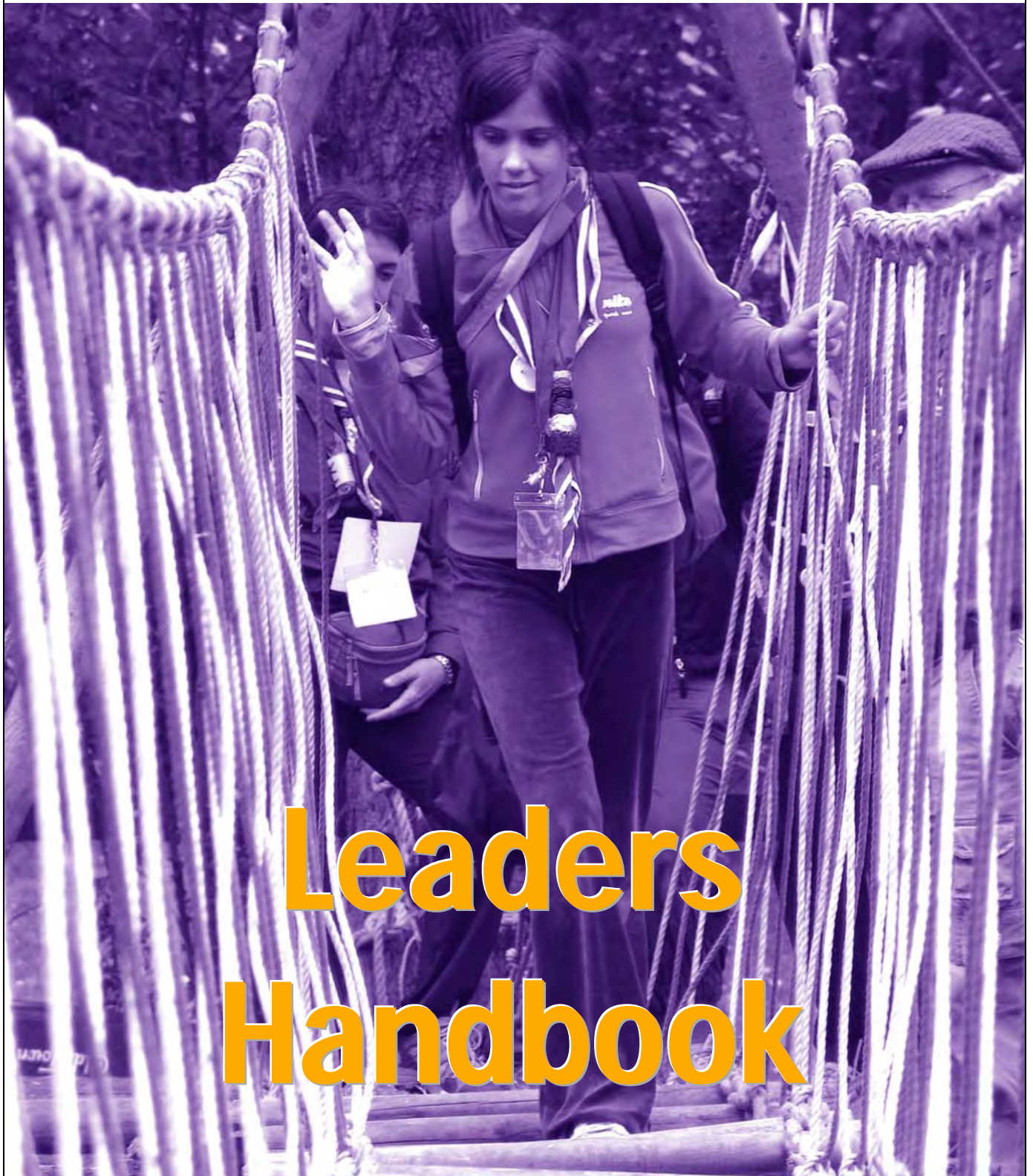




World Organization of the Scout Movement  
Organisation Mondiale du Mouvement Scout

# LANDS OF ADVENTURE

You are Europe!



# Leaders Handbook

## Acknowledgements

*Thanks to the following for their help and support during the development of this handbook: Peter Cools (NL), Koraljka Cvitanovic (HR), Marek Fajfr (CZ), Marion Karali (GR), Paul Kubalek (AT), Brendan Lynch (IRL), Francesca Montoci (IT), Tomas Moravec (CZ), Lara Parenti (IT), Rosa Rossi (IT), Ana Tavares (PT).*



LANDS OF ADVENTURE  TERRES D'AVENTURE  
You are Europe!

# LANDS OF ADVENTURE

You are Europe!



## Leaders Handbook

an aid for Troop Leaders who wish to incorporate  
Lands of Adventure into their troop programme



## Welcome to Lands of Adventure!

If you are reading this then it means that one or more of your patrols have registered for Lands of Adventure ... Congratulations!

This handbook will help you as you guide your patrols through their Lands of Adventure projects. It explains how each of the projects work, and gives a number of suggestions and examples.



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## 1. Aims & Objectives

**The Lands of Adventure programme for young people aged 11-16 will provide inspiration, guidelines and examples of good practice for National Scout Associations in order to develop their programme and relevant tools.**

*(European Scout Region Strategic Plan 1998 - 2007)*

The objectives of the Lands of Adventure programme are as follows:

- To encourage Scouts to gain an appreciation for their European neighbours
- To encourage the Patrol System
- To encourage the use of the new technologies in the Scout programme
- To introduce and develop the project approach in the Scout age section

### Europe

Lands of Adventure seeks to give Scouts the incentive to find out more about some of their European neighbours. In this way, they will come to understand that there are many similarities and differences between countries in Europe ... and that both similarities and differences should be celebrated.

