# Explorers YouShape Award

**At Scouts, Young People learn how to speak up and take the lead.**

This award allows them to have their say and provide us with important feedback so we can make Scouting more accessible and enjoyable for all involved.

1.  **Central Badge: Choose one thing you’d like to change, improve or deliver for Young People in your Explorers in your Districts and make it happen.**
* This could be learning or teaching a new skill, developing your current talents or interests, or changing something about Explorers.
* Getting Personal: Think about what you are good at and explore the abilities and attributes you would like to develop.
1. **Plan: Choose an Activity from the following options.**
* Plan an event for your District.
* Think of a way to help people at something outside Scouts and share your idea in a Unit Forum.
* Plan an entire programme to help other Explorers achieve a specific skill, goal or badge.
* Create an activity that helps Young People not in Scouts to learn a Scouts Skill.



1. **Lead: Choose an activity from the following options.**
* Help a new adult Voulenteer complete their induction.
* Lead an entire session for another Explorer Unit.
* Lead a Unit Forum for your Unit.
* Lead a one-night camp with no Leader. (You’ll need a Nights Away Passport)
1. **Represent: Choose an activity from the following options.**
* Tell your District/ County Trustee Board about how Scouts could be improved in your District/ County.
* Identify a group of potential Adult Voulenteer and tell them about about the benefits of Volunteering with Scouts.
* Take part in a project with Explorers from across your Districts that uses skills you’ve learnt at Scouts to help people in the community.
* Work with your GSL, DC, CC to lobby a decision maker about an issue that affects Scouts.