

DEMOCRACY CHALLENGE



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YOUR VOTE MATTERS
DON'T LOSE IT



Scouts Cymru: democracy challenge badges

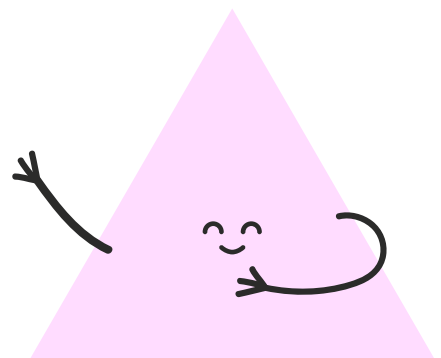
To achieve the badge, each Scout will need to complete all of the listed activities for their age group.

Use the [Electoral Commission's resources](#) to help with this award.

Learn more about the Electoral Commission on their [website](#).

Useful links:

- The Electoral Commission [resources and activities](#)
- The Electoral Commission [Educators' notes](#)
- The Electoral Commission [YouTube](#) channel
- Book a tour of the [Senedd](#)
- Book a tour of the [UK Parliament](#)
- Find your [local elections team](#)
- Find your [local councillors, MSs and MP](#)
- Learn more about the [Senedd](#)
- Learn more about [UK Parliament](#)



Squirrels

The theme of the award for Squirrel Scouts is **Choices**.

1. Choose one thing you'd like to learn more about, do or explore in Squirrels. Create a representation of your idea.

Ideas might include a new game to try, story to read or place to visit.

To support your Squirrels to generate ideas, you can prompt with the following questions:

- Have they played a game at school/ nursery that they would like to play in Squirrels?
- Have they learnt about something at schools/ nursery/ at home that they would like to learn more about e.g. nature, their community, space.
- Has anyone visited somewhere in their local area that they would like to visit again?

The representation can be in any appropriate medium such as a drawing, painting, computer generated, photograph, collage, song or model.

This activity also works toward the [Squirrels YouShape Award](#).

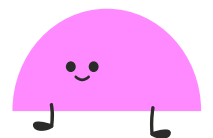
2. At a Squirrel meeting, discuss everyone's ideas and vote for your favourite.

Squirrels should discuss everyone's ideas and aim to pick the three best ones.

Squirrels can then vote for their favourite idea by placing [voting pebbles](#) in a jar. Alternatively, they could use items gathered via a nature treasure hunt such as feathers, leaves or acorns.

Ask Squirrels for the reason for their view.

Whichever idea gets the most votes should be carried out and Squirrels should discuss with the group Leader how to make it happen.



BEAVERS

The theme of the award for Beaver Scouts is **Places**.

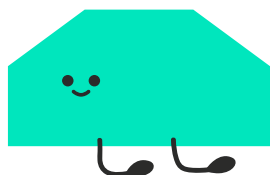
1. With help from an adult, explore and learn about a local council building and the Senedd building. Create a representation of one of the buildings.

Consider how the building is constructed, where it is and what goes on inside.

The exploration may be in the form of a visit, an online visit, by finding and looking at pictures, or through a talk by someone who works in one of these buildings.

The representation can be in any appropriate medium such as a drawing, painting, computer generated, photograph, collage, or model.

Councillors or members of council staff may be able to visit your Colony and can be contacted directly.



2. At a Colony Log Chew, discuss voting and your opinions. Take part in a Colony poll or election, with appropriate discussion and debate.

Beavers could debate and vote on simple but relevant matters such as games to play or which biscuits are best. If Beavers make a decision through a poll or election, it's important that the decision is carried out.

Beavers could use an opinion line to show their views on issues. This could be a line on the wall or a whiteboard, with one end signifying 'strongly agree' and the other, 'strongly disagree'. Beavers could place a sticky note with their name on showing where their thoughts fall on the line.

Alternatively, lie a rope or long piece of string on the ground and ask Beavers to stand next to the line to show their opinion.

Ask Beavers for the reason for their view.



BEAVERS

The theme of the award for Beaver Scouts is **Places**.

Ideas for debates which could become votes are:

- My favourite game is Crab Football
- My favourite biscuit is a chocolate digestive
- My favourite camp song is Alice the Camel

The group could vote for their favourite game, for example, to decide what to play at the end of the meeting.

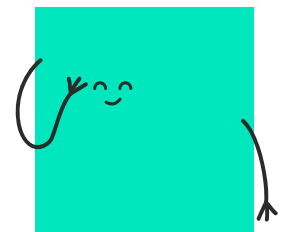
Beavers could vote by show of hands, by placing a pebble next to a symbol or sign of their choice, or by marking an 'X' on a secret ballot paper.

Other ideas for debates are:

- We shouldn't go to school on Fridays
- School uniforms should be banned
- The school day should start at 7am

Leader's notes

To complete this award Beavers may need help in finding pictures of the buildings and how to best represent them, the Colony may be able to visit the local council offices and possibly the council chamber. Local councillors should be able to help with arranging visits etc. In addition, your Colony will need to hold regular Log Chews and encourage Beavers to take part by asking simple questions for them to discuss.





The theme of the award for Cub Scouts is **Places** and **People**.

1. Find out where the Senedd and Houses of Parliament are located. Make a poster to help you explain to an adult who meets there and what they do.

Watch the Electoral Commission's videos on the [Senedd](#) and [UK Parliament](#) and complete the Electoral Commission's '[Give me three!](#)' activity with your Pack.

You will need to be able to explain in which cities the buildings are located and outline who meets there and what they do. Your poster should be at least A4 size and can be a drawing, a painting, computer graphics, photographs or collage, or something else creative.

2. Find out about a well-known former Cub or Scout who has their local or national community and report back your findings to a Leader or other adult.

