

THE WALL

Level 7: Shaped by young people in partnership with adults

All issues/projects can be initiated by young people or adults and young people can contribute to all aspects of their Scouting journey/experiences. Decisions are made in partnership.

Level 6: Adult initiated, shared decisions with young people

Issues/projects are initiated by adults and decision-making is shared with young people. Young people have the skills and support needed to share decision-making.

Level 5: Consulted and informed

Young people give advice on issues/projects designed and run by adults. They are informed how their input will be used and outcomes implemented.

Level 4: Assigned and informed

Young people are assigned a specific role and informed how and why they are involved.

Level 3: Tokenism

When young people appear to have been given a voice but in fact have little or no choice in what they do or how they participate.

Level 2: Decoration

Where Scouting uses young people to help bolster an issue/project but does not act if it was inspired by them.

Level 1: Manipulation

Where Scouting uses young people to support issues/projects and acts as if these ideas are inspired by young people.

what now?

Think about what you do to involve young people, and where it fits on this wall. Are there ways you could adapt your methods to move them up a level? To find out more, contact the Programme Team at programme@scouts.org.uk

