the expedition. However, the expedition should be a good test for the team based on their experience in the adventure skill or skills involved in the expedition.

Social. Get to know about the culture of people in other communities and other countries. The idea is to find

out what life is really like, don't just be a tourist.

- This project should involve practical contact with people from other communities or countries. It should not be 'research based'.

- Where possible the project should involve staying in another community or country for a period of time.

- Consider carrying out a series of cultural activities while visiting the chosen community or country.

Skill building. Skills take on all shapes and forms. You are encouraged here to develop a new skill or take an existing skill to a higher level.

- Consider developing a skill in such a way that it leads to a concrete outcome. For example, develop web creation skills and then produce a personal website or a website for your Scout Group.

Environmental. Examine the impact you have on the world around you. Take on a project that has a positive impact.

- This project should be practical where at all possible.

- Consider first projects that are based in your own locality. The idea is to undertake a project that will make a difference to your environment.

Service. Take a look at your community and the wider global community. Identify a project that you can undertake that will make a lasting difference.

- Projects can be designed to make a physical difference. For example, you could renovate a playground.

- They can also be designed to be once off events. For example you might run a 'scout' camp for kids from a disadvantaged background.

- In either case the project should satisfy a need that you notice, either in your local area or further afield.

The SPICES

The SPICES are the six areas of personal development – Social, Physical, Intellectual, Character, Emotional and Spiritual. Within these six areas are 36 learning objectives. When taking on a project for Participation

or Leadership you should consider in advance how situations may arise during its planning and completion which will allow you to explore these objectives.

Once the project is completed you should review the objectives and identify:

1. Which of the objectives you had the opportunity to explore.
2. What you discovered in relation to each of those objectives.

Over the course of completing the projects for Participation or Leadership you should have explored all 36 objectives. As you complete the projects you should be aware of objectives that you have not had the opportunity to explore, and aim to build these into your remaining project(s).

For details on the Learning Objectives, click [here](#).

Achieving Participation or Leadership

In order to achieve the Participation or Leadership stage, you must fulfil all the requirements as outlined above.

A simple blog or report should be kept to outline the details of the project. This should be reviewed by the Rover Crew as a whole. The review of the learning objectives should be carried out by each individual Rover and as part of the Crew review of the projects there can be a general discussion about learnings that took place. However the learning objectives are a personal matter, and each Rover should only discuss what he or she is happy to discuss.

How the stage is awarded is up to each individual Crew. It can be done by a team set up for just this purpose or maybe it could be done by the senior Rovers in the Crew.