



“In all of this, it is the spirit that matters. Our Scout Law and Promise, when we really put them into action, take away all occasion for war and strife among nations.”

-B.P.

## PROGRAM OBJECTIVE

To develop confidence and understanding in Canadian youth to become active agents in improving the lives of others, through a program based on hands-on education and experience.

Within this document, you'll find everything you need to know to understand, and most importantly, get involved in the Canadian Scouts of the World program. It's jam-packed with questions and answers for youth participants, adult volunteers, and parents and guardians. We'll walk you through the three stages of the program: Discovery, Voluntary Service, and Recognition. We'll show you how to get involved and especially how to *Create a Better World*.

## DISCOVERY

Here's your chance to get to know what exactly it is you're working towards. Whether it's addressing the environment, development, or peace, the Discovery is an action-packed, hands-on experience that will teach you the causes and effects of your topic, as well as what's out there to address it and, most importantly, what you can do to help *Create a Better World*.

## VOLUNTARY SERVICE

This is when you put all that you know and all that you've learned into practice. This really is what you've been preparing for. Take your personal action plan and turn it into reality. You can do this in a group or you can do this on your own. The main thing is that you're doing something. You're taking action to make a difference. When we all do this, we can move the world!

## RECOGNITION

After you've finished your Discovery and Voluntary Service, all that's left is to submit your passport and final report. You'll receive your badge and a certificate from the World Organization of the Scouting Movement, recognizing your contribution to social justice.

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## Q&A: GETTING INVOLVED

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### WHO IS THIS PROGRAM FOR?

This program is geared towards youth aged 14-26 (specifically Venturer and Rover aged youth); however, all youth are encouraged to learn more about the issues being addressed, that way, once they're old enough, they'll be all the more prepared to jump in and take action.

### HOW DO I GET INVOLVED?

It's easy. All you have to do is contact your local [Scouts of the World Ambassador](#), or contact us at [scoutsoftheworld@scouts.ca](mailto:scoutsoftheworld@scouts.ca). We'll get you set up with all the information you need to get going and keep going.

### WHERE DO ADULTS FIT IN?

Adults hold an incredibly important position as Advisors in this program. While it is essentially a youth-led program, it would be impossible to discount the importance of good advice and direction. For this reason, adults are encouraged to take on “contract” positions of [Course Advisor](#) and [Project Advisor](#). For more information on how you can get involved as an adult volunteer, contact us: [scoutsoftheworld@scouts.ca](mailto:scoutsoftheworld@scouts.ca).

### HOW EXACTLY IS IT A YOUTH-LED PROGRAM?

Youth take on all the leadership roles through term positions of [National Coordinator](#), as well as [Scouts of the World Ambassadors](#) at the Council and Area levels. Through these leadership positions, the Canadian Scouts of the World Network is built, connecting youth across the country to this program. Each of these positions is a three year appointment. There are also youth “contract” positions similar to the Advisor roles: [Course Coordinator](#) and [Project Leader](#).

### WHAT IS THE SCOUTS OF THE WORLD NETWORK?

The Canadian Scouts of the World Network is a way for everyone to get information and get involved as much as possible with this program. If we plan to reach every youth in our program, we need an extensive network of dedicated

youth and adults working to spread the word and provide the opportunities for involvement right across the country. Every participant in the program instantly becomes part of the Network, able to take advantage of the support mechanism that comes with the involvement of an entire nation of volunteers. The Canadian Scouts of the World Network then becomes part of the World Scouts of the World Network. Here's where we see just what our true capacity for change really is!

### **WHAT ARE THESE "CONTRACT" POSITIONS?**

Simply, they're positions for people who want to contribute, but can't necessarily dedicate a full three years to the program. It's also a great way to get the knowledge and experience of the amazing skill base of our volunteers, but without burning them out between all of their responsibilities. As a youth, you can sign up to be a [Course Coordinator](#) to coordinate a Scouts of the World Discovery. This position will normally last four months. As a [Project Leader](#), you would be responsible for the planning and execution of a project, leading a team of youth to complete their action plans either locally within Canada, or internationally. This position will normally last 12-14 months.

