

WHAT IS SCOUTING?





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A Scout is helpful

A Scout is jovial

A Scout is trustworthy

A Scout is a friend of

A Scout is considerate

A Scout is honorable

A Scout is cooperative

A Scout is thrifty

A Scout is just

A Scout is independent



**I promise that I will do my best
to do my duty to God and my country / my
conscience and my community
to help others
and to keep the Scout Law.**



Chapter 1: Why?



The ultimate goal and purpose of the Scout Movement is to help children and young people become independent, active, and responsible members of society.

Scouts make a positive impact both in their local communities and worldwide. To fulfill this vision, we use the Scout Law and Scout Promise to guide us in society, the Scout Method to structure our activities, and the four goal categories to support each Scout on their journey toward independence and personal growth.

The Scout movement is a global peace movement, active in 172 countries. Scouting is available for all ages and can begin early through Family Scouting, while traditional Scouting usually starts at the age of 7-8 in most Scout groups. It is never too late to join. Scouting is a way of life, and its impact on an individual lasts a lifetime.

THE FOUR GOAL CATEGORIES

How can the Scout Movement empower children and young people, so that they have the opportunity to develop and cultivate their skills and abilities to become active and independent members of society?

When we allow children and young people to take on a variety of challenges in Scouting, we see them grow in all areas. To ensure that Scouting engages all aspects of an individual's development, we use the Four Goal Categories when selecting activities for the Scouts.

When we talk about an individual's progress within the Scout Movement, we mean that we aim to help children

and young people develop within the following four areas or Four Goal Categories: Leadership Skills, Creative Thinking, The World and the Environment, and My Existence. These four categories succinctly summarize the objectives of the Scout Movement in fostering individual growth within the five developmental domains: cognitive development, social development, emotional development, spiritual development, and physical development.



**Leadership
skills**



**Creative
Thinking**



**The World and
the Environment**



**My
Existence**



LEADERSHIP SKILLS



Leadership Skills

From the outset, the Scout is given the opportunity to lead a group of peers and is encouraged to take initiative in collaboration and problem-solving. Initially, the Scout is responsible for a portion of the patrol's tasks, but gradually, they get the chance to take on more complex responsibilities. Larger tasks may include becoming a troop leader or organizing major events.

The Group

Patrol activities provide an opportunity to practice cooperation in small groups and actively participate on one's own terms. Each member has their own role within the patrol, and the group collectively selects its tasks.

Communication

Scouts have the chance to meet different individuals, form new friendships, and gain a better understanding of their own emotions as well as those of others. They learn to set personal boundaries and develop a greater appreciation and respect for the boundaries of others.

CREATIVE THINKING



Problem-Solving

Scouts develop skills to tackle complex challenges both within and beyond Scouting. The tasks and projects they undertake are both conceptual and practical. They gain confidence in experimenting, trying different approaches, and discovering new solutions to all kinds of problems.

Critical Thinking

In a world of information overload, it is crucial to learn how to assess the origin and validity of information. Scouts receive training in analyzing and evaluating information, allowing them to form independent opinions on various topics.

Imagination and Artistic Expression

Scouts are given the space to immerse themselves in the magical world of adventure and let their imagination run free. Whether through visual arts, music, play, storytelling, dance, or creating fun themes for a camp, they have the opportunity to express themselves creatively.

THE WORLD AND THE ENVIRONMENT



The World

The Scout Movement is a Peace Movement. Scouts develop an understanding of the world, both their immediate surroundings and distant places, learning how to promote equality and recognizing that everyone's contribution matters.

Nature

Outdoor activities are an essential part of a Scout's development. A Scout's connection with nature deepens their appreciation for its diversity and power. When we care about nature, we treat it with greater respect.

Community

Active participation in society enhances democratic awareness and gives us opportunities to influence our own lives, our environment, and the world. Scouts are passionate about causes that make the world a better place. Their goal is a strong youth democracy, where young people have an impact on their communities and take on leadership roles in local improvements.

MY EXISTENCE



Existence

By reflecting on what matters to us and how we want to live, we gain a deeper understanding of ourselves, which helps us form opinions on fundamental questions - both within and beyond the Scout Movement. No question is too big to consider.

Personal Values

Our personal values are connected to who we are and what we stand for. What is important to me, and how do my values align with the values of the Scout Movement?

Self-Confidence, Responsibility, and Awareness

Scouts know what they want, what they are capable of, and what is important to them. A Scout understands that they are fine as they are. Confidence and self-awareness are essential for feeling secure and thriving in Scouting.

Challenges

Those who dare to push their own limits have every opportunity to overcome challenges, learn more about themselves, and grow in all aspects. Challenges come in many forms and test Scouts in different ways.

The Body

Scouts learn about their bodies - what affects them both externally and internally - and how appropriate challenges help them develop physically.

Chapter 2: How?



The Scout Method is the common foundation of all Scouting activities worldwide. To ensure that Scouting achieves its goals, it must be based on all eight elements of the Scout Method.

All tasks that the Scout patrol or troop undertakes must be adventurous, enjoyable, challenging, and accessible for every participant. If a task does not meet these criteria, it must be adjusted to better suit the group before proceeding further.

Each task includes stages of preparation (PLAN), execution (DO), and evaluation (REVIEW), and it is the role of the Scout leader to

support the Scouts at each stage based on their needs.

This process of task selection - from when the patrol gathers to plan their next adventure, chooses a skill badge to work on for the term, or sets long-term goals - forms a Programme cycle. The Programme cycle is a valuable tool for managing goals and task selection, helping Scouts organize their activities effectively.



**FJÖLSKYLDU
SKÁTAR
(FAMILIES)**



**HREFNU
SKÁTAR
(MINKES)**



**DREKA
SKÁTAR
(DRAGONS)**



**FÁLKA
SKÁTAR
(FALCONS)**



**DRÓTT
SKÁTAR
(PATHFINDERS)**



**REKKA
SKÁTAR
(EXPLORERS)**



**RÓVER
SKÁTAR
(ROVERS)**



FAMILY SCOUTS

NATURE - ADVENTURE - TOGETHERNESS

Age group: From 3 years old.

Structure: Family Scout unit.

Programme description: Monthly or more frequently.

Focus areas: Solve tasks and enjoy outdoor activities with the family. Become familiar with outdoor cooking, learn games and songs. Safely explore the senses.

Personal growth: Receive encouragement from parents to take the initiative in problem-solving and experiencing nature.

Incentive system:

- Participation badges



Trips and events:

- Family Scout Festival
- Family Camp at the National Jamboree
- Family Scout Weekends



The primary goal of Family Scouting is to offer children an exciting and developmental experience in Scouting, where the family actively participates together in nature.

