agora

For Rovers, by Rovers:
Guidelines for running a successful Agora

SCOUTS
Creating a Better World

For Rovers, by Rovers:
Guidelines for running a successful Agora

These guidelines are designed for anyone interested in running an Agora.

While it provides some useful insights and inspiration, it should not be considered a training kit on project management or a thesis on youth empowerment.

If you need more information on these topics, this toolkit will direct you towards relevant resource documents.

This is a basic resource and guide which your Rovers can use to build the internal framework for your own Agora event, according to the specific methods that work for you.

Throughout this document, you will notice certain terms **highlighted in bold**. These are explained in more detail in the glossary.

For superscript [1, 2 etc.] see the back page for endnotes.

Hello

Welcome to Rovers everywhere. If you are interested in adding value to your Rover programme, maybe you would choose to run an Agora event, and these Guidelines could be very useful to you.

An Agora is a meeting place of ideas and dreams, a source of inspiration and energy. It is essentially a place for debate and sharing as well as for teaching and learning. The fundamentals of Scouting are present in a way that is attractive to young people of Rover age. Probably the most important output for Rovers is to gain new motivation and direction.

If you are reading this, perhaps it is because you have heard somewhere of one of the exciting Agora events run annually in KISC (Kandersteg International Scout Centre), and you liked the idea, or perhaps your association has or is planning to organize such an event. Either way, we think these Guidelines will provide some interesting reading.

In scouting terms, an Agora is an educational tool that uses the Scout Method to reach the educational objectives for the Rover age section[1] with a particular emphasis on **youth empowerment.** What makes an Agora so special is that it is an event run for Rovers by Rovers, thus dealing with issues of importance and relevance to young people in present day society.

Being part of an active **Rover programme** is an exciting experience for all involved. Your Rover programme can have many elements which are usually undertaken with enthusiasm and effort, bringing a sense of fun and achievement, in addition to new knowledge and skills. These programmes often include active outdoor challenges or experiences, service, intercultural and community projects, practical skills development, leadership experiences; in other words, various events and activities designed to enable Rovers better develop their personal **life skills**. This variety in the programme is vital for growth and engagement. However, while we can easily find reasons and opportunities to have fun in an active way, it is also worthwhile considering the benefits of taking the time to have an Agora as part of your programme.

This document aims to identify the benefits more clearly and guide you towards organising a successful Agora yourself. It is built on the collective knowledge and experience of those Rovers who have been involved in planning and organizing Agoras at national, European, and inter-regional levels over the last 6 years. Starting by exploring the concept, the main characteristics, and the relevance of an Agora, it then goes on to look in more detail at the process of planning an event, concluding with some practical examples.

We refer continually to Rovers in this document, but of course it applies equally to Rangers.

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The Concept

Let's take a step back and look at why the name Agora was chosen. The agora was the central market-place in ancient Greek city-states. Etymologically speaking, agora means 'gathering place' or 'assembly'. The agora was the centre of the athletic, artistic, spiritual, and political life; it was the heart of the city. An interesting aside is that the ancient agora of Athens is known as the birthplace of democracy.

THE MAIN CHARACTERISTICS

AN EVENT FOR ROVERS BY ROVERS

At European level, the last age section of the Scouting programme is referred to as Rovers, i.e. young people aged from 16 to 22 (although many **National Scout Associations** (**NSA**s) have different age ranges, they are usually within these parameters). Because they share similar needs, concerns, and goals; if the Planning Team consists of Rovers, it will usually get closer to the participants than any adult leader would; it would certainly better satisfy the requests of the participants and fulfil their needs. As Baden-Powell used to say…"ask the boy".

Baden-Powell also used to say that the best way to learn things is through personal experience, by actually doing them. His term, learning by doing, encapsulates what the Planning Team will get from organizing an Agora for its peers.

FLEXIBLE IN NATURE

By its very nature, because it is so flexible, an Agora may be the ideal tool to use in many different situations. It can be organized at local, regional, national, or international level, as a meeting place of experiences and ideas with a specific outcome in mind. It can be organized as an event to empower your Rovers, to bring them together to deal with different topics and discuss diverse issues. An Agora can be whatever you want it to be.

EMPOWERS YOUNG PEOPLE

When it comes to empowering Rovers, both the Planning Team and participants, a deliberate effort should be made to encourage, inspire, educate, motivate and challenge everyone to reach their highest potential. By doing so, these Rovers will develop their self-esteem, enhancing the quality of their leadership skills and life skills in general.