As an adult, you would have the responsibility of guiding and advising either the Course Coordinator, or the Project Leader to ensure that goals are being met and that everyone is moving in the right direction.

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### WHAT IS A DISCOVERY?

A Scouts of the World Discovery is sort of like a training course. Its main purpose is to make you an expert when it comes to the topic of your interest. It could be anything pertaining to environmental sustainability, development, or peace. The possibilities are endless. The Discovery is a hands-on way to learn from people who are already experts in the field. At the end of the program, you will have a chance to put together an Action Plan, outlining exactly what you intend to do to help reach the goal of the Discovery.

### HOW CAN I GET INVOLVED IN ONE?

Easy as pie. All you have to do is contact either your local [Scouts of the World Ambassador](#), or the National Coordinator at [scoutsoftheworld@scouts.ca](mailto:scoutsoftheworld@scouts.ca). They'll be able to provide any information on upcoming Discoveries. Where there are no Discoveries planned, or when you have a new idea for a Discovery, you can actually get your own Discovery started!

### HOW CAN I GET ONE STARTED IN MY AREA/COUNCIL?

It might not always be the case that there's an active [Scouts of the World Ambassador](#) in your immediate Area. Why not contact your Council SOTW Ambassador and ask if you can get involved as an Area SOTW Ambassador? Or let them know that you're interested in becoming a [Course Coordinator](#). Any SOTW Ambassador, or the National Coordinator can provide you with all the information and materials you need to run a successful Discovery. Just remember, it is crucial that you complete the Discovery according to the national program standards in order to get the most out of the experience!

### WHERE DO WE GO FROM HERE?

Once you've completed your Discovery and written your Action Plan, it's time to get on the move. You can work on your own, with other people from your Discovery, or other youth from your Company/Crew to complete a Voluntary Service Project. Just remember, while the project may be a group effort, it's



important that your Action Plan be your individual objective. This Action Plan is what you aim to contribute to the world, and what you are looking to experience.

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### HOW DO I JOIN ONE?

Once you've finished your Discovery, it's time to take action. You can join a Voluntary Service project by following some of the information you'll receive at your Discovery. Another way is to [contact](#) your SOTW Ambassador or National Coordinator directly. There'll be projects happening all the time, it's just a matter of finding the right one for you.

### HOW DO I START ONE?

There are so many support mechanisms in place for you, you really could just go out on your own and start a project. [Contact](#) your SOTW Ambassador or National Coordinator to get the materials you need to get started. It'll be a long road, but as a [Project Leader](#), you'll hardly find a more rewarding experience.

### WHERE DO THEY HAPPEN?

The Voluntary Service projects can happen just about anywhere. The easiest, and most obviously relevant would be to complete a project right where you live, in your own community. There's certainly need for development even in our own

backyards, but we've grown pretty accustomed to not noticing it. Of course, this is the Scouts of the World program, so there will be continuous opportunities to travel. We're all about opening the world to you, and opening you up to the world.

### **WHAT HAPPENS NEXT?**

All that's left is to let us know how you did. Tell us all about your experience. We love to hear stories and absolutely want to hear yours. If we really like it, you can watch for it to appear in the Scouting Life magazine!