By promoting quality time through structured activities for children alongside a responsible adult, the Programme aims to strengthen the bond between the child and the adult involved in Scouting. This, in turn, fosters the child's independence in an environment where it feels safe.



MINKE SCOUTS

CURIOSITY - DISCOVERY - ENJOYMENT

Age group: 5–6 years old.

Structure: Scout troop or group within Family Scouting.

Programme description: At least once a month.

Focus areas: Solve tasks and enjoy outdoor activities with parents on the sidelines. Experience nature firsthand. Learn to help others.

Personal growth: Take the lead in activities even with parents present. Take the initiative in games. Be ready to gain independence and stand on their own two feet.

Incentives:

- Participation badges



Trips & events:

- Family Scouting Festival
- Minke Scout Weekend at ÚSÚ
- Family Camp at the National Jamboree



Leadership Skills

- Practice following instructions.
- Say what we are going to do today.
- Know the names of everyone in the group.
- Get to know the mascot and its characteristics and emotions.

Creative Thinking

- Practice finding solutions to simple problems with adult guidance.
- Practice listening.
- Get to know action songs.

World and the Environment

- Explore the Scout Hall.
- Safe behavior around fire.
- Focus on wildlife and plants in activities.
- Take the first steps in interacting with nature.

My Experience

- Recognize diversity.
- Express an opinion on something on which they can have an opinion.
- Go on a day trip.
- Learn to tie their shoes.



DRAGON S COUTS

CHEERFULNESS - ENTHUSIASM - HELPFULNESS

Age group: 7-9 years old.

Structure: Skátasveit og verkefnatengdir hópar.

Programme description: Weekly meetings of the scout troop, working in smaller groups.

Focus areas: Participate in scout troop activities, go on longer trips, take the first steps in self-reliance in nature, recognize and respond to personal needs, and express opinions.

Personal growth: Have taken the initial steps in a peer group. Stand up for themselves. Know their troop, and consider the group's needs.

Incentive system:

- Skill badges
- Explorer badge
- Trail badges
- Participation



Trips and events:

- Dragon Scout Day
- Dragon Scout Camp
- National Jamboree
- Scout Summer



Leadership Skills

- Find the courage to participate and try new things without parents.
- Take part in choosing activities and shaping the programme with the troop.
- Discuss what it means to be a good friend. Learn good communication so that everyone in the troop feels comfortable.

Creative Mind

- Learn to respond to different signals from the body, such as hunger, cold, and fatigue.
- Practice understanding and listening to fellow Scouts.
- Discover the joy of expressing oneself creatively and have the opportunity to showcase personal skills.

The World and the Environment

- Work on projects related to the United Nations Sustainable Development Goals.
- Experience outdoor programmes and learn to dress appropriately for the weather.
- Participate in a community service project.

My Experience

- Reflect on what is right and wrong.
- Be able to express personal opinions and feel that they are valued.
- Understand that everyone is different and that diversity is natural.



FALCON S COOUTS

COURAGE - IMAGINATION - COOPERATION

Age group: 10-12 years old.

Structure: Patrol - Troop - Troop Council.

Lýsing á starfi: Weekly activities in patrols, with regular troop meetings.

Programme description: Stand on their own feet and have significant influence in choosing patrol and troop projects. Learn to work in a group and take responsibility. Increased awareness of their own body, abilities, and consideration for their peers. Learn how to prepare for outdoor activities, first aid, and creating adventures in nature.

Personal growth: Have taken responsibility for their own tasks and equipment and had opportunities to lead the patrol. Have gained self-confidence in outdoor activities. Can share their experiences and express their opinions. Have a voice in deciding patrol activities.

Incentive system:

- Skill badges
- Explorer badge
- Trail badges
- Participation badges



Trips and Events:

- Falcon Scout Day
- Patrol Gathering
- Age Group Camp
- National Jamboree
- Scouting Summer
- Falcon Power



Leadership Skills

- Begin leading games and activities. Be able to teach the basics of what they have learned.
- Create their own Programme for the most part and work within the patrol.
- Learn that everyone in the patrol should be good friends and feel comfortable and included.

Creative Mind

- Be able to plan and adapt to different situations.
- Reflect on questions about what is true and false and practice drawing their own conclusions.
- Have the confidence to express themselves and show their emotions.

The World and the Environment

- Get to know different cultures and put themselves in the shoes of those living in different circumstances.
- Learn to respect nature and understand that the environment can pose hidden dangers.
- Participate in planning and carrying out a community project in their local area.

My Experience

- Reflect on their own opinions and values and be able to express them. What is important to me?
- Learn to put themselves in others' shoes.
- Be able to share knowledge, stories, or skills with their fellow patrol members.



PATHFINDER SCOUTS

INDEPENDENCE - SKILLS - EMPOWERMENT

Age range: 13 - 15 years old.

Structure: Patrol- troop - troop council.

Programme description: Work independently in patrols under the supervision of a troop leader.

Focus areas: Increased self-confidence to influence the patrol's project selection based on their own interests. Understanding personal boundaries and respecting the boundaries of others. Connecting with their community, the history of their country, and being aware of minority groups living in their local area.

Personal growth: Can stand up for themselves. Work independently, take responsibility for their own Scouting activities, and take care of their personal equipment. Be aware of their own values.

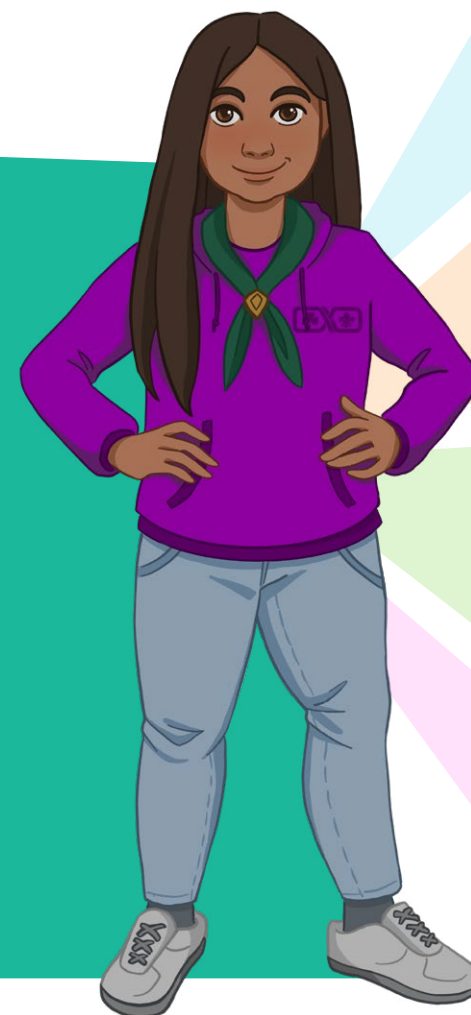
Incentive system:

- Skill badges
- Explorer badge
- Trail badges
- Participation badges



Trips and Events:

- Pathfinder Scout Day
- Patrol camp
- Age Group Camps
- National Jamboree
- World Jamboree
- Scouting Summer
- Pathfinder Power



Leadership skills

- Feel secure in leading tasks. Step up to guide younger members of the patrol.
- Recognize the strengths and weaknesses of the patrol and use this awareness to improve teamwork.
- Take responsibility for their own actions. Understand and respect the boundaries of others.