### Patrol System

Lands of Adventure is a patrol-based activity. It can be undertaken by one or more patrols within a Scout troop, and so can fit in a number of ways into the troop programme. The Patrol System is one of the fundamentals of the Scout Method, and by undertaking activities such as Lands of Adventure, this system is both encouraged and developed within Scout troops.



## New Technologies

The current generation of Scouts are growing up in the information age. Scouting therefore needs to incorporate the use of new technologies in order to make the programme relevant. Lands of Adventure by its very nature requires the use of new technologies, and so offers Scouts the chance to use these technologies in practical ways.



## Project Approach

Lands of Adventure seeks to encourage the use of the Project Approach within the Scout age section. This approach involves Scouts in all stages of a task or series of activities, from the planning stages through to implementation and on to evaluation.

There are a number of elements to a project in a Scout context, and they are as follows:

- It is a collective enterprise (*something that a team decides to undertake together*)
- It has a clearly defined goal (*what the project sets out to achieve*)
- It has a clear process (*a series of defined steps from the initial idea through to celebration of the achievements of the group*)
- It involves the use of the Scout Method (*enough said!*)
- It incorporates a number of learning opportunities (*these will allow each Scout to gain knowledge, skills and attitudes in a variety of areas*)
- It takes into account varying interests, talents, capacities and needs (*each Scout can decide how they will contribute to its success*)
- It requires a personal commitment to achieving the goal (*it should therefore not be imposed on the Scouts*)
- It has a clearly defined beginning and end (*it does not go on forever!*)





## 2. The Lands of Adventure Programme

There are 3 elements in the programme for Scouts to complete:

**Europe at EUR door:**

Investigate the customs & traditions of another European country

**Express EURself:**

A chance for Scouts to utilize their creative talents

**EUR Hopping:**

Connect with Scouts of another country and complete a project together



Europe at  EUR door  
Europe is closer than you think

Europe at EUR door is a project based on finding out about another country. Patrols should be encouraged to select a country that is of interest to them. There are two aspects to the project:

**1. Research and explore a country.**

The following are some guidelines:

- Avoid 'school' type projects that are simply based on 'facts and figures'
- Patrols should be encouraged to research many aspects of a country, it's traditions, customs, food, culture, sports, etc
- Use different methods for research, for example contact the embassy of the chosen country, engage the help of a pen-pal, or talk to Scouts from the chosen country on a chat forum.



**2. Undertake a series of activities.**

These should be based on the research undertaken by the patrol. The following are some suggestions for activities that might be undertaken:

- An international food festival – patrols cook and serve traditional food from their chosen country
- Traditional games session – patrols introduce and play games from their chosen country
- Traditional dance display – patrols put on a display of a traditional dance from their chosen country



The following are some examples of past Europe at EUR door projects:

1. A Czech patrol has chosen to explore Ireland and its cuisine and produced a PowerPoint presentation of their activities.
2. An Austrian Patrol has chosen to explore Greece and produced a PowerPoint presentation of their project.





Group 03 Pelicans,  
Vápenice 21, Prostějov



## Irish team LENTYLKI

### Why just IRELAND?!

#### Pampelicka :

Because it is far away and I haven't been there so far.  
The most I like the capital Dublin.



#### Romonkey :

I ache to get to know Irish secrets, mainly these about cells  
and the price situation of bananas.



#### Zumi :

I want to travel to Ireland due to countryside,  
nature monuments and specific species of animals.



### Support team

#### Evik :

Well, Ireland is very dark country, so I hope,  
that we will get to know a lot...)



#### Piachetka :

I like countryside, dance, fairy-tales and Ireland seems to me like  
a magic country.



### Basic facts about Ireland

- Position: 5,5° a 10,5° longitude W, 50,5° a 55,5° latitude N
- Capital: Dublin - Baile Atha Cliath (1,1 mil. inhabitants)
- Population: 3,6 mil.
- Religion: catholic (94%), church of england (4%)
- Currency: Euro (€)
- Overall area of the island: 84 421 sqkm
- Ireland: 70 282 sqkm
- Coast length: 3 172 km
- Day temperatures : 14 - 16 °C
- Night temperatures: 7 - 4 °C



### Irish's tops...

- The longest river: Shannon (340km)
- The largest lake: Lough Neagh (396 sqkm)
- The highest water-fall: Powerscout 122m
- The biggest distance between northern and southern part of island: 480km
- The biggest distance between eastern and western part of island: 270km



### Documents about Ireland.



### Fakts of interest

- Carrantuhill the highest mountain measure 1041m.  
There can stay 594 people one above another.
- Ireland was the latest station of Titanic.
- Their charm is green sprite with shamrock.
- Popular drinks are Irish whiskey and Irish beer.
- Typical music instrument is harp.
- They drink green beer on St. Patrick's Day.
- In Ireland was born about 5000 children last year.
- Average age : men - 72 years  
women - 78 years



## Irish nights

## 1st meeting with the irish kitchen

- Our guests



- Once more with Tuffy, but happier in this



- Let's eat it?! :o)



- Some of us had really big portion of champ



- Settlers from Katan and Carcassonne helped to make a good evenig



## 2nd meeting with the irish kitchen



LANDS OF ADVENTURE  TERRES D'ADVENTURE

You are Europe!

- Today we have:  
„Stuffed pork fillet with rice” and „Apple cocktail”

+ what has been  
baked at home



- „Oaten (wheaten) biscuits”  
- „Gingerbread with delicious glaze”



- Cutting, mixture,  
- hammering out ...



- Preparation of meal ....



- ...



- ...



