

A Unit Code is a way of expressing how members of our Scout Unit are going to act, what acceptable behaviour is, and how members will treat others and the space around them.

A Unit Code is about:

- How members of the Unit behave and respect each other
- Respecting our environment around us, including people, each other's property and the natural environment
- Supporting resilient behaviour and showing courage in challenging times

When creating your Unit Code, the Unit should also consider the Australian Scout Promise and Law and the Scout symbolic framework "Explore the Unknown".

Once it has been created by the whole Unit, all Scouts and adult leaders then agree to follow the Code. Your Unit should display the Scout Unit Code in a creative way so it acts as a reminder to the members of the Unit. The Unit Code needs to be reviewed or rewritten annually by the whole Unit, to ensure it represents the needs of the current members.

How to Develop Your Code

Plan>

- Decide who will lead and how you're going to break up the task
- Consider how you will make the creation of the Unit Code fun and inclusive to all Unit members
- Decide if you will write the Unit Code with the whole Unit, or if the Unit Council will take the ideas generated and collate it into a final document (often easier for large Units).
- Come up with a plan if you think you're going to have some difficult discussions when drafting the Unit Code. Your adult leaders may be able to help you here.

Do>

- Have the whole Unit generate ideas for what could go into your Unit Code. It may be easier to do this in small groups if you have a large Unit.
- The Australian Scout Law in its extended form is a good starting point for ideas.
- It may also be helpful to group your thoughts into 'What We Do' and 'What We Don't Do'.
- Try not to single out individuals when making statements for the Unit Code. However, if there are behaviours in the Unit currently that are causing issues, the Unit Code is a great place for the whole Unit to set expectations about how everyone will behave.
- Remember that it is up to you how you present your Unit Code. Would pictures help? Get the Unit to suggest some creative ways to display the Code.

Review>

- The Unit Council then comes together to collate all of the teams' feedback. Don't forget, it's hard to follow a document that is too long or hard to remember!
- Make sure that your Unit Code covers the key areas –
 - » respecting each other,
 - » building resilience,
 - » the environment
 - » possessions and property.
- Present the Unit Code back to the Unit and make sure everyone is happy with what is included.
- Have everyone, including the adult leaders, agree to the Code
- Display your Unit Code in a creative way up in your hall for everyone to see!
- Make sure that when new people (don't forget the adults!) join your section that someone explains your Unit Code to them.
- Review your Unit Code annually to keep it up to date.

The Unit Council will monitor Unit member's behaviour and may need to discuss managing poor behaviour of individuals.

How to link to Achievement Pathways

You may find that the creation of the Unit Code can link to the Achievement Pathways for one or more individuals. Some of the ways that this could link are...

- Participate, Assist or Lead for members of the Unit Code Project Patrol
- Could the ongoing project be used as a Special Interest Area for someone?
- Which Challenge Area does this activity fit into? Does it link to any of the Sustainable Development Goals (SDGs)?
- Just remember – as the Unit, you know your members best. If someone is going to take on the Unit Code as part of their Achievement Pathways, don't forget to ensure that they are goal-setting and taking steps to achieve these goals!

Stuck?

Check out these resources to start you off but remember to make your Unit Code your own!

Refer to the Program Handbook for some more guidance or go to;

- Australian Scout Promise and Law resources
- Examples on the Scouts Australia website
- Scouts Australia Internal Compass resources