

Cub Scouts (8-10 ½ years old) - Leader Notes - Democracy Challenge

Objectives

–To be able to understand what the National Assembly for Wales do and how the work of the Assembly Members affects them. This coincides with the theme for the award which is people and places.

Requirement 1

Find out where the Senedd is located. Make a poster to help you explain to an adult who meets there and what they do.

Resources

–*Your Assembly* booklet

Introduction

Provide the Cub Scouts with the *Your Assembly* booklet.

Ask them to read through the booklet individually or in groups. Leaders could also help.

Using the copy of the mural (centre pages of the booklet), ask them to note/circle all the things the Assembly are responsible for, using the list of 20 subjects in the booklet. (page 15)

Using the National Assembly for Wales' [website](#), find out who are the 5 Assembly Members that represent them.

Make sure they understand the basic - How many Assembly Members there are, who represents them, what happens in the Senedd, how many subject areas there are and how to get involved.

Creating the poster

Using the information they have already learnt ask them to make a poster to explain to an adult who meets in the Senedd and what they do.

Ask the Cub Scouts to show the rest of the Pack their poster and explain the content.



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Requirement 3

Take an active part in two pack forums and help make at least one decision.

Resources

- Paper copy of National Assembly for Wales quiz and PowerPoint version.
- 5 manifesto promises template. (for use with option 1 below)
- YES or NO signs for voting wall. (for use with option 1 below)
- Ballot paper template. (for use with option 2 and 3 below)

Introduction

National Assembly for Wales quiz.

Options - paper copy for individuals or PowerPoint version making it a more interactive activity.

Main Activity

Participate in a voting activity - counts as a game and the opportunity to make a decision - 3 voting activity options

Option 1

- Ask two leaders/volunteers to draw a list of 5 manifesto promises (things they promise to do to be a good leader/volunteer). Make sure some are definite winners and others are ones they definitely won't vote for.
- Set up a YES / NO wall in the room.
- Ask the leaders/volunteers to read out their list of promises. After each has read out their list ask the Colony to vote YES or NO for each leader/volunteer.
- Add up the votes for each to declare one leader/volunteer the winner.

Option 2

- Set up a table with 4 bowls. Each bowl containing different flavour crisps, different types of chewy sweets, different types of chocolate for example.
- Explain to the Scouts that they are to go and have a taste from each bowl.
- Once they have tasted ask them to sit down and think of which one was the best and should be the 'Official Colony Log Chew Snack'.
- In a corner of the room set up a table with a ballot box and ballot papers.
- Ask each individual to go up and vote for their favourite snack.
- Add up the votes and reveal the results. How do they feel?



Option 3

- Split the Cub Scouts into 4-5 groups.
- Explain that each group need to think of a location they would like to visit on a Scouts trip (Leader could provide the Cubs with a list of possible locations in the area e.g. Castles, Museums, Water Parks, Theme Parks)
- Each group must do some research into the location and write a manifesto (to be written on the 5 manifesto promises template) - explain that a manifesto is a list of good things about the location. This could include the things to do at the location, what they would learn etc.
- Once they have completed their manifestos ask each group to present them to the rest of the groups.
- Once each group has presented their manifesto hold a vote to see which location was the best - ballot paper template included for use. Leader will need to fill in the sheet with names of the locations mentioned in each groups manifesto. Or provide each group with a colour.