Creative Thinking

- Learn to plan, do, and review more complex projects within the patrol. Practice finding new solutions to challenges.
- Develop the ability to ask questions and see things from different perspectives.
- Express themselves creatively in various ways.

The World and the Environment

- Understand different living conditions and how their own actions impact the lives of others on a global scale.
- Protect nature and learn practical ways to do so.
- Learn about the Youth Council and participate in events organized for Pathfinder Scouts.

My Experience

- Encouraged to express and share ideas and values with others.
- Geta réttlætt skoðanir sínar og læra að virða gildi annarra.



EXPLORER SCOUTS

FREEDOM - RESILIENCE - RESOURCEFULNESS

Age group: 16-18 years old.

Structure: Patrol - troop - troop council.

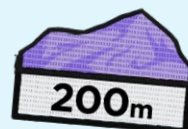
Programme description: Work on independent projects, either individually or with the patrol.

Focus areas: Set long-term goals and work towards them systematically. Take the first steps in event management. Find their voice within the Scout Movement and society, seeking ways to contribute.

Personal growth: Deepen knowledge, project and event management skills, independence in work methods and preparedness. Develop the ability to plan and organize Scouting activities for others. Adopt a healthy lifestyle.

Incentive System:

- Challenges
- President's Award
- Trail badges
- Participation badges



Trips and Events:

- Explorer Network
- Age-Group Camp
- National Jamboree
- World Jamboree
- Explorer Power
- Assistant Scout Leader Training



Leadership skills

- Have the opportunity and receive encouragement to step into suitable leadership roles.
- Be able to engage diverse individuals within the group.
- Gain experience communicating with other organizations and participating in organizing events for Scouts from multiple Scout groups.

Creative Mind

- Gain knowledge and experience in solving both practical and theoretical challenges.
- Develop the maturity to think critically, form their own opinions, and respect others.
- Discover new ways to express themselves and execute projects.

The World and the Environment

- Reflect on why people's circumstances vary based on location and culture, and explore ways to address these inequalities.
- Seek out new nature experiences in their programme.
- Take the initiative in community projects, both individually and as a group.

My Experience

- Understand how their attitudes can have consequences in daily life and take a clear stance while respecting other people's choices.
- Are encouraged to take a stand and discuss their values within the group.
- Get to know their strengths and weaknesses.



ROVER SCOUTS

ENTHUSIASM - IDEALISM - PASSION

Age group: 19-25 years old.

Structure: Inter-Scout Group troop - Scout friendship Groups - Search & Rescue group.

Programme description: The Scout follows their passion within Scouting and joins a group with shared goals.

Focus areas: Find their voice as a leader. Gain skills in applying democratic methods for improvement. Recognize their interests and where they want to make an impact. Learn to identify their strengths and weaknesses, understand their boundaries working in a team, and acknowledge their strengths as a leader.

Personal growth: Apply their knowledge and experience to influence Scouting and society, both nationally and internationally. Take the initiative in improvements, events, education, and programme development.

Incentives system:

- Challenges
- Trail badges
- The Scouting Year
- The BÍs Volunteer Award
- Participation badges



Trips and events:

- Rover Network
- Age Group Camp
- National Jamboree
- IST opportunities
- World Scout Moot
- Troop Leader Course
- Gilwell Course



Leadership Skills

- Develop their leadership skills by taking on leadership roles within their Scout Group, SSR, or BÍs.
- Work independently within the Rover Network, on personal projects, or as part of an autonomous Rover Scout troop.
- Represent Scouts at conferences, presentations, and community events.

Creative Mind

- Engage in large-scale projects and practice finding creative solutions in complex situations.
- Analyze information constructively, and articulate well-reasoned arguments for their perspectives.
- Express themselves in their own unique creative way while learning to appreciate and support the creativity of others.

The World and the Environment

- Advocate for their rights and the rights of other groups.
- Develop a deep connection with nature and learn to enjoy outdoor activities. Understand the importance of outdoor experiences for children and young people.

My Experience

- Actively participate in large-scale projects and practice finding innovative solutions in challenging circumstances. Support others by sharing their own knowledge and experience.
- Discuss their values openly, both within and outside of Scouting.



THE SCOUT METHOD

The Scout Method consists of eight elements that are interconnected and work together as a frame for Scouting activities. If it fits within the Scouting method, then it's Scouting!

The Scout Law, The Scout Promise, and the Scout Motto "Be prepared!"



Together, the Scout Law, Promise, and Motto form the ethical foundation of Scouting. Everything we do revolves around learning to live by the values they represent.

When you join the Scouts, you recite the Scout Promise and commit to following the Scout Law. These serve as a guide in life, both within and beyond Scouting. However, the Law and Promise are not just something to memorize; rather, they represent a mindset that we gradually adopt. They describe the kind of person a Scout is and strives to be.

The Patrol System
The Scout patrol is the foundation of Scouting, and the majority of Scout activities should take place within the patrol. It is within this small group that Scouts learn and empower one

Adult support
Adults assist and support children and young people by creating meaningful learning opportunities through collaboration and guidance.

Personal Progression
Scouts experience personal growth when they recognize that by taking on diverse and exciting challenges, they can improve and do better today than they did yesterday.

Experiential learning

Scouts grow and learn through hands-on experience, by trying things out and learning from their own actions.

Symbolic Framework

A symbolic framework is the common thread in Scouting. Themes, symbols, stories, traditions, and role models serve as tools that help Scouts connect big ideas to their imagination and development, making learning by doing more effective.

