

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.

Skill Building covers all manner of activities that will allow you to try new things and maybe develop skills you already have. This really is an open book. If you can learn how to do something it can be included here.

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:

- Try an outdoor pursuit you have not experienced before.
- Go on a first aid course.
- Invite some native speakers to teach you the basics of a new language.
- Hold a mock interview evening to sharpen up on your interview skills.
- Brush up on your map and compass skills by organising a navigation day course.
- Make a short film.
- Get in an expert and try a martial arts evening.

It doesn't really matter how you choose your activities. You could adopt an approach where a Crew member who is an 'expert' in something goes about teaching the rest of the Crew. Or you might draw up a list of skills you will need to complete another activity and work on these. If the skills you want to develop are more complex and demand more time you can take a more structured approach.

The ASSES – Skills



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.

Skills Workshop

- Goal:
- Put on a skills workshop for other Rovers or Scouters in your County.
- Preparation:
- Identify a skill area that your Crew is particularly strong in.
 - Contact the County Training Co-ordinator and discuss the content of a skills training workshop.
 - Plan the content of the workshop, allocating different sessions to different members of the Crew.

Group Newsletter

- Goal:
- Develop a newsletter to be circulated to all the members and families in your Scout Group.
- Preparation:
- Learn how to use a desktop publishing package.
 - Decide the type of content to be included in the newsletter (activity reports, articles about Scouting, Group news).
 - Put a plan in place to gather reports on activities and photos from each section in the Group.