They may be well known locally or nationally and there are lists of notable former Scouts on the [Scouts website](#). You may know of some notable deeds carried out by Scouts or Cubs locally and wish to find out more about them. Alternatively, it could be someone who has gone on to be Prime Minister. The choice is yours.

3. Take an active part in two Pack Forums and help make at least one decision which impacts you and your Pack

Cubs can make suggestions as to which games or activities they might like to include in the upcoming Pack programme, decide on a location to visit, or what badge they would like the Pack to work on next.

Leader's notes;

For point 1, Cubs should find out where the building is located and some of its history, such as when it was built and any major events that happened there. Your Pack might be able to arrange a visit to the [Senedd](#) or [UK Parliament](#) as part of a day out or Pack Holiday to one or other of the buildings.

Cubs' posters should include the location of the building and who, in broad terms, meets at the building and why. Both the Senedd and Houses of Parliament have information on their websites outlining the purpose and history of the buildings, who meets there and why.



SCOUTS

The themes of the award for Scouts are **People** and **Powers**.

1. Know who your local councillors, MSs and MP are and how to contact them. Arrange to meet one of them to understand how their relevant organisation works and what their particular responsibilities are.

This could take the form of a visit to the council chambers, a MS's or MP's surgery, the Houses of Parliament, or the Senedd.

A visit from a councillor, MS or MP to a Troop might be arranged by contacting representatives directly. Some representatives might be able to meet the Troop virtually, if unable to attend in person.

It is important that the young people are involved in discussions. It might be advisable to prepare some appropriate questions with the Scouts prior to the event taking place.

- Watch the Electoral Commission's '[Your vote](#)' video
- Complete the '[Who represents you](#)' worksheet (page 5)

2. Investigate one of the responsibilities of the local council, the Senedd or UK Parliament and give feedback to other Scouts.

Examples of responsibilities include:

- Education
- Waste and recycling
- Roads and footpaths
- Law making and tackling crime

Learn more about the roles and responsibilities of government on the Electoral Commission's [website](#).

Feedback can be given in a variety of formats such as a digital presentation, a performance, or a speech.

This should be a different level of government to the one used in part 1.

Complete the Electoral Commission's '[Everyday Politics](#)' and '[Who Controls What](#)' activities.



SCOUTS

The themes of the award for Scouts are **People** and **Powers**.

3. Take an active part in two Scout Forums.

Examples: Troop Forum; Patrol Forum; District Scout Forum; Area Scout Forum. Please contact your ADC / AAC Section Support for further information on District or Area Forums.

The emphasis should be on the young person taking an active role in the relevant forum.

4. Learn how to register to vote

In Wales you can register to vote at 14 and vote in Senedd and local council elections at 16. You must be 18 or over to vote in UK Parliament elections.

- Read about [how to register to vote](#), watch the videos on the Commission's website and take the accompanying quiz
- Consider using the [Electoral Commission resources](#) to run a voter registration drive during a Forum (optional)

Leader's Notes

Child protection guidelines must be considered when making contact and holding visits. Local MPs, MSs and councillors should be happy to see young people but please remember they are busy people and will need advance warning if you wish to visit.

Fulfilling the requirements of the Democracy Challenge will also satisfy part 1 of the Community Challenge.



YOUR VOTE MATTERS

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EXPLORERS

The themes of the award for Explorer Scouts are **Places, People, Powers** and **Processes**.

1. Places: Looking at where democracy happens.

- Visit a local council office, the Senedd building or similar. Have an appreciation for the departments that are monitored and controlled from the building and the function that the departments have in providing a public service.
- Observe from a public area a meeting of a parish council, local council, the Senedd or UK Parliament. Discuss your visit within your Unit, looking at topics such as the format of the meeting, the behaviour of those taking part and how decisions were made.

2. People: Looking at some of the people involved.

- Know who your local councillors, MSs and MP are and how to contact them. Complete the Electoral Commission's ['Who Represents You' worksheet](#) (page 5)
- Invite members of local or national government (local councillors, MS or MP) to an Explorer Scout meeting to broadly discuss their role

- and issues affecting young people today (this could be in a BBC Question Time format.)

3. Powers: Looking at the powers of some of the institutions.

- Visit the Electoral Commission's [website](#) to understand the differences between the Senedd, UK Parliament and local councils
- Complete the Electoral Commission's ['Everyday Politics'](#) and ['Who Controls What'](#) activities.

4. Process: Looking at the processes used in the delivery of democracy at various levels of government.

- Discuss how elections are organised and the rules that surround them with a Returning Officer, member of your local elections team, or other suitable person. Visit the Electoral Commission's website for information.
- Read [about how to register to vote](#), watch the videos and take the accompanying quiz (cont.)



EXPLORERS

The themes of the award for Explorer Scouts are **Places, People, Powers** and **Processes**.

- (cont.) Design a voter registration campaign for young people. Use the Electoral Commission's [lesson plan 5: campaigning](#) for guidance and inspiration and/or consider running a [voter registration drive](#).
- Participate in an election for a Unit position.
- Within your Unit, or at an Area Forum, chose a suitable topic to debate.

5. Forums: Looking to encourage youth participation in the running of all sections in Wales.

- Attend your Unit / Area Forums and take responsibility for organising an activity proposed at the forum
- Represent your Unit, District or Area at a District or Area Forum
- Represent Scouting at a Youth Forum / Funky Dragon or similar

Leader's Notes

The five sections of this award should easily fit into the Community programme zone when compiling a normal balanced programme and can be achieved through visits and discussion. The award aims to provide opportunities for activity, leadership, commitment, personal development and fun.

Unfortunately, the requirements of this award don't map directly into any of the Explorer awards, although there is some scope within the Environment and Values activities for the Chief Scout awards.

