



**Plan:**

- What materials do you need for this planning adventure?
- How will you review the adventure ideas for each Program Area?
- How will your Troop choose which adventures it will do?

**Do:**

- Go on your idea walk and come up with some exciting ideas for adventures!

**Review:**

- What do you know now that you did not know before?
- What adventure ideas are you most excited to do?
- What good ideas most surprised you?
- Would you use this approach again in the future? Why or why not?
- What would you do differently next time?

**Safety Note:**

- One volunteer from your Patrol should write down ideas at each station, so that there's no need to elbow your way to the white board. The Scout should record everyone's ideas, even if he or she isn't too keen on some of the ideas.
- What other rules can you agree to before this planning activity to make sure everyone feels safe sharing their ideas?

**Online Resources:**

- [How to write legibly using a flip chart](#)
- [Writing on Whiteboard](#)
- [Top Tips for Using a Flip Chart](#)

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# Idea Walk

## CABOT TRAIL Creative Expression



**The Adventure:**

At the beginning of each program cycle (season), your Troop decides on the adventures it will share over the months ahead. To make sure that your program is balanced, use the [Canadian Trails Map](#) to think about the six Program Areas. What adventures will your Troop share for each place on the map?

Trail Cards (like this one!) can be a good source of ideas for the different Program Areas, and the collective creativity of the Troop is another great source.

Share your great ideas with each other using an idea walk. Set up white-board stations around your meeting hall, one for each Program Area. Circulate around the meeting hall in Patrols, writing down your adventure ideas for each Program Area. Take a few minutes at each station before rotating. If another Patrol has already written down one of your ideas, or if you see an idea that sounds like a lot of fun, put a checkmark next to it.

Review the Troop's ideas in Patrols. Your Patrol Leader can then tell the Troop Leadership Team what your Patrol is most excited to try.



It starts with Scouts.



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