



**Plan>Do>Review>** means better activities, more fun, and your Patrol or 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, Patrol Leaders, and older youth members in Venturer Scouts and Rover Scouts, 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 learned some great new ideas to use in the future.

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

# Scouts Plan>Do>Review> FACTSHEET



## Patrol Leaders, Assistant Patrol Leaders and Unit Leaders

- With your Patrol and Unit Council, plan, do, and review all aspects of your Patrol and Unit's program. Follow the steps on the front of this card.
- Meet with your Patrol to review the previous or current program cycle, and develop ideas for the next term, or the next big adventure. Check what personal progression Scouts would like to explore or advance. What would you like to do as a Patrol or as a Unit?
- Ensure the Unit Council meets regularly, about six times a year, to develop ideas into more detailed plans and monitor the program. Some Unit Council meetings might be quick, where others may require a longer time allocation, depending on the desired outcomes
- Ensure the Unit Council has a big weekend away once a year to have fun, review the past year, and make plans for the next year.
- Plan and run games and activities, either for the Unit or just your Patrol. Encourage other members of your Patrol to do this too, to help them develop their leadership skills.
- Get feedback from your fellow Scouts after games and activities you organise.
- The Unit Council reviews the success of the program cycle or term's program and activities. Discuss enjoyment, successes and failures, and **SPICES** development. Get the opinions of your Patrol before Unit Council.
- At the end of each Unit meeting, activity, or adventure, ask the Unit or Patrol to review the night's program. Ask questions like:
  - » "What can you do now, or do better, that you couldn't before?"
  - » "What worked well?"
  - » "What could we do differently next time to make it a better program?"
  - » "Did tonight's program challenge you in some way?"
- Use **Plan>Do>Review>** cards, which have helpful, creative questions, ideas, and guides your planning.

## Resources To Help You

Heaps of resources have been developed to support the **Plan>Do>Review>** process. There's stacks of **Plan>Do>Review>** cards and clips to explain the process.

Check them out on [scouts.com.au](https://scouts.com.au)