Nature

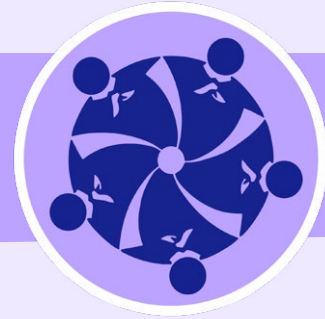
Learning through outdoor experiences deepens understanding of nature and strengthens the connection to the wider environment.

Community Involvement

Active reflection, commitment, and participation in the local and global community foster gratitude and mutual understanding among people.



THE PATROL SYSTEM



The Scout patrol is the fundamental unit of Scouting. In the patrol, Scouts learn to work together, form friendships, and grow as a group.

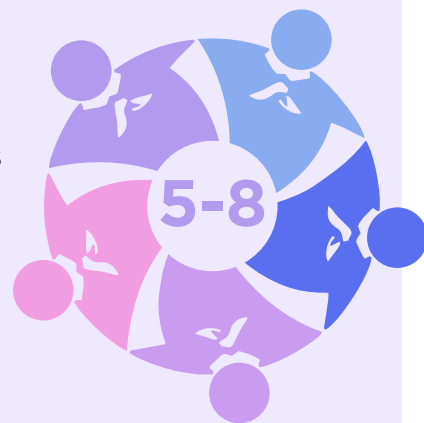
In Scouting, emphasis is placed on trusting the Scouts and building their self-confidence through self-directed learning. This trust is reinforced by using the patrol system, giving patrols the freedom to develop independently and strengthen their skills. The patrol system is an effective way to organize Scouting activities, as it is easier to manage smaller groups and empower patrol leaders as leaders.

Patrol-based Scouting can be taken even further by utilizing patrol councils, where members make decisions together, and troop councils, where patrol leaders and troop leaders collaboratively plan

the troop's program. Ideally, Scouts should be allowed to form their own patrols, with the optimal patrol size being 5-8 Scouts. This size allows for tackling challenging tasks while maintaining group cohesion.

Scout patrols develop their own traditions, assign roles in their own way, and establish unique characteristics.

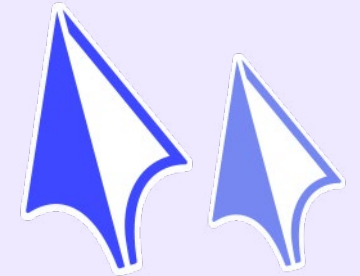
Unity is strengthened when a patrol has its own identity, such as a name, flag, emblem, badge, chant, etc.



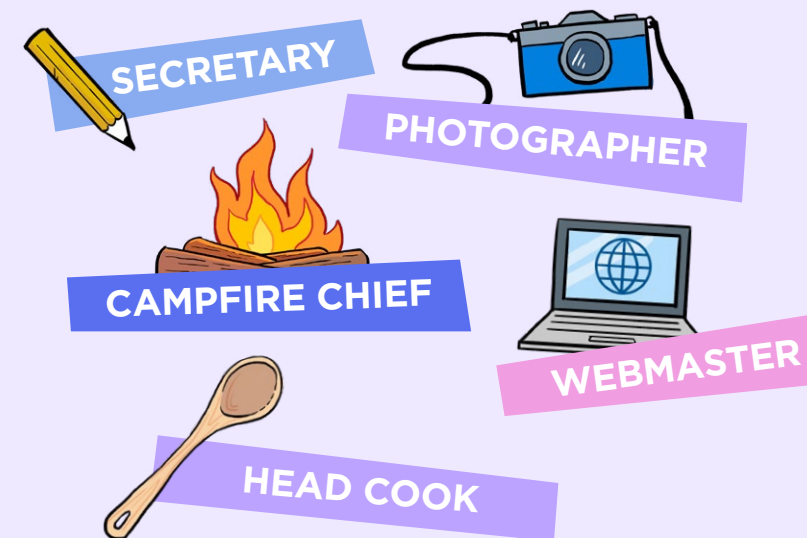
In patrol work, Scouts temporarily divide responsibilities among themselves.

PATROL LEADER & ASSISTANT PATROL LEADER

The Patrol Leader and Assistant Patrol Leader are always elected and serve as the patrol's representatives in the troop council. The Patrol Leader is the driving force behind the patrol's activities, overseeing planning and project organization. Although elected and holding an important leadership role, the Patrol Leader remains an equal member of the group. The Assistant Patrol Leader and other Scouts can also take the lead in specific projects.

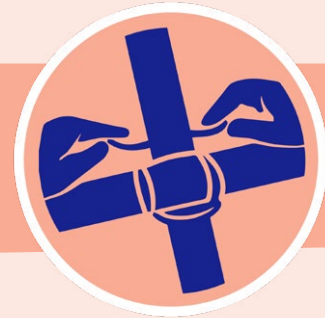


EXAMPLES OF OTHER POSITIONS IN A SCOUT PATROL



Other common patrol positions include: Treasurer, Secretary, Photographer, Games Coordinator, Public Relations Officer, Head Cook, Mediator, Webmaster. Scouts are encouraged to create new roles based on their patrol's needs and to abolish positions that are unnecessary.

EXPERIENTIAL LEARNING



Experiential learning is often called “learning by doing”.

In Scouting, activities should be hands-on and based on the children's own experiences, allowing them to solve tasks independently. Experiential learning should be the opposite of lectures and book reading.

The Scouts must choose and prepare their projects, carry them out themselves, and evaluate them afterwards (PLAN - DO - REVIEW). This approach deepens learning and makes it more memorable.

Everyone should have equal opportunities to participate in patrol and troop activities, which should be adventurous, challenging, and accessible.



SYMBOLIC FRAMEWORK



The Symbolic Framework is what makes Scouting fun and exciting.

Ímyndunarafl og þroski skátanna er nýttur til þess að skapa umhverfi sem auðveldar þeim að skilja og tileinka sér þekkingu, færni, gildi og viðhorf sem einkenna skátahreyfinguna.

Þegar athafnir eru færðar í skátasamhengi með táknrænum ramma er hefðum og sögum bætt við sem skapa hátíðlegan brag sem verður eftirminnilegur hjá skátunum. Leikir hafa tilgang, þeir þróa færni, ímyndunarafl, skilningarvit, einbeitingarhæfni, samvinnuhæfni

og eru skemmtilegir á sama tíma. Þá er skátinn að þróa með sér réttlætiskennd, læra að fylgja og skilja reglur, þola mótlæti og ná árangri.

Skátahreyfingin nýtir táknræna umgjörð sem tól til þess að skapa samfellu og sameiginlega upplifun sem styrkir skátasjálfsmyndina og ýtir undir að skátarnir upplifi sig sem hluta af stærri heild heimssamtaka skáta og geti því sett sig í spor barna og ungmenna um allan heim.