Youth empowerment is an attitudinal, structural, and cultural process whereby young people gain the ability, authority, and agency to make decisions and implement change in their own lives and in the lives of other people. During an Agora, Rovers gain the skills, knowledge, and motivation necessary to become more involved. Youth empowerment is a prerequisite to **youth involvement** which happens when young people play an active role in the decisions that affect them.

Youth empowerment can become a theme in itself during an Agora.[2,3] Putting theory into practice allows for greater learning and more capacity to get involved. Although youth empowerment does not come simply by talking about it, the opportunity for in-depth theoretical discussions on the subject has added benefits.

ACTIVELY USES THE SCOUT METHOD

The active use of the Scout Method is an essential requirement in an Agora[1], the planning of which should include each of the seven elements: The Law and Promise, Learning by Doing, Team System, Symbolic Framework, Personal Progression, Nature, and Adult Support.

EXPLORES DIFFERENT THEMES OF IMPORTANCE TO PARTICIPANTS

Rovers have important, interesting, and creative thoughts and inputs on many issues. These themes of interest should be developed in educational sessions combined with practical discussions. For such discussions, small groups are probably more productive. Teams give everyone a chance to be heard, to share their knowledge and experiences, and to think deeply about what is important to them. As a meeting place of ideas and dreams, this dimension of exchange and sharing is an important element of an Agora.

A combination of all of these characteristics should ensure a beneficial educational output and a successful Agora.

The Relevance

WHY AN AGORA IS RELEVANT FOR
A NATIONAL SCOUT ASSOCIATION (NSA)

An Agora is an educational experience and not just an event. The way in which it is organized and run actively contributes to the mission of Scouting. Moreover, having Rovers discuss important issues can be very profitable for any NSA. It empowers Rovers and thus encourages greater quality involvement both inside and outside of the NSA. This pool of empowered Rovers becomes a valuable resource for your association. By acknowledging how Rovers organize an Agora for their peers, the NSA can strengthen the relevance of its Rover programme as a whole and can organize and/or support an Agora to address national, regional, or local Scout issues.

For example, an Agora can easily become a tool to:

▸ Launch a renewed Rover programme or introduce it to new members of the movement.

▸ Involve Rovers in the planning of a bigger Scout event.

▸ Strengthen the identity and community of Rovers.

▸ Introduce to Rovers new ways of getting involved and participating.

▸ Involve the Rover age section in the **decision-making processes**.

▸ Pave the way for international involvement of Rovers and future collaboration between associations.

In this way an Agora is also relevant for Rover commissioners and Rover leaders as it enables direct input and feedback and allows them to check 'the pulse' of the Rover section on relevant issues.

WHY AN AGORA IS RELEVANT FOR **PARTICIPANTS**

As both a motivational and educational tool, an Agora helps develop participants' life skills. It is important to develop a precise profile of targeted participants, depending on the purpose of the Agora. This ensures that participants are involved in a meaningful way during the event. An Agora should not be an open event, which any available Rover can attend. It is more a matter of gathering representatives who have been selected (via elections or nominations) for their personal qualities and motivation.

An Agora empowers its participants in terms of knowledge, skills, and motivation and gives them direction. As numbers are usually limited, an Agora offers a more intimate atmosphere with the possibility of creating strong friendships, engaging in meaningful exchanges, and contributing to active discussions. Experiencing such an event has an added benefit in that it equips participants with the knowledge and skills, which they can use to better contribute to their association.

WHY AN AGORA IS RELEVANT FOR **PLANNING TEAM MEMBERS**

It is a new challenge. Rovers in the Planning Team may acquire many new organizational skills while preparing, running, and evaluating their Agora. It is a chance to learn from other Rovers, and be part of a challenging and rewarding experience. An Agora creates an opportunity for the Planning Team to get involved at a higher level of project management in a safe environment. It can contribute to the self-development of a Rover and often becomes a milestone in their life as a young adult.

Perhaps for the first time, Planning Team members will have responsibility for the educational content of each of the sessions, and they must ensure that the event engages each of the elements of the Scout Method. This is a big change from being on the receiving end of the 'programme' where this responsibility has belonged to someone else. An Agora can be seen as an ideal transition for older Rovers from youth member to leader.

