

# The ASM Project

## **PART 1**

### **IDEAS**

Mock emergency

Teach GPS

Teach Estimation

Leadership Games and Skills

Use the Award Scheme for ideas.

Should be run as a Troop Activity.

Discuss the activity with the Scout Leader and write a short report after the activity.

## **PART 2**

Should be a game unknown to the Troop

Wide Game Book or Internet.

Discuss the game with the Scout Leader and write a report of the game for the folder.

## **PART 3**

At Troop Council

Plan the Troop Programme

Scouts should plan the programme

Scout Leaders guide. Encourage them to include things from the Award Scheme.

## **PART 4**

Troop Council

Plan a meeting night.

Eg Construction theme

Emergencies theme

Initiative/ Leadership

Use ERICA as a resource

ASM Scout needs to run the whole night.

Put the programme in the folder.

Write a report for the folder.

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## **PART 5**

Theoretical

Plan an activity away from the hall.

Eg Bike hike, Patrol hike, visit to the zoo, visit to a museum, or the beach etc.

Should take up most of the day.

This is a theoretical activity only.

Need A5, Y4. Transport planning, budget, make record of phone calls or info got from the internet, plan food, plan activities, have an idea of times (programme) etc.

## **PART 6**

Theoretical

Plan a camp

Must be done as an individual project.

Can be the 30 km hike but if that is the case then it must be planned by the ASM Scout only.

Need Kit list

Equipment list

Menu and shopping list

A5 and Y4

Details of planning

Maps

Programme

Contingency

Budget

Anything else the Scout did as part of the planning.

For the Leadership Course Badge

Once they have done this they are eligible for the Leadership Course Badge.

Parts 1-4 need to be done.

Parts 5 and 6 need to be planned in theory and written up.

For the ASM badge and the medallion they need to actually run the camp they planned for part 6.

**PLEASE ASK FOR GUIDANCE BEFORE YOUR SCOUT GETS TO THE FINAL STAGES OF THE PROJECT.**

**DUNCAN OR ANDREA NEED TO APPROVE PARTS 5 AND 6 BEFORE THE SCOUT GOES AHEAD WITH THEM.**