



**Plan>Do>Review>** means better activities, more fun, and your Unit getting to choose its own adventures, and 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

**Joey Scouts**  
**Plan>Do>Review>**  
**FACTSHEET**



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>**!

### Plan> the program

- Get the whole Unit to have their say about how the program cycle went. Share your ideas in small teams and then nominate a team member to report back to the whole Unit.
- Get the whole Unit to come up with ideas for the next term. It might be games, activities, camps, badges to complete, Unit visits, inter-sectional visits and more. You could choose ideas around a theme like 'adventures'.
  - » Your Leaders might provide some ideas and help expand on your ideas.
  - » Use the **Plan>Do>Review>** cards to help you.
  - » Do this in small teams and have a competition to see which team comes up with the most ideas.
  - » Then select or vote on the best ideas - try to make sure you spread your ideas across the Challenge Areas!
  - » Make sure everyone is excited about what's been planned!
- Your Leaders will let you know the final plans and confirm who has what responsibilities. This might happen with a small group of older Joey Scouts.

### Plan> the meeting or adventure

- 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 help you.
  - » Who will run a game or activity?
  - » What will they do and how?
  - » What gear is required?
  - » What help is needed?



### Do>

- Run your game or activity
  - » Practise at home beforehand
  - » Have all the gear ready
  - » Have fun doing it
  - » Follow your plan
- Enjoy the activities you helped to create

### Review>

- Just before the end of the meeting, sit down and have a quick chat about how things went (maybe choose 2 questions to discuss)
  - » 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

### Resources to Help You

Heaps of resources have been developed to support the **Plan>Do>Review>** process. Check them out on [scouts.com.au](http://scouts.com.au) Use the handy **Plan>Do>Review>** cards, to help plan your adventures with your Leaders and Unit Council.