NATURE



Nature and the environment offer many diverse opportunities for individual growth.

When we talk about nature, we are referring to the natural environment, forests, mountains, lakes, and moors - rather than man-made environments like schoolyards, playgrounds, and cities.

The natural environment offers Scouts opportunities for leadership development and fosters creativity. In nature, Scouts can form a deeper connection with the world, their surroundings, and their own existence. Most importantly, nature serves as the stage for the adventure that defines Scouting.

Activities related to nature are diverse. A simple theme, such as hiking or camping, can still incorporate elements

of environmental awareness, sustainability, and education. Scouting aims to integrate young people into their communities, encourage the development of environmentally friendly and sustainable habits, and foster a stronger connection between people and their environment.



PERSONAL PROGRESSION



Personal progress is about helping each Scout become aware of and actively participate in their own development by gaining new knowledge, skills, and experiences.

Personal progress is about helping each Scout become aware of and actively participate in their own development by gaining new knowledge, skills, and experiences.

The core principle of personal growth in Scouting is to instill in Scouts the awareness that by taking on different and exciting challenges, they can improve and do better today than they did yesterday.

Personal progress should be led by the Scouts themselves, with the support of adults, aiming to

empower children and young people. This allows them to progress at their own pace, build self-confidence, and recognize their achievements. They receive encouragement and support to set appropriate goals, giving them the freedom to choose their own challenges.

Scouting activities are designed to provide positive life experiences that foster courage, teamwork, creativity, and self-confidence. Personal progress is not limited to Scouting alone but also extends beyond it into everyday life.

COMMUNITY PARTICIPATION



The impact of Scouting on the community can be divided into three different areas: participation in the community, service to the community, and influence on the community.

The term community refers to a social unit where members share something in common. The Scouting community includes units within The Scout Movement, such as the troop, the local group, and the district. However, community can also refer to family, school, or nation.

COMMUNITY IMPACT

Community impact involves working toward significant and positive changes within society. Scouts gain experience in identifying challenges, setting goals, and following through with them. In this way, Scouts can drive meaningful changes and support their communities.

COMMUNITY SERVICE

Community service entails active participation in projects that support the community and its people. This includes taking on responsibilities and commitments to build strong connections and trust within society.

COMMUNITY ENGAGEMENT

Community engagement means that Scouts take part in discussions and projects within their local environment. This involves actively seeking out what is happening in the community and finding ways to offer support, both locally and globally.



ADULT SUPPORT



**The Scouting movement is youth-led,
with the support of adults.**

Scouting provides an opportunity for collaborative learning between young people and adults, characterized by the ambition of the youth and the experience of the elders. The goal is to empower young people, encourage them to take on leadership roles, make decisions, and have a platform to make mistakes and learn from them.

The guiding principle for adults in Scouting is to strengthen young people in their leadership roles by supporting, guiding, and mentoring them. Adults must provide young people with the space to experiment and grow, while also being available to step in and offer assistance when needed.

Senior Scout roles can be divided as:

- 1 Providing hands-on guidance and training tailored to the needs of young Scouts. For example: Scout leaders and course instructors
- 2 Offering specialized knowledge and logistical support to facilitate Scouting projects. For example: Scout group boards, technical managers at National Jamborees, or kitchen supervisors at Scout camps.
- 3 Creating space for growth within the Scout group, ensuring that the structure of patrol and troop activities supports youth leadership. For example: Troop leaders and BÍS coordinators.

THE PROGRAMME CYCLE

The Programme Cycle is a useful tool for managing goals and selecting projects, helping Scouts organize their activities effectively.

All projects undertaken by the Scout patrol or troop must be adventurous, enjoyable, challenging, and inclusive for every Scout participating. If a project does not meet these criteria, it should be adjusted to better fit the group before starting.

A well-structured project includes three key stages: **PLAN** (Preparation), **DO** (Execution), **REVIEW** (Evaluation). The role of Scout leaders is to support Scouts at each stage based on their individual needs, ensuring they gain a meaningful and educational experience.

This process of project selection, from the moment the patrol gathers to plan their next adventure, chooses a challenge to tackle for the season, or sets long-term goals, is called a Programme Cycle.



PLAN → DO → REVIEW

helps develop a great programme, to share responsibility within the group, and to create plenty of new opportunities.





How do we make Scouting adventurous, fun, challenging and inclusive?

Scouting is a journey based on youth work tailored to each individual. Every step forward is designed to build upon the knowledge, skills, and experiences of the previous age group. Throughout this journey, we ensure that Scouting offers activities that are adventurous, fun, challenging, and inclusive.

These four principles can improve any situation. They can be used to test new ideas, programmes, and activities. Everything within Scouting should embody these four principles - not just activities, but also Scout meetings, events, and camping trips!

Every activity should be:

Adventurous

Fun

Challenging

Inclusive

Adventurous

An adventure is a demanding and challenging experience that pushes an individual out of their comfort zone.

An adventure can be:

- Going to a new place for the first time
- Leading a project
- Solving a problem
- Creating something from nothing

Fun

Having fun is not the only purpose of Scouting; the goal is to enjoy oneself while engaging in Scouting activities.

The purpose of fun can be:

- Using a Symbolic Framework for Scouting
- Coming up with new ideas for creating unique and memorable experiences
- Ensuring that everyone is included
- Trying something new

Challenging

A challenging experience tests and enhances each individual's skills, contributing to their personal growth.

A challenging experience is one that:

- Is appropriate for the age and skill level
- Has not been done the same way with the same individuals before
- Helps everyone improve their skills
- Can involve different tasks and responsibilities for each person

Inclusive

Inclusive is about being part of a whole, ease of participation, and having access to develop one's skills.

Consider whether Scouting activities are inclusive for everyone:

- Ensure that everyone can participate
- Explore ways to adapt activities to make them inclusive for everyone
- Different roles in teamwork and tasks allow everyone to be part of the whole according to their individual abilities

Chapter 3: What?



In Scouting, the child is the main character of their own story and chooses its own path.

Every Scout has their own Scouting journey, filled with a world of adventures. The Scout builds strong friendships within their patrol and gets the opportunity to shine as a leader. Together, the patrol takes on challenges and diverse tasks,

guided by nature experiences, leadership development, and skills for the future.

It doesn't hurt to receive badges and recognition for great work, which is where skill and achievement badges come into play.

INCENTIVE SYSTEM

We use the Incentive System to help Scouts gain ideas for projects, set goals, and see the results of their work.