WHY AN AGORA IS RELEVANT FOR **THE COMMUNITY**

Scouting's vision is to create a better world. This vision is not restricted to the Scouting sphere; it encompasses our communities, our friends, our schools and universities; the entire society in which we live. During an Agora, Rovers discuss Scout topics as well as issues of interest that go beyond Scouting.

Service is an important element of Rovering and these sessions can be designed to encourage participants to better understand the needs of their communities. As they gain motivation and discover new ways of approaching some of the realities of their society, it is hoped that the Agora will strengthen their commitment to greater involvement. As a Scout event focusing on youth empowerment, an Agora can contribute to the development of happy, active peace-builders and helpful citizens.

Actively participating in the process of an Agora can offer added value for all involved.

The Essential Elements

PEOPLE

THE PLANNING TEAM MEMBERS

As already mentioned, an Agora is an event for Rovers by Rovers. The Planning Team should consist of 3 to 6 Rovers. The idea is to have a small, tight team. This makes organization easier and usually leads to a more dynamic group. Rovers with different backgrounds (in terms of Scouting/Rovering experience, gender, location, skills) bring different perspectives. The diversity of the Planning Team should also reflect the diversity sought in the targeted participants. For bigger events, the Planning Team might require more Rovers with a small core group of leading organizers delegating but managing the progression of the entire event.

THE PLANNING TEAM SHOULD CONSIST OF ROVERS WHO ARE:

- Enthusiastic and energetic
- Active and capable
- Imaginative and creative
- Knowledgeable about Scouting's fundamentals
- Experienced in using a **project approach/perspective**
- Responsible/Accountable/Consulted/Informed (**RACI**)

The members of the Planning Team can be recruited through different channels. For example, you may already have elected Rovers to be national/regional representatives, some of whom could be ideal for this. You can also advertise, as well as inviting participants from previous events, or Rovers with specific talents and abilities. If your Agora takes place on a regular basis, it is a good idea to keep some continuity by retaining some Planning Team members to work alongside those new to the next team. The main thing is to have a team that can meet regularly and is willing to work hard.

SKILLS REQUIRED OF THE PLANNING TEAM MEMBERS:

- An ability to work well with others
- An ability to communicate on many levels
- An ability to organize and make decisions
- A knowledge of diverse communication and presentation methods

Working hard together, pushing limits, learning new things, achieving goals and having good fun should ensure a successful Agora.

The project's content is one thing; the people involved are another, and equally important. When friendship and fun are nurtured, your Agora can reach a '1+1=3' level in which success goes beyond your expectations and all the things you could have planned!

THE PARTICIPANTS

To ensure the success of your Agora, it is important that the Agora participants are Rovers who represent the group, community, region, or country they come from. Good representation requires knowledge of the programme and the people they represent, as well as a degree of accountability in terms of reporting back to their peers. Consequently, motivated participants will feel a duty to engage and the overall quality of the Agora will be increased thanks to their input.

You might consider inviting Rovers who match a specific profile to participate. Or perhaps post specific requirements so that those interested can apply and thus have more ownership of their responsibilities. Either way, participants should have enough information beforehand so that they know exactly what to expect.

What follows are two examples of participant profiles. The first one is quite general while the second is more specific; it has been adapted from the profile of Rovers participating in the first Inter-Regional Agora in 2012.

1 EXAMPLE 1 - GENERAL

Participants should be:

- ▸ Members of the last age section.
- ▸ Actively involved at local or national level.
- ▸ Motivated representatives of their group, community, region, or country.
- ▸ Eager to develop skills which will help them throughout their lives.
- ▸ Interested in the themes to be discussed at the Agora.
- ▸ Good communicators with an ability to think outside the box.

2 EXAMPLE 2 - INTER-REGIONAL AGORA 2012

Participants should be:

- ▸ Members of the last age section (aged 16-22).
- ▸ Able to understand and communicate well in English.
- ▸ Motivated to organize Rover events. The Inter-Regional Agora 2012 does not just address Rovers who have experience in participating in international fora; it is an empowering opportunity for all motivated Rovers.
- ▸ Sufficiently knowledgeable of the Rover programme in their country.
- ▸ Prepared to feed back to their NSA, who should then consider the best ways in which the experience accumulated during the event could be used for the benefit of the programme for the Rover section of the country.

