

Surrey Scouts Explorer Belt Projects DOWNLOAD

The **essence** of an Explorer Belt is a small **team** with a **purpose** on a **journey** that **inspires** the next explorers. The Purpose part is achieved by you gaining a real understanding of a different country, its people, culture and way of life. The main way you do that is by meeting and talking to local people as you carry out your Explorer Belt projects.

The Explorer Belt Projects requirement

You will be doing two types of Explorer Belt projects. They're one Major Project and ten Minor Projects. The Major Project is developed by you and approved by the Leader Team. It should take you between 10 and 15 hours to complete with these hours spread over the 10 days of your expedition. This sheet explains how to develop your Major Project and what to include in your Explorer Belt application.

The other type of projects you'll be carrying out are ten Minor Projects. These are set by the Leader team. There's a list of sample Minor Projects at the end of this sheet.

With each Minor Project expected to take you between 45 minutes and 1 hour, you can see that your project work is likely to occupy between 2 and 2 ½ hours per day of your expedition.

Tell me again, what's different about the Explorer Belt?

The first thing to say is that the Purpose and projects is just one part of the Explorer Belt. It's an equal part with Team, Journey and Inspiring. All four parts need equal levels of consideration and effort. But no single part should overwhelm the others.

The second thing is that you'll realise by now that the Purpose of an Explorer Belt is different. From your Chief Scout's or Duke of Edinburgh's Award expeditions you'll remember you were a self-sufficient team, fully independent of people outside your team, completing a journey usually in a remote location.

For your Explorer Belt it's different. The Purpose is social and people-based. You'll be very dependent on people outside your team. You'll have to meet and talk to people you don't know, probably in a foreign language, to gather the information for your projects.

What we're expecting from you

We're expecting that you'll develop a set of ideas for your Major Project and that you'll bring these along to your Explorer Belt training. At the training we'll ask you to use your ideas to develop your Major Project Outline. You'll complete your Outline in your team and submit it as part of your Explorer Belt application.

Top Tips for developing your Major Project

These four top tips will help you think about your Major Project. They're from the Expedition Advisory Centre at the Royal Geographical Society.

Think small. A small, simple, well thought-through Major Project will be one you can complete. It won't become overwhelming. An overly ambitious Major Project will likely take over your expedition, be impossible to finish, and make you wonder why you ever wanted to do an Explorer Belt.

Think interesting. Major Projects don't come out of thin air. They usually come from what you as a team already know something about and what you all find interesting. Since you're all going to work on your Major Project for a total of 10 to 15 hours each and on each day of the expedition it needs to interest every person on your team. The one thing it doesn't need to be is an academic exercise.

Ask for help. There's some possible projects below and you should do some background reading and research on the country you're going to. You should ask the Leader Team for help.

Leave yourself plenty of time to develop your project. Your Major Project Outline is a key part of your Explorer Belt application. It needs to be developed by you and your whole team. This will take you more time than you think.

Major Project Ideas Worksheet to develop your ideas

To get some ideas for your Major Project complete the Worksheet below.

Major Project Ideas Worksheet

Write or type your notes in this column. Expand over two or more pages as needed

Your name or your team's name	
What are your interests? What do you do in your spare time? What do you know something about?	
Research some websites and make brief notes on some of the history, politics, geography, economy, demographics, culture, language and ways of life in the country you're going to Look at some maps to get a sense of the size, scale and place of the country. Add to your notes. Search some news sites for recent stories on the country and recent events. Make some notes opposite	
What are people of your age, who live in the country you're going to, interested in?	
Looking at the notes you've made: What connects up your interests, what you've found in your research on the country, and the interests of people of your age in the country? Therefore, what topics might be interesting for your Major Project? Ideally think of at least three.	
What questions could you ask people you meet to explore your topics and to gain an understanding of the country's people, culture and way of life?	

Major Project Outline

Your Ideas Worksheet(s) will give you the basis to start your Major Project Outline whilst you're at the Explorer Belt training. You'll go on to complete your Outline and submit it as part of your Explorer Belt application. To help make your Project interesting, people-based and inspiring, use the Challenge Questions below to help you improve your Outline.

Major Project Outline

Write or type your Outline in this column.
Expand over two or more pages as needed

Team	
Major Project title	
What is the main question you are asking to understand the country in which your Explorer Belt is taking place, its people, culture and way of life?	
What are the three to five sub-questions that you are going to ask to enable you to answer your main question?	
How do you plan to answer your questions? What techniques will you use? How will you capture the information?	
How will you report back your findings? How will you inspire the next generation of explorers?	
What safety and ethical considerations do you need to make for your Project?	

Challenge Questions to improve your project outline

Use the Challenge Questions below to score your Outline. Then edit your Outline to improve each of your scores by 1 or more points.

Major Project Challenge Questions

	1 Not at all	2 Slightly	3 Fairly	4 Very	5 Extremely
How interesting is your project title and main question to each and every member of your team?					
To what extent will answering your questions help everyone in your team understand the country of your Explorer Belt, its people, culture and way of life?					
Does answering your questions require you to meet local people? 1= Not at all to 5 = All the time					
Estimating the time your project will take, how close is it to 10 to 15 hours?					
How confident are you that you will have the information needed to report back your findings and to be inspiring when you present them?					
How safe and ethical is your project?					

Sample Major Projects

Below are some ideas and some Major Projects from previous Explorer Belts and from samples provided by the Scouts and other Scout Counties running Explorer Belt expeditions. They might help you think about your own ideas.

- How life has changed in the last 20 years in Poland
- Pilgrims in Galicia, Northern Spain
- Myths, ghosts and folk stories of Lithuania
- The leisure and recreation interests of young people compared to those of older people in Sweden and the facilities available to them – OR - What young people do to have fun in Norway and how this differs to young people in the UK
- What has the EU ever done for you?
- Investigate the history of a specific area or period in the country – OR - An investigation of the impact of particular historic events on the people living in an area
- Compare and contrast an aspect of the country you are in with that aspect in the UK, for example: Scouting, education, places of worship, agriculture, environment, architecture, culture, life of a young person, health facilities
- Follow the course of a river, road, path or other major feature and investigate the different communities it serves and their lifestyles
- Identify local cottage industries and interview industry participants to understand their work and their lifestyles

Sample Minor Projects

These are some Minor Projects teams have done in the past plus some samples from the Scouts.

- Visit a local market and buy a selection of local produce to use in your cooking
- Cook a local meal and share it with a local family
- Cook a national dish or make a delicacy from your home country for a family
- Taste as many local chocolates as you can
- Have your photograph taken in national costume
- Teach or learn a local / national folk dance or song
- Visit a local art gallery or meet a local artist and see their work
- Visit a local craftsman
- Visit a particular museum, cultural site or tourist attraction
- Visit a local leisure facility and talk with people your own age there about what they do for leisure activities
- Find out from local people their views on the effectiveness of their local public transport system
- Appear on local tv / radio / newspaper
- Go shopping with a local family
- Sleep within sight of a specific landmark
- Teach English at a local school
- Visit a local Scout / youth group
- Work for a family for a morning or afternoon
- Visit or take part in a local ceremony
- Visit or take part in a baptism, wedding or funeral
- Visit a local place of worship, or take part in an act of worship
- Interview a local police, fire, or ambulance officer and get your picture taken.
- Interview a local councillor or mayor and get your picture taken with a local dignitary or celebrity
- Find three ways in which local family life differs from your own and three ways in which it is similar