- ... And it's done :o)



- The art of cocktail



LANDS OF ADVENTURE  TERRES D'AVENTURE  
You are Europe!

> Adminisetring portions



> And small problems with a lack of place...



> After the dinner... a little bit of cinematography



> And again settlers... \*;o)



Preparation of the project and the presentation...

> The first data about Ireland



> The next collection of materials + preparing of 1st evening



LANDS OF ADVENTURE  TERRES D'ADVENTURE  
You are Europe!

> School's english – we can never translate it :o)



> Sitting with the presentation



> A few snapshots by end ...



> Lentylki are saying bye bye by the last photo





Report about our „Lands of adventure“ project  
Europe at EUR Door - Host country: Greece

Patrols Monkey, Lion and Kaktus  
Troop Wien 60  
PPÖ - Austria

In March 2004 our Girl-guides decided to take part in the project "Lands of Adventure". We chose "Europe at EUR door" to be our topic for three weeks. The leaders introduced the project by playing a short act of Dimitris and Maria, two Greeks, who wanted to spread their culture in Austria. So we started a Greek dance, with typical Greek music. The kids were rather amused, because we hadn't practiced the dance properly. After that, the patrols were supposed to find out whatever they could about the "Host" country Greece. They used books, photographs, their memories and the leaders' knowledge to learn about the Greek language, Greek myths and Greek geography.

LoA - Europe at EUR Door



With all this information, they created posters. Furthermore, the patrols had to think about HOW they wanted to explore the Greek traditions - the following week and about WHAT they wanted to know more.

LoA - Europe at EUR Door



While two patrols decided to discover the specialities of the Greek kitchen...

LoA - Europe at EUR Door



...the third patrol wanted to create a short theatre play about Greek gods.

LoA - Europe at EUR Door



So we were able to taste wonderful Greek food, like Feta, fried Zucchini, Tsatsiki, Olives...

LoA - Europe at EUR Door



...and watch a very funny and tragic play about the love of two gods.



Express  EURself

Your creative step into Europe

Express Eursel is a creative project. Encourage your patrols to select a project that will give them the chance to display their creative abilities to others. When planning this project the patrol essentially needs to decide on two aspects:



1. Topic
2. Content

1. Topic. This can be any topic chosen by the patrol, but some examples might help to get you started:

- A patrol activity
- Scouting in the patrol's country
- The patrol's locality
- World Friendship
- A community project

2. Content. This is what the patrol actually undertakes to express the topic chosen. It can take any form, for example:

- Music
- Website
- Sculpture
- Animation
- Video
- Drawing
- Painting
- Mural
- Dance



The following are some examples of past Express EURself projects:

1. An Austrian patrol created a photo-story about "Good deeds / bad deeds" and presented in their Scout hall.
2. A British patrol in Belgium has prepared a diary of one of their activities.
3. A British patrol has composed a poem on a camp they attended in Italy.





Express EURself

**PFADFINDER UND  
PFADFINDERINNEN  
ÖSTERREICHS**



**Troop**  
Vienna 78 "Christ-König"

**Patrols**  
Klatschmohn (Corn Poppy) &  
Vergissmeinnicht (Forget-Me-Not)

**Report**

*Foto-story "Good Deeds – Bad Deeds"*

First we invented a thrilling story: a bandit, policemen, jail, escape, jail and criminal conviction. Then we decided in favour of the Schönbrunn palace garden as film location. The next step was the casting and nominating the photographer. We picked out appropriate settings and discussed the best positions for the shooting. After the shooting we went home - very exhausted.

At our next meeting we arranged the photos and wrote down the story.

We had a lot of fun and we hope that you like our story!





## Rembrandt Patrol

### Before Camp

We read about the Lands of Adventure award in Scouting magazine at our troop meeting and we decided we'd like to do the Europe at EUR Door. Some of the others wanted to do it too, and some wanted to do Expres EURSelf. Our leader suggested we make different patrols depending what we wanted to do.

We all said we'd like to do the award at the camp in June, and do something Dutch as we were going to the Dutch Jamboree in the summer. Two scouts from another troop were coming to the camps too, so they joined us. Our leader sent in the forms for us. We talked about our ideas with the leaders and they helped by planning the camp around the Going Dutch theme. All the patrols got a disposable camera to take photos with.

### At camp:

#### Friday evening

First we put up our tents, then the dining shelters table and benches. Jeff made us some hot chocolate and sent us to bed.

#### Saturday

We got up at 8am and cooked breakfast. Someone put oregano in the eggs! (whoops!!!)



We made a catapult with poles and rope from a Dutch book. Then we made lunch and for dessert we had vla, which is a Dutch dessert.

Then we did some baking and collected wood for the campfire.

We performed a sketch about 6 mugs.

#### Sunday

We packed up and played some games before going home.

### After Camp

Our leader took the photos to be developed, then John helped give them captions. They were put in a display at our AGM and on the website. We wrote reports too.

*Callum, Marcus, John, Anthony*



## Vermeer Patrol



We worked towards our Lands of Adventure challenge on the 'Going Dutch' Camp.

We liked the new tents we had, apart from the fact that it took us 30 minutes to figure out how to put them up. The camp was a mixture of Dutch food (baking using Dutch ingredients) and pioneering. The first night everyone helped to set up. Two scouts joined us for the day on Saturday.

Eight of the scouts went on a hike. The rest of us built a balista (catapult) by lashing poles together with rope. When it was finished we used it to launch sponges, wet ones because it was raining.



For Lunch we made kebabs which we cooked on a half barrel barbeque. We also baked a spicy Dutch biscuit in a camp oven. We mixed together milk, flour, sugar salt and spices. Then we put it in the camp oven and cooked it. If you want to find the recipe its on the Scouting Nederland website with their

information for Thinking Day. They're called Pepernoten (<http://www.scoutnet.nl/~thinkingday/>).