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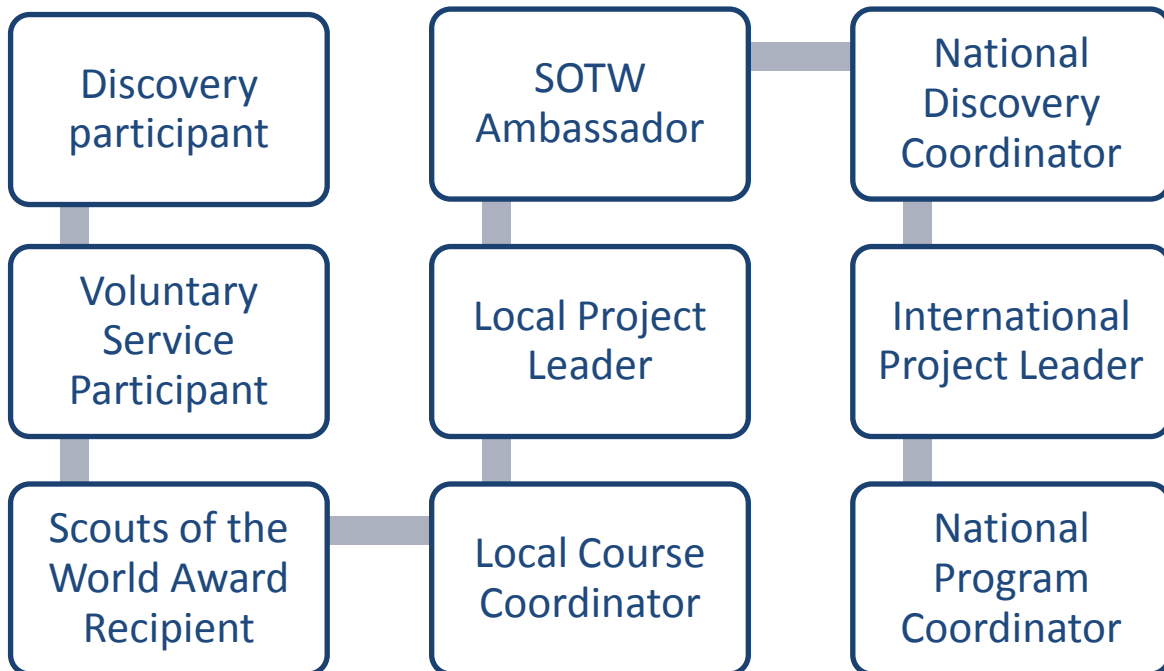


### **WHAT DO I NEED TO KNOW ABOUT SUBMITTING MY AWARD APPLICATION?**

Once you've completed the [Voluntary Service](#) portion of the award program, it's essential that you sit down and take some time to put together a final report and fill out your passport. Talk to your Project Leader or SOTW Ambassador for tips on how to write a successful award application. Once it's all done, send it on to Scouts Canada National Headquarters in Ottawa and we'll take it from here.

## WHERE DO I GO FROM HERE?

Even after you've completed the project and received the Scouts of the World Award, there are still endless opportunities ahead. Here's what a general outline of the entire program looks like, just to give you an idea of what you could do through this program:



As you can see, the program itself is nearly limitless. You could start when you're 14 years old and just keep working, learning, and growing until you're 26. Going from a participant, to a [Project Leader](#), [Course Coordinator](#), [SOTW Ambassador](#), and eventually, even the [National Program Coordinator](#)! Then, why even stop then? You could come on back and take on a ["contract" position](#) as an adult [Course Advisor](#) or [Project Advisor](#).

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## CONTACT US

The email address really couldn't be easier to remember. You can contact us by email at [scoutsoftheworld@scouts.ca](mailto:scoutsoftheworld@scouts.ca). If you have questions, comments or concerns, drop us a note. There's a [Network](#) of youth and adults out there just looking to help you through this program so you can get the experience of a lifetime. How are you going to Create a Better World? Contact us and get started figuring out an answer to this question!

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## **JOB DESCRIPTIONS**

### **NATIONAL COORDINATOR**

**3 Year Term**

Maintains the direction of the Canadian Scouts of the World program by constantly evaluating benchmark goals to ensure all aspects of the program continue to be successful

#### RESPONSIBILITIES:

- Appoints and works with SOTW Ambassadors to help coordinate local program
- Maintains communication with Scouts Canada leadership and SOTW Network
- In consultation with SOTW Ambassadors, reviews and evaluates award submissions.
- Responsible for the coordination of three National Discoveries and one National Service Project each year.