For example, a Scout or patrol can choose a skill badge to work on over 3-4 meetings or plan a trip where the goal is to earn an achievement or challenge badge. Scouts who are finishing their age group can choose to become Explorers and work

towards the Explorer Badges and the President's Award.

Badges can be sewn onto Scout sweaters, uniforms, or attached to a wooden plaque to keep at home or in the Scout Hall

SKILL BADGES

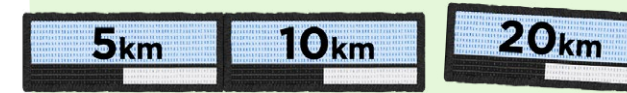
The badges are topic-related and divided into levels. A Scout can work towards them individually, with the help of parents, or during Scout meetings, camps, and training courses. All Scouts can earn skill badges.



The silver-coloured skill badges are proficiency tests where the Scout demonstrates knowledge of safety measures and, in doing so, earns permission to use certain tools, such as knives or axes.

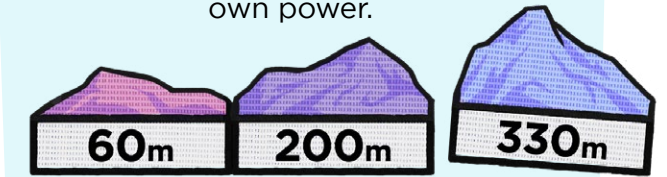
TRAIL BADGES

These badges are earned by traveling a specific distance under one's own power in a single journey.



ELEVATION BADGES

These badges are earned by reaching a certain elevation above sea level under one's own power.



EXPLORER BADGES

Scouts who are completing their age group can become Explorers. As Explorers, they must work on special projects during their final year. Explorer Scouts work towards the President's Award for a period of 2-3 years, and Rover Scouts work towards the BÍS Volunteer Award for a period of 3 years.



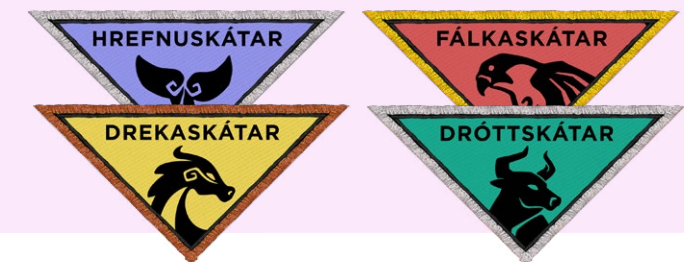
THE EXPLORER BELT

Scouts aged 15-26 can work towards the Explorer Belt. This involves planning and undertaking an independent 10-day journey in a foreign country, with the support of their leaders. During the journey, they complete projects related to the country and its people, as well as getting to know local Scouts and their Scouting activities.



PARTICIPATION BADGES

The badges have bronze, silver, and gold borders - one for each year the Scout has been active.



LEADERSHIP TRAINING

The Scout School offers training and courses for scout groups. It is possible to arrange workshops at the Scout Halls, register for courses held across the country, or participate online.



SCOUT LEADERSHIP TRAINING

Fálkakraftur (Falcon Power): Leadership training for Falcon Scouts. Conducted based on the needs of Scout groups across the country. Focuses on patrol work, troop councils, the Programme Cycle (#PlanDoReview), and teamwork.

Dróttkraftur (Pathfinder Power): Leadership training for Pathfinder Scouts. Covers patrol work, troop councils, the Programme Cycle (#PlanDoReview), and independence.

Rekkakraftur (Explorer Power): Leadership training for Rover Scouts. Emphasizes planning, preparation, games, overseeing the work of others, and resourcefulness.

Gilwell Leadership Training (20+): Leadership in one's own life.

PRACTICAL LEADER TRAINING

Assistant Troop Leader Course: Practical methods for planning Scout activities.

Troop Leader Course: Practical methods for managing Scouting activities.

SPECIALIZED TRAINING

NEISTI: A skills-based course for all Scouts aged 16 and older, leaders, and group board members.

First Aid Courses

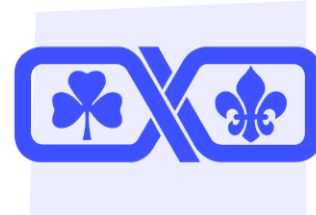
Verndum þau (Safeguarding Training)

BÍS, WOSM OG WAGGGS

The national organization of Scouts in Iceland is called Bandalag íslenskra skáta (the Icelandic Boy and Girl Scout Association), abbreviated as BÍS.

Bandalag íslenskra skáta (**BÍS**) is the national association of Scouts and Scout groups in Iceland. BÍS is an official member of both World Scouting Organizations, **WAGGGS** and **WOSM**, and is therefore responsible for ensuring that Scouting in Iceland aligns with the core values of the global Scout Movement.

BÍS operates Skátamiðstöðin (The Scout Centre), which is located in Reykjavík and serves as a support hub for Scout groups across the country. Additionally, BÍS represents the Icelandic Scout Movement in dealings



What are WOSM og WAGGGS?

WOSM is an independent and voluntary association consisting of 164 national Scout organizations. These organizations are present in 224 countries and territories worldwide. With over 40 million members, WOSM is one of the largest youth movements in the world.

Approximately seven million WOSM members are adult volunteers who support the organization's activities.

The Scout Movement promotes non-political and informal education, enabling Scouts to develop self-reliance and independent thinking.

The core structure of WOSM consists of The World Scout Conference, The World Scout Committee and The World Scout Bureau.



WAGGGS stands for the World Association of Girl Guides and Girl Scouts and is the international organization for the women's Scout Movement. The Association includes national organizations from 152 countries, with around 10 million members, the vast majority of whom are women. Some national organizations are only affiliated with WAGGGS, while others, like BÍS, are affiliated with both WAGGGS and WOSM. WAGGGS focuses on empowering and supporting women of all ages, with an emphasis on education, both through training programs and formal learning,

as well as networking opportunities - all within the Scouting Framework. The governance structure of WAGGGS is similar to that of WOSM, with regional offices in different parts of the world, with its headquarters in London. Each region has a Regional Committee, which operates under the World Board, elected at the WAGGGS World Conference. WAGGGS also operates five World Centres, located in the United Kingdom, Switzerland, India, Mexico and a mobile center in Africa.



How Are These Organizations Connected to Scouting in Iceland?

Our global Scout organizations support us by helping national associations, such as BÍS, provide high-quality and dynamic Scouting programmes. They offer assistance in handling various challenges that may arise within Scouting activities. Some examples of the support these international organizations provide include: Improving communication strategies within Scouting, supporting adult volunteers, encouraging youth participation in decision-making and assisting in the growth and development of new and existing Scouting groups.