THE ADVISOR

While an adult Advisor supports the Planning Team as a consultant, they are not part of the Planning Team. Their role might be to help everyone understand the concept of the Agora, or to ensure that the educational goals of the Agora are met. A trusting and friendly relationship should exist between the Planning Team and the Advisor. The role of the adult Advisor is to ensure that the programme can achieve its objectives by using the Scout Method. The Advisor provides organizational support for the Planning Team that might include budget monitoring, as well as giving advise on, or facilitating the right communication channels and networks. They might also help maintain the motivation of the Planning Team when it faces difficulties and provide a 'safety net' function.

THE SCOUT METHOD

An Agora empowers Rovers through the active use of the Scout Method. The educational strength of this Method should not be overlooked. The principle of learning by doing also means that Scouts experience Scouting; they don't simply talk about Scouting. Therein lies the magic.

An Agora is often the first major experience of educational-event planning for the Rovers on the Planning Team. Consequently, it is important for them to think about what education means in Scout terms. Understanding the Scout Method is a critical part of such an endeavor. By being fully aware of what the Scout Method is and by explicitly and concretely trying to implement it when running the Agora, the Planning Team members learn how to plan a successful Scout educational-event, i.e. they are learning by doing.

As far as the participants are concerned, they are active Rovers. By choosing to be Rovers, they acknowledge the contribution that Scouting makes to their lives. They might often wonder why they like Scouting, especially when making decisions regarding their various other involvements in the context of intense study and socializing opportunities. Rovers have moved beyond simply experiencing Scouting; they also are more aware of why they have chosen to be involved. As a Rover, active involvement and use of the Scout Method is more of a conscious process than it is in the younger age sections. Age, experience, and level of understanding of their participation and involvement all come into play.

The Scout Method is a solid platform on which to build an educational event. The appropriate inclusion of each of the seven elements is vital to ensuring the success of your Agora. Consider the following as some examples of how the different elements might appear and use your creativity to devise other ways to make them evident.

PROGRESSIVE SCHEME

LAW AND PROMISE

ADULT SUPPORT

SYMBOLIC FRAMEWORK

TEAM SYSTEM

NATURE

LEARNING BY DOING
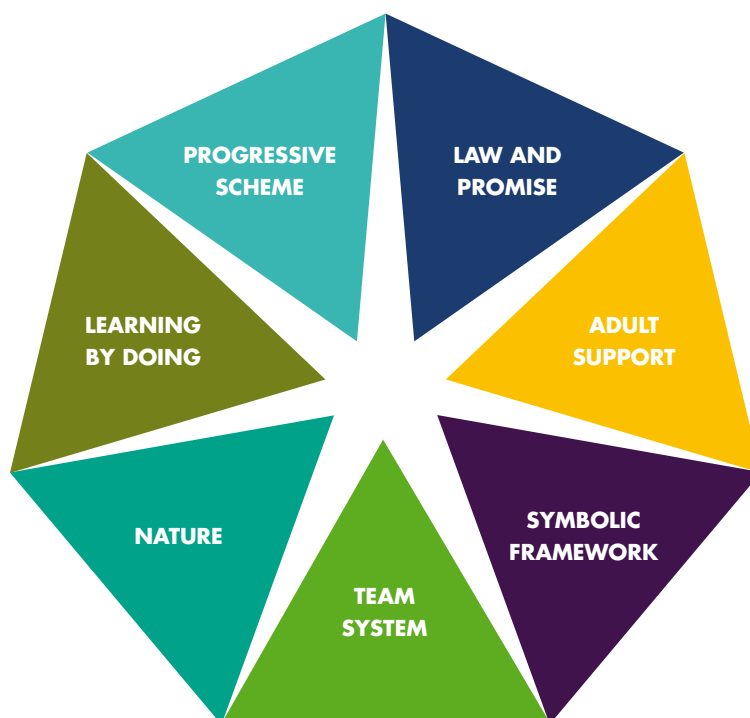
LAW AND PROMISE
AT AN AGORA

Commitment to Scouting's ideals should be obvious during the event. Rovers' core identity as Scouts, their acceptance of Scout values, and what this means in their lives can be strengthened in many ways during the Agora.

The Planning Team may create an atmosphere which reflects the positive attitude of the Scouting Movement. While this may be diverse, it is a Movement of more than 31 million people, all of whom share the same vision and a very similar Law and Promise.

Ethics and morality can be one of the central discussion themes for the event with topics such as:
▸ What do Scouts and/or Rovers commit to?
▸ To what extent is Scouting different than a hobby like football or dancing?