#### REQUIREMENTS:

- Must have knowledge of the workings of Scouts Canada and BP&P.
- Should have experienced an increasing amount of responsibility in program planning and coordination through Scouts Canada.
- Knowledge of international program and project development preferred.
- Expected that age will not be less than 18 years, due to the experience level required.
- Incredibly outgoing and willing to work consistently for three years.
- Passionate about youth development through social development.

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### **SOTW AMBASSADOR (Youth)**

**3 Year Term**

Working at the Council level, the SOTW Ambassador is responsible for creating awareness of the program as locally as possible:

#### RESPONSIBILITIES:

- Oversees Council level Discoveries and Service Projects.
- Developing a Council SOTW Network, to be part of the National SOTW Network.
- By appointing and working with Course Coordinators and Project Coordinators, the SOTW Ambassador is expected to complete one Discovery each year and have one Service Project during the three year term.
- In consultation with National Coordinator, reviews and evaluates award submissions.



- Responsible to the National Coordinator, working with Council Youth Commissioner, where applicable.

#### REQUIREMENTS:

- Expected that youth will have some familiarity with the SOTW program, preferably having participated in it previously.
- Experience working at the Area or Council level a necessity.
- Incredibly outgoing and willing to work consistently for three years.
- Experience in roles of increasing responsibility through Scouts Canada with respect to program and project execution.
- It is expected that the age will not be less than 15 years, due to the amount of experience required.

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### **COURSE COORDINATOR (Youth)**

**4 Month Term**

Along with a team of program facilitators and camp staff, the Course Coordinator will deliver the Discovery Base program.

- Responsible, in conjunction with an appointed Course Advisor, for managing all aspects of planning, advertising, registration, finances and program for a SOTW Discovery.
- Expected to make use of national program standards rubric for SOTW Discovery to help ensure a successful course.
- Temporary "contract" position completed upon the submission of a final report.
- Responsible to appropriate SOTW Ambassador and National Coordinator.
- It is expected that the age will not be less than 16 years, due to the amount of experience required.

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### **PROJECT LEADER (Youth)**

**12-14 Month Term**

Working closely with the Project Advisor, coordinates all aspects of a project following the action plans outlined at a Discovery, essentially tackling one main issue of social injustice either within Canada, or internationally.

- Responsible for managing all aspects of planning, advertising, application, finances, project, risk management, transportation, program, feeding and accommodations for a development project, working towards a specific development goal.
- Expected to make use of national program standards rubric for evaluating and maintaining direction of project according to Scouts of the World program.

- Temporary “contract” position completed upon the submission of a final report.
- Responsible to appropriate SOTW Ambassador and National Coordinator.
- It is expected that the age will not be less than 17 years, due to amount of experience required.

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### **COURSE ADVISOR (Adult)**

**4 Month Term**

- Responsible for guiding and advising Course Coordinator and program facilitators to complete a Discovery successfully according to national program standards.
- Ultimately responsible for proper risk management according to Scouts Canada’s by-laws, policies and procedures.
- Liaises with parents/guardians and Scouts Canada to ensure transparency and that all information is available.
- Expected that adult will have experience coordinating large scale camps and events, as well as experience working with Venturer and Rover aged youth.
- Temporary “contract” position, completed upon the submission of a final report.

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### **PROJECT ADVISOR (Adult)**

**12-14 Month Term**

- Responsible for guiding and advising Project Leader to complete a development or social justice project successfully, according to national program standards.
- Ultimately responsible for proper risk management according to Scouts Canada’s by-laws, policies and procedures.
- Liaises with parents/guardians and Scouts Canada to ensure transparency and that all information pertaining to the project is readily available to them.
- Expected that adult will have experience coordinating large scale camps and events, especially where long-distance travel is involved, as well as working with Venturer and Rover aged youth.
- Temporary “contract” position, completed upon the submission of a final report.

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