

### Whats After Scouts?

After Scouts you move onto Explorers. Scouts can move up to Explorers between the ages of 13½ and 14½. You usually move up when your Scout Leader decides you are ready and you will probably leave at the end of a term with some other Scouts.

### Which is the right Explorer group for Me?

As there is no Explorer group based at 5th Billericay, you have some choice in where to go. There are five Explorer groups in the Billericay & Wickford district. Although there is a slight difference in how Explorer groups are run and what activities they do, they all have the same principles.

For further information on the Explorer groups in our district and to be introduced to one contact the district explorer coordinator on the following email address: [desc@billericayandwickfordscouts.org.uk](mailto:desc@billericayandwickfordscouts.org.uk)

### What do you do at Explorers?

At Explorers there is more freedom because you are older and hopefully more mature. Therefore, most groups will allow you out of the hut without too much supervision but clearly this is based on trust. Also, Explorers come from a wider area than Scouts so it is common to see members travel from other towns. All these things affect what activities are done at Explorers. Camps are more likely to be abroad or activity based and there is a very small chance that you can be selected for the World Scout Jamboree. Usually, there is less emphasis on badge work because most badges rely on outside activities and a fair amount of commitment. Therefore, Explorers is more relaxed than Scouts and has more time for activities, games and chatting. Leisure activities such as swimming, ice skating, cinema and bowling are common and are occasionally done with other Explorer groups. Outside the hut, activities include climbing, ice climbing, pioneering, orienteering, water activities and hiking. Sometimes Explorers leave the hut in groups for a photo capturing competition or a game like drop-outs (where you are blindfolded and taken to a mystery location before attempting to find your way back to the hut). Inside the hut, Explorers can do things like a bin bag fashion show, a crazy quiz, a talent show, a computer games night, a sensory night, first aid, knots or even learning about the unusual religion of Pastafarianism.

### Do you still do Badges in Explorers?

The main badges are the Chief Scout's Platinum Award, the Chief Scout's Diamond Award and the Queen's Scout Award. Basically, these badges are based on the bronze, silver and gold

Duke of Edinburgh Awards but are slightly harder because they have more components to them. The main things you have to do in all of these awards are service, skill and physical recreation. These are basically helping other people, strengthening your talents in an art form and practicing a sport on a regular basis. You have from when you join Explorers to when you are 25 (leave Network) to complete as many or few of these awards as you like. There are also 28 activity badges and various awards like in Scouts. One popular activity that can contribute towards the skill sector of the awards is becoming a Young Leader.

### **Becoming a Young Leader**

You may be given the opportunity to help at a Beaver, Cub or Scout group in your local area. Being a Young Leader involves commitment but allows you to 'give something back' to Scouting. To become a Young Leader, you must complete module A (the first and most important training module) within 3 months of signing up but most Young Leaders complete the majority of the 11 modules to provide as much support as possible to the group they help at. Young Leaders run games, tidy away tables, help younger people in activities, run evenings, fundraise and provide a link between younger and older generations.

*written by Matt, one of our young Leaders*