Additionally, WOSM and WAGGGS create and distribute various programme resources that national Scouting organizations can integrate into their activities, such as the World Scout Award, World Thinking Day and Free Being Me. The global Scouting Movements also organize large international events including: The World Scout Jamboree, Roverway, Moot and other programs.

YOUTH PARTICIPATION IN DECISION-MAKING

WHAT IS YOUTH PARTICIPATION?

In simple terms, youth democracy or youth participation refers to the processes that allow young people to have their voices heard and take an active role in shaping their local environment, whether it be in their community, school, leisure activities, or other areas that affect them.

For youth participation to be effective and accessible to all, it is crucial that adults provide young people with real opportunities to express their opinions, be involved in decision-making, and ensure that their views are taken into account in important discussions and policies.

HOW DOES YOUTH PARTICIPATION PERTAIN TO SCOUTING?

In Scouting, youth participation appears in countless ways. It happens when Falcon Scouts sit down to decide what their meetings will look like for the year, or when young people cast votes on behalf of their Scout group at the National Scout Assembly - and everything in between! Every time young Scouts have a say in shaping their Scouting experience, youth participation is taking place. Youth participation has been a fundamental part of Scouting since the movement began. Few other global organizations offer as many opportunities

for children and young people to be actively involved in decision-making within their own recreational activities. Just as the Scout Method emphasizes, Scouting is a youth-led movement, where adults should support rather than control young people in their Scouting journey. In this sense, it is crucial to remember that the opinions of young people about their own activities should carry more weight than those of the adult supporters. Youth participation plays a key role in this and must be ensured at all levels of Scouting.

WHAT STEPS CAN BE TAKEN TO INCREASE YOUTH PARTICIPATION IN SCOUTING?

We can all take steps to strengthen youth participation within Scouting. The most important thing is to actively seek out the opinions and ideas of young people before making decisions - whether at a local or national level - and to genuinely take their input into account.
Nothing about us without us!



Þórhildur Elínardóttir Magnúsdóttir

Scout

Here are some ways we can promote youth participation in Scouting:

- Encourage young people to vote on behalf of their Scout group at the National Scout Assembly.
- Allow the youngest Scouts to actively shape their own activities, choosing what to do during meetings and where to go on outdoor adventures.
- Empower and support young Scouts in leadership roles within their groups.
- Strengthen young Scouts by encouraging participation in the Youth Assembly.
- Ensure that the core values, policies, and strategies of BÍŚ reflect the importance of youth participation in decision-making.
- Place greater emphasis on fun and engaging programs for Pathfinders, Explorers, and Rovers with the support of older Scouts.
- Increase youth representation in boards, committees, councils, and working groups at all levels of Scouting.
- Provide education for adult leaders on youth participation to prevent age-related biases and support real youth involvement in decision-making.

BEING A SCOUT

I joined the Scouts because my brother was in the Scouts, and I wanted to try it.

The most fun things I've done in Scouting include going to Scout camps like Skátasumarið 2021, where I got to do all sorts of activities, like shooting out of a bouncy castle, and the Vetrarmót Reykjavíkurskáta where it was freezing cold but still a great experience. I also enjoy learning new skills, such as carving, lighting a fire, and setting up a tent.

To me, being a Scout means being helpful, following the Scout Law, and making good friends. I've had the opportunity to go on camping trips, meet other Scouts, try new things, spit fire, use an axe to split logs, and roast marshmallows.



Kári Steinn Kristinsson

Age 12, Falcon Scout



Kári



Urður Ása Jónsdóttir

Age 12, Falcon Scout



I pretty much have my friend to thank for joining the Scouts. She got me to try it, and since then, I've been a Scout.

I would say that camping trips are my favourite, especially night games - if you're lucky enough that one has been planned.

To me, Scouts are people of all ages who enjoy the outdoors and helping others, while always being prepared.

Urður

I really enjoy being in the Scouts, and I have been involved in Scouting for almost six years. I've met a lot of great kids who share similar interests with me. I've learned so much, like teamwork, outdoor skills, and how to be resourceful and always prepared.

I am currently an assistant patrol leader for Falcon Scouts, and I really enjoy teaching the kids what I have learned.

The most fun Scout camp I've attended was the National Pathfinder Scout Camp in Akureyri this summer. We had to take care of ourselves the whole time - set up tents, cook, and keep our village running.

Next year, I'm going to the World Scout Jamboree in South Korea. There will be thousands of Scouts from all over the world there, and I'm super excited!

Örn



Örn Breki Siggeirsson

Age 15, Pathfinder Scout



Emma Finnbogadóttir

Age 9, Dragon Scout



My whole family is in the Scouts, and I've been going to all kinds of Scout events with my mom and dad since I was little. Then my older sister joined, and we started going together.

Scouting is a lot of fun — we go on camping trips, earn badges for what we learn, and do all sorts of exciting activities. My favorite part is earning new badges and going on campouts

Emma

BEING A LEADER

THE TASKS OF A SCOUT LEADER ARE VARIED AND DIVERSE.

Scout leaders play outdoor games with their Scout troop, often know how to make porridge, sometimes put bandages on scrapes, read bedtime stories during campouts, and know most tricks in the book to counter homesickness. But above all, leaders are responsible for organizing the Scout troop's activities, goals, traditions, and programme.

They guide Scouts toward their goals while ensuring that the Scouts complete tasks themselves using their own creativity and

initiative. Leaders provide hints and guidance on how to solve challenges, but it is the Scouts themselves who ultimately complete them.

This approach makes activities more memorable, helps Scouts develop problem-solving skills, independence as well as teamwork, and boosts their confidence. Most importantly, it allows them to experience the joy of overcoming challenges on their own. That feeling is something every Scout should get to experience as often as possible.

...BUT IT'S NOT ONLY THE SCOUTS IN

THE TROOP WHO LEARN AND GROW,

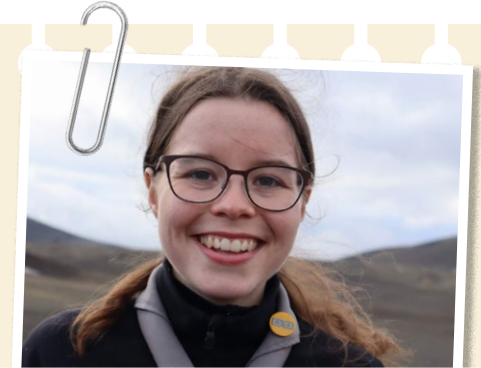
THE SCOUT LEADERS ALSO LEARN A GREAT DEAL...