The participants can create a charter for the event, agreeing on certain rules and behaviors that they will honor.

PROGRESSIVE SCHEME
AT AN AGORA

The event should be structured so that the personal development of each participant reached during the event is evident and visible. This can be achieved by making the objectives of the event very clear to the participants and by allowing the participants to evaluate their progress. These objectives should be SMART (specific, measurable, ambitious, realistic, and timed).

Every session should have its own objectives that contribute to the overall objectives of the event. Objectives should be introduced at the beginning of each session and revisited again at the end to make sure that they have been reached. Here again, a tool can be created to make this progressive learning process visible.

The Planning Team can create a tool to help participants recognize their starting point in relation to some specific individual values, skills or knowledge of their own, possibly aligned with the objectives of the event. Rovers should be able to recognize their development in these areas over the course of the programme. New knowledge and skills can be identified as part of the evaluation process in an obvious way.[3]

New personal goals can be set. Participants can be encouraged to reflect on their achievements during the Agora. They now have a new 'starting point' from which to set goals for their future.

Participants should learn from each others' realities/ programmes. This sharing of experience should be strengthened with specific sessions. By bringing Rovers from different backgrounds to a place where they can exchange knowledge and information, they can confront their own convictions, knowledge or skills while recognizing those of others. Acknowledging these differences allows individual progression and mutual learning.

TEAM SYSTEM
AT AN AGORA

An Agora is a meeting place of ideas and a source of inspiration and energy. Its structure lends itself to the use of small teams. This should be the default position. Scouts and Rovers already have a wide experience of team work and its benefits. Small-group work is particularly important where there are different levels of language proficiency.

Using the team system encourages each participant to have more opportunity to share and explore their own thoughts and ideas. It also allows everyone to be involved and contribute to the work.

An Agora should facilitate an opportunity for participants to experience different roles within a team. It may not happen by itself but it is not difficult to convince Rovers to take turns at being the facilitator, the presenter, the note taker, or maybe even a leader of the different small teams that are used throughout the Agora.

Using small teams for exercises encourages better interaction and leads to better quality results.

LAW AND PROMISE AT AN AGORA

The 2011 edition of the European Agora was called Alias-Rover. In the invitation letters, the theme was introduced with the following words: 'Alias sometimes means pseudonym; a way to call someone or something differently. Thus, it is a sort of nickname that is part of one's identity. With the theme Alias-Rover, we would like to acknowledge our identities as Rovers; identities that always exist even when we are not wearing our uniform, even when we are not attending a formal Scout meeting. We will thus address and challenge Rovers' commitment in Society and try to understand what Rovering means.'

On the last evening, when wrapping up the work produced during this Agora, (the event focus on what being a Rover means), everyone was invited to renew their Scout Promise around the campfire. It was an inspiring and meaningful moment after three days of sessions, games, and friendship.

PROGRESSIVE SCHEME AT AN AGORA

The 1st Inter-Regional Agora promotional video depicted a Rover arriving at the Agora with a little backpack and leaving the event with a much bigger one and lots of friends from all over the world.

During the event, to make the participants' progression and the achievement of the Agora's objectives visible, a summary handout was added at the end of each session to the backpack of the image of a big Rover depicted on a wall in the main room. When putting these elements in the backpack, the session leader recalled how the session fitted into the overall **educational process** of the Agora. Handouts were also distributed to the participants.

TEAM SYSTEM AT AN AGORA

During the 1st Inter-Regional Agora in 2012, a **Six Thinking Hats** session was used to address the issue of youth participation in decision-making. The participants formed teams of six Rovers. Each team was given a concrete scenario inspired by common Scout challenges at different decision-making levels (Rover team, local group, district, national, international, world levels). After being introduced to the Six Thinking Hats method in the first phase of the session, each team was asked to find a solution through discussion. When speaking up, a member had to find the hat corresponding to the nature of their input. In the second phase, while they were trying to strengthen their solution by seeking a greater level of youth participation, they were asked to all wear the same hat at the same time and give input of the same nature before changing hats and moving on.

In this way, they were both able to identify their individual tendencies in terms of the nature of their input in problem-solving situations, and experience other roles while discovering an efficient approach/method to teamwork and decision-making.