We played a wide game where there was a whistle and we had to get it from the person who had it. We also had a campfire and we sang and acted out some sketches. Some Dutch scout leaders who were staying on another site came and watched until their taxi arrived. Then we went to bed.

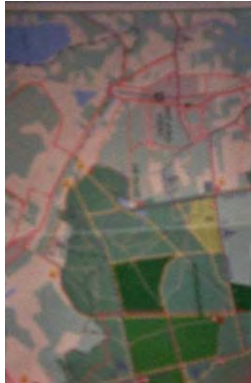


Next day we helped to pack up. We had a meeting round the flagpole and we all renewed our promise using the Dutch scout promise (in English). This was a very enjoyable camp. We took lots of pictures which you can see with the others on our group website: <http://www.firstbrussels.be/>

*Hannah, Matthew, Mathieu, Adam, Jordan*



## Mondriaan Patrol



We decided to do the Express EURSelf part of the Lands of Adventure award. As the theme is adventure we had to think what we could do to be adventurous and also how to present that creatively.

We decided we'd like to go on a hike while we were at camp, and navigate it ourselves. The leaders would surprise us with a few challenges along the way.

We planned to make a photo collage of the hike and present that at the AGM afterwards. Helen (our leader) brought some maps of the area, to the next scout meeting and we decided on a route. We only wanted to do about 10 km as we aren't very used to walking. There is a big forest with lots of paths through it, just next to the campsite, so we could plan a route there which we'd not done before. One of the other leaders was going to shadow us on the day and also give us challenges to do. We also needed a camera, and as none of us had one of our own, we needed a disposable one.

Apart from the hike we were going to do some of the other activities on the "Going Dutch" camp. Three of us wrote reports about the camp and hike and here is a combination of them. Different colours shows where the author changes.

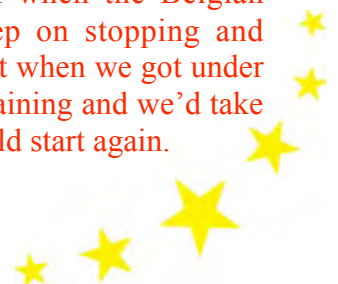
One of the great things about camp was the mood as everyone arrived by car and was happy. Straightaway we started putting the tents up before it rained (which it didn't do that day). After we finished we had hot chocolate and went to sleep.

**Next morning we woke up and immediately started to cook breakfast which was eggs and something else I can't remember. Matthieu from the other patrol had put too much oregano on his eggs so we had to help eat them.**

Just before I start to tell you about this terrible tale of woe, gloom, doom, death and despondency I must tell you that hikes can actually be fun! That is if you have a good map, the right people and just as a fallback a shadower that knows his right from his left. We had none of these (just joking). Then we got ready for our hike and left. As we set off the only thing that was heard was 'we're going on a 10km hike and they get chicken kebabs.' Eventually after much yelling on and throwing from the leaders, we finally took the hint and set off. After about 20 minutes we took our 1st photo of a duck.

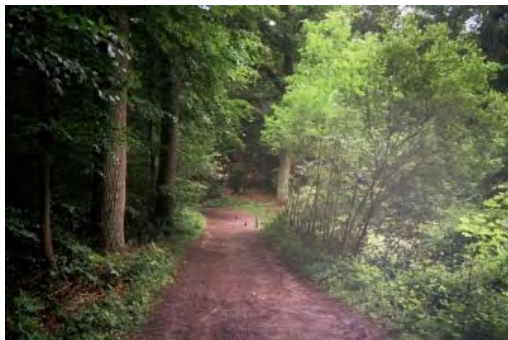


It took about 5 minutes to find our bearings and then we started walking. We had a packed lunch and also a Trangia stove with us to make soup for lunch. Four litres of water is heavy! We were having a nice walk when the Belgian weather came (rain). We had to keep on stopping and pulling waterproofs out of our bags. But when we got under shelter and got our stuff on it stopped raining and we'd take it off again. Then after 5 minutes it would start again.



After about an hour we found ourselves sitting around an all in one cooker making soup.

Keen to get on, we set off about an hour later someone said 'hey shouldn't we have gone left? We were lost and had no food left! To make matters worse the rain came down and it looked like we'd never see the base camp again. Just when we thought all was lost Mike our trusty shadower saved the day by finding a good route back.



The hike took 4 hours, this was due to stopping to do challenges and take photos and trying out the GPS which didn't work very well in the forest.

Some of the challenges we had were

- in 2s collect as many things as possible in a film canister
- make 6 different useful knots between whole patrol
- postcard: cut in such a way that you can pass it over a person in an unbroken loop
- collect 1 interesting bug and return with it to camp
- show proper method of rescuing a person whos in contact with a live electric cable



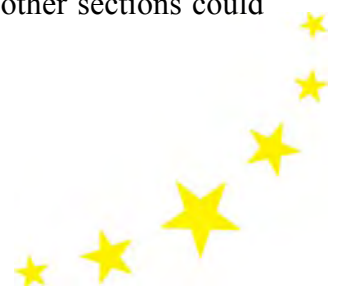
When we came back the other patrols who hadn't hiked had built a huge monstrosity of a catapult. We helped them to lift the main firing arm as it was heavy and we were taller. We also had a go at making Dutch biscuits which were nice.

This was a very fun hike. We took pictures of the wildlife and the nature along the way and we also took some action pictures!

We'd planned to make a photo report of the hike and the challenges, but when the film was developed a lot of the pictures were blank. This was probably because of the bad light under the trees and the wet weather. The disposable camera didn't have a flash or any way to set it for darker conditions.

