The Adventure:
Put on a teamwork workshop for younger youth. Have everyone in the group pick an aspect of teamwork, and develop a module to teach a younger age group that concept. Work together to put on the workshop. The workshop can be as long or short as you want (from two hours at a local Scout Troop on a weeknight, all the way to a weekend event—whatever you choose), and can be for youth in or out of Scouting. Run with it and have fun! You can learn more when you have to facilitate a topic, so use this opportunity to really level up your abilities and understanding of group dynamics and teamwork.

Plan:
• How long of a workshop do you want to put on?
• What ideas do you think are most important to teach? And how will you exemplify those ideas in how you organize this event?
• What can you do to get the most out of this challenge? For example, if you have complimentary strengths and weaknesses, switch positions and mentor each other through the role.
• Is there a particular teamwork principle you can focus on applying throughout this whole process?

Do:
• Remember to challenge yourselves to exemplify good teamwork - whatever that means to you—while organizing and running the course.
• Have fun!

Review:
• What do you know now that you did not know before?
• What would you do differently if you were to try this again?
• What was most successful about this adventure?
• In what ways did your workshop not meet your own expectations? Why do you think this was?
• How did you work as a team with your fellow Rovers to make this adventure a success?

Online Resources:
Leadership Styles

Safety Note:
Make sure you stick to BPGP with the event.