

The ASSES – Service

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.

Service covers any activity that involves working with your community to make a difference in the lives of others. 'Community' can refer to any grouping you are a part of. It could be your Scout Group. It could be the local community where you live. It could be the wider community of your country. Indeed it could be any community in the world. The key to Service is that you make a positive contribution to others.

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:

- Assist another section in your Scout Group with a specific aspect of their programme.
- Take on an improvement project in your local campsite.
- Run a social evening for elderly residents in your area.
- Assist an animal shelter with maintenance work.
- Create hygiene kits and distribute to the homeless.
- Paint a local school building.
- Host a 'Welcome to the community' evening for new residents.

It doesn't really matter how you choose your activities, but the following might be a good approach. Firstly identify a list of needs that exist in the community around you. Then have a look at the skills and interests of the Crew members. Finally, try



matching the needs you have identified to the skills and interests of the Crew. In this way you can pick a service activity that you feel your Crew may be particularly suited to. Alternatively you can pick an activity that will help you to take on a service project in the future.

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.

Develop a Playground

- Goal: - Develop a playground in your local area
- Preparation: - Contact the local community organisation and identify with them where a playground could be installed.
- Conduct research into how a playground should be constructed, with a special emphasis on safety.
- Put together a construction plan to include material requirements.

Activity Camp

- Goal: - Carry out an activity camp for children from disadvantaged backgrounds.
- Preparation: - Contact community youth clubs and identify a grouping who would benefit from a Scout style camp.
- Plan out the programme of activities.
- Assign teams to look after various aspects of the camp.