However we were able to use the photos from the other patrols and make a show about the whole camp. This was put out at the scout AGM so all the parents and other sections could see what we do. The photos are also on our group website.

*James, Andy, Adam P, Alex, Jake, Edward*



**MACRAMÉ CAMP - ITALY**

We went to Macramé on August the 5<sup>th</sup>  
It is a trip I did not want to miss.  
We had some great experiences and some  
that were bad.  
Ryan fell ill and we were not glad.  
We arrived in Italy rearing to go,  
And we were given tags like dogs in a show!  
The 15-minute bus ride seemed to be long,  
As for the walk after, we had to be strong

We slept in a barn,  
And the sweltering heat  
Made that first night  
Not a good one for sleep  
We woke in the morning,  
Not cheered by the food,  
But didn't say anything,  
To avoid being rude,  
The coach ride was long,  
But that wasn't so bad,  
From the tops of the mountains  
We saw the lay of the land

We arrived at the campsite  
And looked round in awe  
Surrounded by mountains  
Trees, rivers we saw  
And all types of insects  
Jumping up and down  
We pitched our tents  
On the rather hard ground.  
Unpacked all our stuff  
Made a table too  
And then some of us  
Made a trip to the loo,

A walk had been planned  
For us on that day  
And we met some Bosnians  
And French girls on the way  
We arrived at the site,  
Where we were meant to sleep  
To one side there were rocks  
And the other a street  
We made a nice fire  
And huddled around  
We talked with the Bosnians  
And slept on the ground  
Oh and here is something  
We learnt on the route  
What "Scott" means in Bosnian  
Is the greatest hoot.

We slept comfortably  
Despite David's snoring.  
And walked back to camp  
On a fine summers morning



Activities then started  
From climbing to cooking  
You name it they had it,  
But some were quite boring,  
The opening ceremony  
Was drowned in the rain  
Some of us found it fun  
I found it a pain,  
We slept in our beds  
All of that night  
Everything was peaceful  
We didn't get a fright.

The rest of the days  
Were full of activities  
We swam in the river  
And used the facilities.  
We had a day where we met everyone  
We went around and swapped badges for fun  
We met scouts from Thailand  
And other places too  
There were so many people  
We could have been in a zoo.

We also went and visited a city  
It was called Genoa  
And was extremely pretty

Unfortunately the last evening came  
And what happened that night  
Was a bit of a shame.  
Catalonians burnt us  
With their fireworks  
And Steven will tell you  
That it really hurts

The scouts went into boarding  
And all seemed to be calm  
But Chris lost his passport  
And turned on the alarm  
Eventually we found it  
And got on to the plane  
We got back to England  
And it was poring with rain.

I think you'll agree that it was a challenge  
Macramé for me was a great experience  
We kept our sanity  
And even had fun  
I can't believe what we have done  
The leaders gave us this opportunity  
I'd like to say thank you or even grazie!



EUR  Hopping  
You make new friends in Europe

EUR Hopping is based on completing a project jointly with a patrol in another country. While it would be great if patrols could actually meet up at some stage during the project, this may not be practical for many patrols. Therefore the project does not require patrols to meet, but rather to communicate. As with the other elements of Lands of Adventure, the type of project undertaken is to be decided upon by the patrols. However, the following guidelines should be considered:

- Establishing communication between patrols is the first step. Therefore patrols will have to decide how they will communicate.
- Ideas for the project should be put forward by both patrols, not just one.
- The project should be selected primarily on the basis of being possible for both patrols to complete.
- The project can take any format, from a physical challenge to a social project to an exchange of programme ideas.

The following is an example of past EUR Hopping project:

- A Czech patrol and a Slovakian patrol have visited each other and discovered their respective cities, troops, etc.



# LANDS OF ADVENTURE TERRES D'ADVENTURE

You are Europe!

## Czecho-Slovakia



## INTRODUCTION

Hello! We are girl scouts from Brno, CZ. It's difficult to say when the idea of international exchange was born in our scout unit. We tried to contact some girl scouts from Zilina, Slovakia, but it was not successful. Then we started exchanging e-mails with boy scouts from Bratislava, the capital of the Slovak Republic. However, we had no anticipation how big friendship will be created...

We have waited for the boys to arrive in Brno and showed them around...



We lived together in centre for youth (Salesians). We took advantage of this place and played a lot of games there - from icebreakers to football.

As you can see we enjoyed it very much !!!



In our clubroom we had a look at our unit's and group's chronicles and we were talking about the whole weekend.



## Find your lunch.....☺



Hand in hand we were looking for the items useful for our lunch.



Just packed? See you later in your Bratislava !



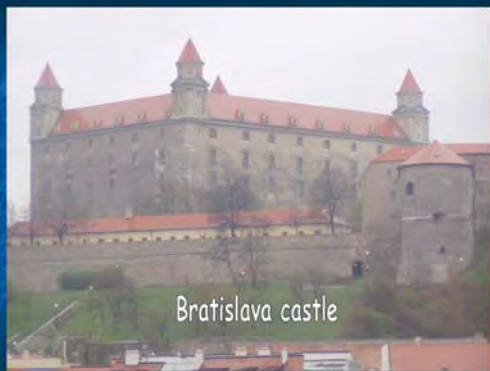
Let's GO to Bratislava!  
8.4.2005





### On the train

Huraaaaaaah, We are going to Bratislava. It's April and our for a long time expected trip is just here. What will be scouts like after about half year? :)



Bratislava castle



As soon as we arrived we took our rucksacks into two strange cars

Traveling by these at least 20 years old „limousines“ Was a really good fun anytime during the stay.