But it's not only the Scouts in the troop who learn and grow — the Scout leaders also learn a great deal from being leaders. Each Scout troop is overseen by several leaders who work together to plan and organize activities. There are many things to consider: deciding on key themes for the year, scheduling campouts, writing letters to parents, and dividing responsibilities so that each leader's skills and strengths are utilized.

The leaders of a single troop often have diverse backgrounds and interests. For example, let's imagine a fictional Falcon Scout troop called "Hagamýs." The leaders of Hagamýs are Birkir, Erla, Matthildur, and Hannes. Birkir is studying nursing and is highly knowledgeable about first aid. Erla is an ornithologist who never hesitates to share her passion for birds with others. Matthildur has been fascinated by cloud formations since she was seven years old, and Hannes is a master potter and an expert on making friendship bracelets.

Despite coming from different backgrounds and having varied interests, they are united



Védís Helgadóttir

Troop leader

by their passion for Scouting and can share their knowledge with the Falcon Scouts in their troop. Matthildur teaches the Scouts about different types of clouds, while Birkir teaches them how to properly dress wounds. They also pass their expertise on to their fellow leaders, strengthening the leadership team as a whole.

Being a Scout leader is an excellent way to put one's strengths to good use, while also offering opportunities to discover new talents, develop teamwork skills, and improve organizational abilities.

Védís

BEING A PARENT

BEING A SCOUT PARENT IS FUN, BUT IT CAN BE A LITTLE CHALLENGING ESPECIALLY AT FIRST.

By “challenging,” I mean learning to trust both your child and the Scout leaders. Letting go when your child goes on an outdoor trip or attends a Scout camp without you can be difficult. However, you get used to it over time, and nowadays, my only challenge is occasionally having to encourage them to attend Scout meetings.

The greatest benefit of Scouting is watching your child grow and gaining in confidence as they take on new tasks and challenges - whether it's working in a team, cooking outdoors, going on day hikes, or spending nights in a cabin or a tent. And, of course, there's the unforgettable experience of attending a Scout camp in the rain!



Now I see in my own Scouts that activities that once seemed a bit daunting have become exciting and highly anticipated. Pitching a tent used to be a bit of a challenge, but now it is done with confidence and knowledge. They know they can do it because they've tackled the task before.

I believe Scouting is great for both children who prefer being part of a group rather than competing and for those who want to achieve goals and take on responsibility. Scouting provides an excellent environment for leadership training, as initiative and responsibility are gradually handed over to Scouts as they feel ready for it.

Now, my oldest Scout is entering his teenage years, and I see him continuing to grow and develop. His self-confidence and belief in his abilities are strong because he is used to successfully taking on a variety of challenges



Inga Jóna Þórisdóttir

Scout parent

with his Scout patrol. His social network is also expanding, as he builds connections with Scouts and leaders from other groups he has met at Scout camps.

Finally, I encourage all Scout parents to get involved — attend Family Camps at Scout events, sing and enjoy the evening programmes, maybe even make some hot cocoa or help with the dishes. It's all part of the fun!

Inga

...I ENCOURAGE ALL SCOUT PARENTS TO

GET INVOLVED. ATTEND FAMILY CAMPS

AT SCOUT EVENTS, SING AND HAVE FUN...



ALWAYS A SCOUT

A NINE-YEAR-OLD CUB SCOUT RUNS TOWARDS THE SCOUT HALL, DRESSED IN A BLUE CUB SCOUT UNIFORM WITH A CUB SCOUT HAT ON HER HEAD. AND WHITE GLOVES. SOMETHING BIG IS HAPPENING. IT'S THE FIRST DAY OF SUMMER, AND THE CUB SCOUT TROOP, ALONG WITH ALL THE OLDER SCOUTS, IS ABOUT TO TAKE PART IN THE PARADE. THERE WILL BE DRUMS LEADING THE MARCH AND ALL SORTS OF FLAGS. THE JOY IS PURE. THAT NINE-YEAR-OLD GIRL IS ME.



Ragna Rögnvaldsdóttir

Joined the Scouts in 1966

What made me never want to miss a single meeting? Was it the outward experience - the uniform, the beautiful patrol flags we made, the songs, the games, the hikes, the campfires, and the camping trips? Undoubtedly, all of that. But there was also something else, something intangible.

As a Cub Scout, I learned the virtue of helping others, of being self-reliant in everyday tasks, and of taking responsibility. I also learned perseverance. Our first Cub Scout day trip was to Hafravatn in cold and snowy conditions. It was freezing inside the hut, and my toes were numb. There was a thick film on the hot chocolate. But we didn't complain because we were practicing being self-sufficient and spending time outdoors.

The following years in Scouting brought more

complex challenges, adventurous trips, courses, and increasing responsibilities in leadership roles. Going through Scouting as a teenager helps you grow, strengthens your self-image, and teaches you tolerance toward others. Most importantly, you form friendships that last a lifetime.

Now, I am a grandmother, and still in a Scout patrol with other grandmothers. We bring each other immense joy, friendship, and strength as we revisit old Scout activities and go on camping trips.

The Scout shoulders her backpack, tightens her shoelaces, zips up her jacket, smiles at her fellow Scouts, and together they set off up the mountainside.

Ragna

WHY ALWAYS A SCOUT?

I found my place from day one. I had moved to a new neighborhood with new acquaintances. One of them was in the Scouts, and I went with him to my first meeting. I was very lucky with my Scout patrol and the entire structure and environment of the programme. The meetings, the camping trips, and the Scout gatherings - it all clicked, everything was absolutely amazing. I made a bunch of friends, and that's where the true magic lies.

There is one thing every Scout must do for himself: You have to participate - not just receive, but also give, experience, and enjoy - always. That's how you truly become a Scout - forever.

Once a Scout, always a Scout

Haukur



Haukur Haraldsson

Joined the Scouts in 1956

SCOUTING HAS SHAPED MY ENTIRE LIFE!

My training as a geographer directly stems from the love of nature that Scouting instilled in me. Scouting led me to join the Scout Rescue Team (Hjálparsveit skáta), then to become a first aid instructor, which in turn led to a long career as a firefighter and emergency medical technician (EMT). Now, I am the principal of the EMT School - all a result of growing up with the mindset of "doing my duty to society and helping others," as well as having the training to work in teams and take the lead when necessary.

To me, Scouting is a way of life - Always Prepared!

Ingimar



Ingimar Eydal

Joined the Scouts 1975





SKÁTARNIR