SYMBOLIC FRAMEWORK
AT AN AGORA

The Symbolic Framework is part of the Scout Method. Even if experience shows that Rovers sometimes think it is more suitable to younger age sections, it is equally relevant to the Rover age. We enjoy stories, adventure, and having fun at any age.

The Symbolic Framework is the outward appearance of your event which helps to tie it together in a visible way and make it more fun and exciting. It is important to use it to bring meaning to your event and to serve your educational objectives; it is not just for colour and decoration. Your Symbolic Framework can complement your theme in many ways. For it to have credibility, it is important to launch it properly, maintain it during the entire event, and conclude it carefully.

The Symbolic Framework will influence everything from the name of your event, to the invitation and acceptance letters; from the decoration of your venue to the methods and games used in your sessions. Make it vibrant from start to finish.

Symbolic Frameworks for Rover age generally concentrate on a voyage of discovery and self-discovery.

NATURE
AT AN AGORA

Baden-Powell once wrote that 'The man who is blind to the beauties of Nature has missed half the pleasure of life.' There's no need for a reminder of the importance of the role played by Nature in Scouting: run the exact same activity inside and outside and you will grasp the sense of what Nature can bring in terms of dynamics, energy, and teaching. The Planning Team should carefully choose the venue and make the most of it. Baden Powell also said: 'For those who have eyes to see and ears to hear, the forest is at once a laboratory, a club and a temple.' Using the outdoors encourages movement and involves the use of larger spaces and different environments. Nature is a place for adventure and challenge, leading to achievement and empowerment. It is also a place for silence and introspection.

Sessions, meditations, and games can be designed to take advantage of particular features of the environment.

When it comes to how meals and accommodation are organized, capitalize on Nature.

Make your event as green as possible.
▸ Consider the channels of communication you choose to send out information.
▸ Don't forget to recycle.

LEARNING BY DOING
AT AN AGORA

Participants will learn through interactive sessions, activities, and discussions. It is important to place a strong emphasis on capitalizing knowledge and reflecting on what has been learnt both in terms of content and method (running a session on conflict resolution for instance will attract more interest if the theoretical part is followed with role play).

For the Planning Team, the learning experience in terms of project managing an educational-event will be huge. More broadly speaking, participating in an international Agora can also be a valuable learning experience for a Rover willing to run a national or local Agora back home.

ADULT SUPPORT
AT AN AGORA

This aspect of the Scout Method can take many shapes as there are a variety of ways in which the participants and the Planning Team can be supported by adults. The presence of the Advisor both during the planning process and at the actual event is important, if not vital, for the success of the Agora. The unique relationship between youth and adults built on equality, respect, and trust encourages experiential learning and can contribute to the development of an exciting programme.

The Advisor, although not a member of the Planning Team, offers another element of diversity. The role of the adult Advisor can vary according to the needs of each Planning Team. Adult support at an Agora can also go further than the mentoring relationship between the Advisor and the Planning Team:

▸ Invite inspiring adult guest speakers and experts.
▸ Run sessions involving input from both adults and Rovers.
▸ Connect your Agora and its outcomes to other networks of youth and adults, such as other organizations or think-tanks.

SYMBOLIC FRAMEWORK AT AN AGORA

In 2009 an Agora was organized to strengthen Rovers' involvement in the decision-making processes of their Rover programme. The theme of the Agora was Democracy and its Symbolic Framework was The Agora in Ancient Greece.

Participants were asked to wear togas for the opening and closing ceremonies, a Greek Dinner was organized, some sessions were inspired by the debating and voting models of ancient Greek Fora, a Project Fair was set up as a Greek market-place, and more adventurous activities were run outdoors on the model of the Olympic Games with the values of peace and constructive **inter-generational dialogue** between athletes, etc. The educational content of the sessions was intended to increase democracy within Rover programmes.

NATURE, NATURALLY! AT AN AGORA

At Agoras, we would seldom find the time to organize a hike just for the sake of hiking... but when it comes to building team-spirit and getting participants to freely discuss important topics, the outcomes are very valuable! The **Walkie Talkie** session is a classic for many Agoras.

It is an adaptable tool that does not require too much work on the part of the Planning Team and besides, participants really like having opportunities to chat! It has been used as a short exercise, making valuable use of time spent walking from one venue to another through a forest, on an evening activity. It has also been given more time during the day where the route was a circular one and there was short team tasks to be performed along the way. It is another way to enable Rovers to enjoy Nature.