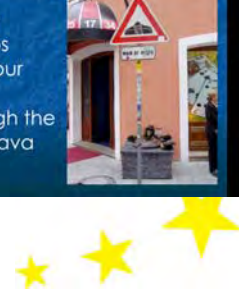
### The Chess



One of the best attractions downtown was a huge wooden chess. We didn't resist and we played it for a while.

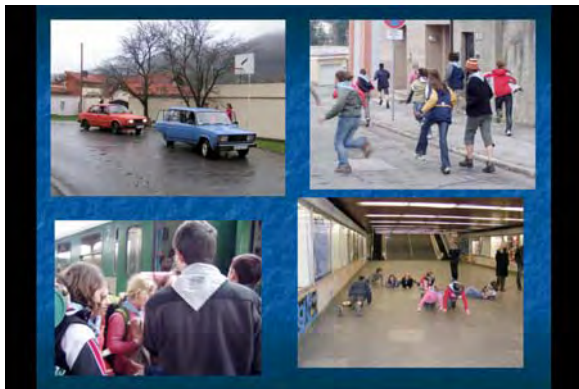
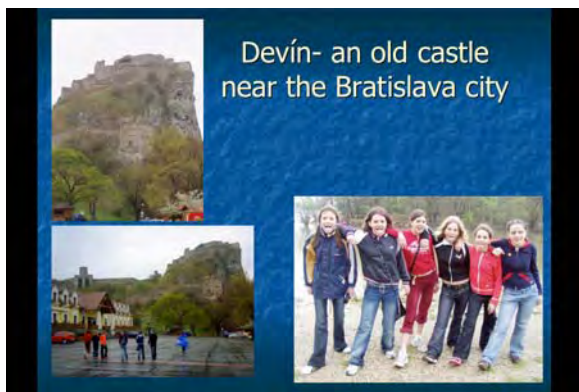


A few photos from our walk through the Bratislava



# LANDS OF ADVENTURE \* TERRES D'AVENTURE

You are Europe!



### 3. How to complete a project

So now that you know what is involved in the various Lands of Adventure projects, the next step is to understand how your patrols will go about getting their hands on those coveted badges!

#### The steps involved

The following is the general procedure involved:

- Complete the application form and return it to the Lands of Adventure Ambassador for your country. You should indicate on this form which project or projects you wish to undertake.
- The Ambassador will forward your application to the European Scout Office in Geneva, where your Patrols' details are added to the Lands of Adventure database.
- The basic Lands of Adventure badges are sent from Geneva to the patrol.
- The patrol completes their selected project.
  - Where the patrol wishes to undertake the EUR Hopping project, they contact the Ambassador, informing him/her from which country they want to link with another patrol.
  - The Ambassador contacts the Ambassador in that country, and between them they arrange for contact details to be passed between the patrols.
- When the project is completed the patrol send a presentation and report to the Ambassador.
- The Ambassador forwards the project and report to the European Office.
- The project is assessed and successful patrols are sent the relevant badges and certificate.

It should be noted that there is no set order for completing the Lands of Adventure projects. Please remember that each patrol is unique! Patrols should discuss the merits of completing each project, and should then be encouraged to take on the project which they feel most interests them.

LANDS OF ADVENTURE TERRES D'AVENTURE

Express EURself Your creative idea into Europe  
Europe at EUR Door Europe is closer than you think  
EUR hopping You might meet friends in Europe

Your Lands of Adventure Journey begins here!! Sign Up Now!!

My patrol wishes to start on the Lands of Adventure Journey. Here are our details:

Patrol Name: \_\_\_\_\_  
 Group Name: \_\_\_\_\_  
 Country: \_\_\_\_\_  
 Patrol Leader's name: \_\_\_\_\_ Age: \_\_\_\_\_  
 Patrol Member's Names: \_\_\_\_\_ Age: \_\_\_\_\_  
 Scout Leader's name, address, telephone, e-mail: \_\_\_\_\_

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## Presentation

Successful projects will be made available for viewing by patrols around Europe in one of two ways:

- Inclusion on the Lands of Adventure website
- Inclusion in a projects CD which will be circulated to all patrols that complete projects in a given year

Therefore, when patrols are planning projects they should at all times consider how they can display their project to others. While there are no rules as to which media format a patrol uses, it is intended that some form of "new technology" be used, such as:

- PowerPoint Presentation
- Website
- Video
- Digital Picture Slideshow

In the case of Express EURself, there are some specific guidelines as to how to submit content:

- Sculpture, Art, Still Photograph, Mural – send digital photographs of stages of the project and finished project
- Animation, Video, Performance, Dance – send video (VHS or DVD). Maximum duration 5 minutes



## Reports

When projects are being submitted they should be accompanied by a report. The report details the various stages of the project from selection of the project through to the completed result. At the end of this handbook is a standard Lands of Adventure Project Report Form. A report based on or using this form should be completed by the patrol when they are submitting their project.

Page 1 of the form looks for a repetition of the information submitted in the original application, as well as the project title and the dates of the project. Pages 2 and 3 of the form ask the patrol to outline how they undertook the project, and there are four sections as follows:

Explanation of Central Idea or Concept behind the Project  
Outline of the Plan of Action  
Outline of Various Work Carried out by Patrol Members  
Explanation of Finished Project

1. *Explanation of Central Idea or Concept behind the Project:*

- Explain what the project is all about.
- Explain how the patrol came up with the idea/concept for the project.
- State what the patrol hoped to achieve by completing the project.

2. *Outline of the Plan of Action:*

- Describe the various stages involved in completing the project, from the original idea through to completion.
- Include details of 'expert' help (if any) received from people outside of the patrol.

3. *Outline of Various Work Carried out by Patrol Members:*

- Give details of how each patrol member contributed to the project.

