



THE ADVENTURE BEGINS



Plan>Do>Review> means better activities, more fun, and your Six or Pack choosing its own adventures. Plus, you get to be involved in organising them. **Plan>Do>Review>** helps ensure everyone has a fun and adventurous time in Scouting and gets to learn something new.

Plan>

- Decide what you're going to do
- Decide who's going to lead and who's going to do other jobs
- Work out what is needed
- Find out what skills you need
- Make some plans
- Use experts, like your Leaders, to help you

Do>

- Ensure everyone is involved
- Test out new skills
- Follow your plan, but it's ok to change it if you need to
- Have fun
- Work as a team

Review>

- At the end of an activity, take a moment to review it
- Ask good questions of each other
- What did you hear, see, notice and enjoy about your adventure?
- What didn't go to plan?
- What would you do differently next time?
- Talk about your achievements
- Thank everyone who participated

Never forget to do a review! It is important to find out from everyone how they went and what they learned.

Have you noticed how **Plan>Do>Review>** always has an arrow at the end? This means that you are ready to have another go! You could do the same activity again. Or, you might have learnt some great new ideas to use in the future.

Well done and good luck with **Plan>Do>Review>**!

CUB SCOUTS
PLAN>DO>REVIEW>
FACTSHEET



Sixers and Seconds

Plan with your Six

- Before you go to the next Pack Council, meet with your Six and ask them what they thought about recent activities, Pack Holiday, or the term's program. Tell the Pack Council what your Six's opinions are.
- Work with your Six to come up with ideas for next term, or your next big adventure like a Pack Holiday, and which badges your Six would like to do.
- List your ideas under headings like – themes, outdoor activities, camps, badges, games, activities
- Write your ideas down and then find out what your Six likes best (always consider everyone's opinions)

Plan with the Pack Council

- Take your ideas to the Pack Council to share with the other Sixers and to hear their ideas.
- With your Leaders put those ideas into a plan. (Keep the left over good ideas for another time.)
- Allocate suitable tasks to members of the Pack so everyone gets the chance to assist or lead at some point.
- Plan an activity (either on your own or in a small team)
- Have a go at planning and running a game or activity. Don't worry if it doesn't work out, your Leaders are there to support you.
 - » What is the game or activity?
 - » What is the purpose of this game or activity?
 - » When will it happen?
 - » How do you play or do it?
 - » What gear is required?
 - » What help is needed?

Do

- Run your program or activity
 - » Practise at home beforehand
 - » Have all the gear ready
 - » Make sure everyone is involved
 - » Follow your plan
 - » Have fun

Review

- Just before the end of the meeting, sit down as a Six or Pack and have a quick review about how things went
 - » What did you enjoy?
 - » What didn't you enjoy?
 - » "I really liked learning about..."
 - » "Something that I can do now that I couldn't do before is..."
 - » "I think next time we should..."
 - » Who did a good job?
 - » What should we do again?
 - » You might use thumbs up for good and thumbs down for bad
 - » If you ran an activity ask everyone for feedback to help you improve your leadership.
- Review is an important part of every Pack Council meeting. You can review the program, how Sixes are working, equipment...everything!

Resources to Help You

Heaps of resources have been developed to support the **Plan>Do>Review>** process. Check them out on Scout Central or scouts.com.au Use the handy **Plan>Do>Review>** cards, to help plan your adventures with your Leaders and Pack Council.



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