4. *Explanation of Finished Project:*

- Tell the world about the finished project!
- Explain if the project went according to plan.
- Detail any general lessons learned about completing projects.

A report as outlined above serves two purposes:

- At the beginning of the project it can help focus the patrol on the task at hand.
- At the end of the project it allows the patrol to evaluate the success of the project and will help them to assess what they have learned about completing projects in general.

But keep it simple ... the report should not be like schoolwork!



## 4. Completing a successful project

### Some general tips

The following should be considered to increase the chance of a successfully completed project:

- Patrols should plan a project that they are capable of completing ... ambition should be encouraged, but if the plans for a project are not realistic, then they are never likely to be finished.
- Each patrol should make a detailed plan of what they will do for their project ... encourage them to "think" the project through to the end ... a project started with great enthusiasm but which has not been planned through to the end is unlikely to be completed.
- Set a strict timeframe in which the project is to be completed ... and keep the timeframe short ... patrols will lose interest if a project takes too long to complete.
- Incorporate the project into the troop programme ... this will give the patrols a "showcase" for their work.



### Planning, Planning, Planning!

As has been stated elsewhere, the Lands of Adventure projects are not simply a set of activities to be undertaken. Much of their value lies in the Project Approach taken to completing them. It is important therefore that from the start Patrol's are encouraged to make a plan.

The plan should be made after the initial idea for the project has been decided upon, and should contain the following elements:

- What the desired outcome of the project will be
- A list of tasks to be undertaken
- Which member of the patrol is responsible for each task
- A timescale for the task to be completed
- A list of materials required to complete the project
- How the final project will be presented



The more detailed this plan is the better. It will allow the patrol to have a 'mental picture' of how the project will work. It will also allow them to anticipate problems before they arise.

As the saying goes ... If we fail to plan, we plan to fail!



## On-going evaluation

Patrols should be encouraged to assess their progress at various times while they are working on the project. This has two major benefits:

- It will focus the patrol's attention on completing the work
- It will highlight problems with the original plan.

Any evaluation being carried out should be done so with reference to the original plan. If necessary, changes should be made to the plan and new task lists, deadlines, etc should be considered



## 5. Role of the Leader

Lands of Adventure is designed for patrols to complete. However, the Troop Leader has an important role to play.

To begin with, it is important to get the balance right. It would be wrong for the leader to get too involved in the patrol's project. Therefore the Leader should not 'impose' an idea on patrols and carry out all the planning for them. However, neither should the leader simply 'stand-back' and wait for the patrols to complete the project.

Ideally, the Leader's role lies somewhere in between, and involves the following:

- Guidance .... assist the patrols to be realistic in the project they choose
- Motivation .... there will be times when the patrol's motivation to complete the project may be reduced, and the Leader needs to be ready to give the patrol renewed purpose
- Inclusion .... it is essential that all members of the patrol are involved, and the Leader should ensure that this is the case

The Leader should remember that Lands of Adventure is not simply an activity. It is intended to be an educational experience, and the Leader should therefore keep in mind the objectives of Lands of Adventure at all times, especially in relation to the Project Approach. The process that the patrol undertakes in completing the project is of much greater importance and value than the actual outcome of the project.





## 6. History of Lands of Adventure

Lands of Adventure is a programme developed for Scouts within the European Scout Region, which includes all countries from Ireland to Greece and from Portugal to Finland, as well as Turkey and Israel. It is administered by the European Scout Office and a network of National Lands of Adventure 'Ambassadors'.

The programme was launched in September of 2003. An initial draft of the programme was developed by a Lands of Adventure Task Force, which had members from five different European countries. This first draft was refined during a study session in Germany in April 2002, and at the European Scout Leaders meeting in October of 2002 the final draft proposal was prepared and presented to the National Scout Associations.



By September 2005, 22 National Scout Association's have registered for Lands of Adventure:

Austria	Belgium	Croatia
Czech Republic	Denmark	Finland
France	Greece	Ireland
Italy	Luxembourg	Malta
The Netherlands	Portugal	Romania
Slovakia	Slovenia	Sweden
Spain	Turkey	UK



## 7. Lands of Adventure at Eurojam

### Aim

- to give Scouts, patrols and leaders an opportunity to get information about LoA
- to attract attention of Scouts to LoA and to give them an attractive example of how LoA works normally during the year



[www.eurojam.org](http://www.eurojam.org)

### The LoA Stand

One third of the European Tent in the middle of the Village of Countries was given to LoA. The space was decorated with posters of LoA, a great map of Europe and large posters about the three elements of LoA. The stand was open from morning to afternoon. Patrols could try a "little version" of LoA here: they proceeded as normal with LoA... had an idea, chose a module, signed in, completed the module and give back a report about it. Badges were presented and of course special "Eurojam LoA" certificates. It was explained to the patrols who took part that this was a simple version of LoA, and that they could apply to the ambassador of LoA in their country to follow the "full version" in their normal scouting programme. The patrols who took part were provided with various tools: camera, paints, big papers, computer, crayons etc. and were encouraged to do original and creative projects.



Visiting patrols were also encouraged to "express themselves" at a table covered in large sheets of paper. It proved to be very popular, but was not very true to the actual "LoA activity". Topics were suggested, (like "my favourite scouting activity" or "scouting is...") but the patrols mainly ignored them and simply expressed themselves ;)



Participation by patrols at the LoA stand was varied during Eurojam. There were approximately five patrols participating each day, with some days busier than others. Much depended on the daily programme at the jamboree, and only a few subcamps had free time to visit the Village of Countries each day.



## The LoA Evening

A topical meeting was held every evening in European Tent, and on one of these evenings a "Lands of Adventure meeting" took place. A presentation was made about LoA, the present situation was explained and the future plans for Lands of Adventure were outlined. There was also an open forum for discussion among participants. It was also an opportunity for a non-official ambassador meeting.



About twenty participants visited the LoA evening. Some of these were national ambassadors who wanted to meet informally together and to chat about the current situation in LoA.

LoA during Eurojam was one example of how all of us can promote the activities in our national and international events, and all leaders are invited to be "ambassadors" of LoA!

**Lara** (Italy), **Paul** (Austria) and **Marek** (Czech Republic) of the LoA team along with two other volunteers, **Bernadette** (Austria) and **Kate** (Czech Republic), promoted Lands of Adventure during the European Scout Jamboree 2005 - EUROJAM in Hylands Park, United Kingdom.





## Project Report Form



- Patrol Name :

- Troop Name :

- Country :

- Patrol Leader's Name

- Patrol Member's Names :

- Scout Leader's Name, Address, Email :

- LoA Project undertaken:

- Project Title :

- Name of Partner Patrol (EUR Hopping only) :

- Date Project Began :

- Date Project Completed :

- Dates of Planning Meeting(s) :

- Explanation of Central Idea or Concept behind the Project :

- Outline of the Plan of Action :

- Outline of Various Work Carried out by Patrol Members :

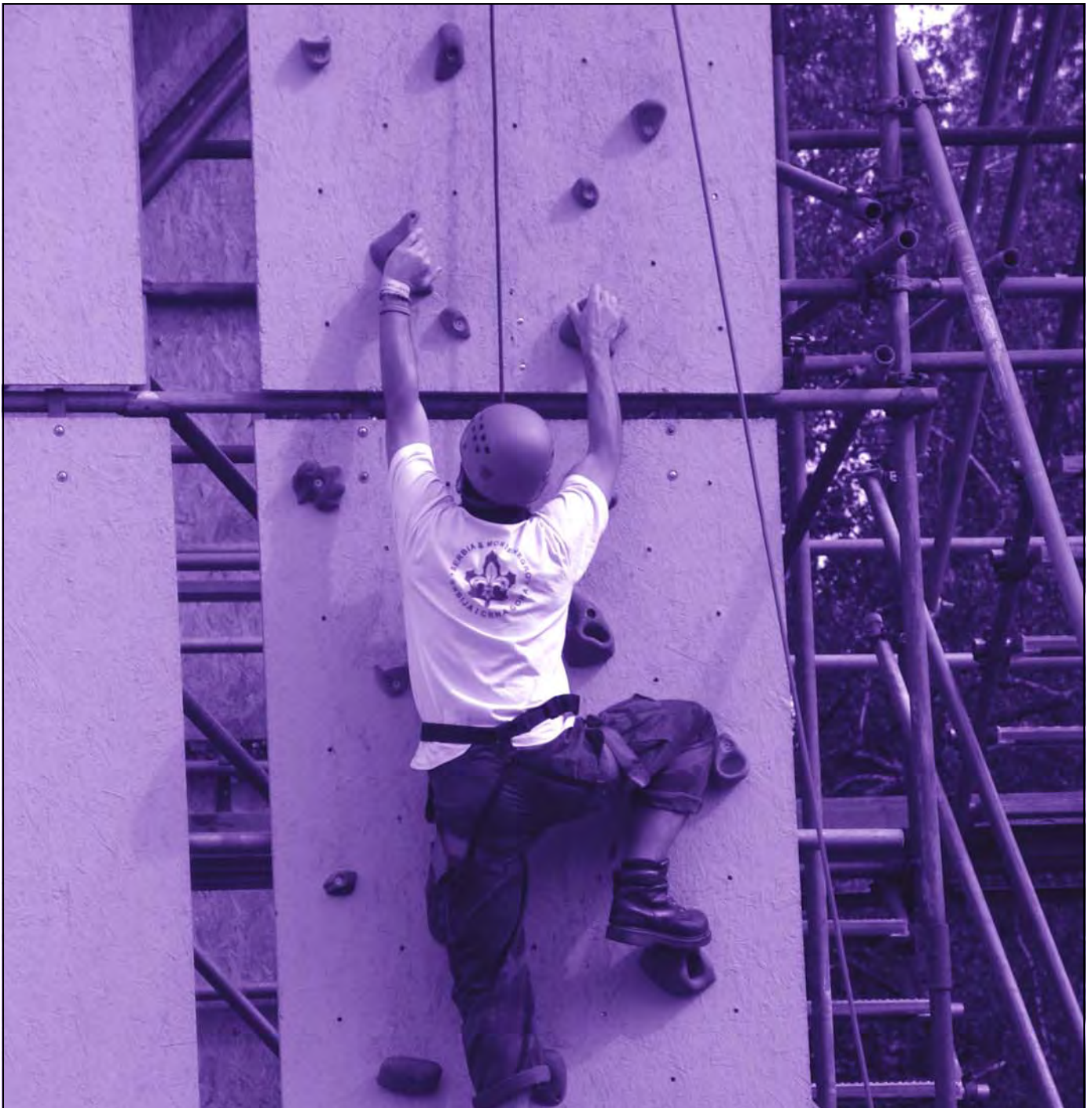
- Explanation of Finished Project :





*This is the first edition of the Lands of Adventure Leaders Handbook, and we would welcome any comments/suggestions you may have with regard to this publication. It is expected that the handbook will develop considerably over the years, and we invite you to contribute towards its development.*

*Please send all your comments, notes and observations to [eurobureau@euro.scout.org](mailto:eurobureau@euro.scout.org), with the mention "LoA Handbook".*



World Organization of the Scout Movement  
Organisation Mondiale du Mouvement Scout