LEARNING BY DOING AT AN AGORA

The first Inter-Regional Agora in 2012 introduced the project approach. To empower the participating Rovers in the area of project management, their needs were determined. Then, they creatively chose ideas for projects; were introduced to the necessary tools to successfully run these projects; and put in the situation of actually planning, running, and evaluating their projects.

Via an accelerated simulation session with deadlines for handing-in communication strategies, programmes of activities, etc.; participants experience what it means to manage a project. They learn much more under this kind of motivating pressure and they feel confident afterwards when it comes to actually implementing their projects back home.

ADULT SUPPORT

The **World Café** is a powerful session in terms of outputs. It aims at providing several solutions or answers to one issue or question. For example, when drafting a new Rover programme, a NSA can organize an Agora and invite Rovers, Rover Advisors, and members of the National Rover Team, to sit at the same table. Thanks to their different experiences and perspectives, their input will contribute to a new Rover programme of quality. Through the process of a World Café, their creativity will be strengthened and the final decision-makers will have several propositions for the Rover programme.

The Scout Method works because its seven elements complement each other; they are coordinated and balanced.

Baden-Powell explains it as follows: 'if some instruments are missing from an orchestra or out of tune or too loud, the concert will never sound tuneful and harmonious.' So it is with the elements of the Scout Method and the Agora.

The Framework

Topics

The objectives of your event will directly influence the topics you choose. An Agora is a good opportunity to go deep into topics. It is important to have SMART objectives (specific, measurable, ambitious, realistic, timed), an **educational process** of discovery and learning coherently linking a limited number of topics. Depending on the aim of your Agora, different types of topics might be appropriate:

YOUTH PARTICIPATION TOPICS

An Agora aims to empower Rovers and increase their capacity to play an active role in the decisions that affect their lives inside and outside Scouting. Following the principle of learning by doing, we know that we cannot simply talk about these topics. However, it is true that transforming theory to practice is a valuable plus. Some examples of **youth participation** topics:

▸ Youth empowerment

▸ Youth involvement in decision-making

▸ Leadership

▸ **Inter-generational dialogue**

▸ Co-mentorship

GLOBAL TOPICS

When aiming to create a better world, Scouts acknowledge the potential of Scouting to impact and contribute to the improvement of our world, our society, and our communities. This requires knowledge of what's going on. Rovers and youth in general care about global issues in a particular way for they will be the ones facing the consequences in the years to come. Why haven't we solved these? Are the decision-makers not creative enough? Some examples of global topics:

▸ Global warming

▸ Peace

▸ International development and inequalities

▸ Human rights

▸ World citizenship

▸ Immigration

SCOUT TOPICS

Agora is a tool that can be used to tackle many topics or issues. It strengthens Rovering, the community of Rovers, and seeks their input by creating an opportunity for them to speak up in a safe environment. Some examples of Scout topics:

▸ The Scout Method or one of its 7 elements

▸ Growth

▸ Embracing change

▸ Rover identity

▸ Your Rover programme and its tools and structure

▸ An up-coming Scout event

▸ Communication

▸ Fundraising

▸ Project management

OTHER TOPICS OF INTEREST TO THE PARTICIPANTS

Depending on the objectives you have set for your Agora, you might want to discuss other topics of interest to the participants. An Agora is meant to be a fun and interesting human experience composed of training sessions, discussions, informal times, games, outdoor activities, etc. Here are some ideas of topics of interest to young adults:

▸ Job opportunities for youth

▸ Traveling

▸ Academic topics

▸ Information and communication technologies

▸ Social media

▸ Skills for life

Sessions

Your sessions are the building blocks of your Agora and should support your topics, involving a combination of content and methods with specific objectives fitting within the overall educational process.[4]

For the sake of having a strong Progressive Scheme and facilitating the learning experience, the objectives of each session should be made clear to the participants at the start of every session. How the session objectives relate to the overall educational process of the Agora can also be pointed out. These are important benchmarks for the participants, who then realize what they are going to experience, and what they have learnt. The overall structure of the session and its timing should also be clearly communicated.

At the end, it is important to clearly show the outcomes of and takeaways from the session. When wrapping up, it is essential to revisit the initial objectives to make sure that they have been reached, and to link them to future sessions.

Since a session also has its own micro-educational process, it has operational objectives of a different nature. In fact, not only does it enrich the knowledge and skills of the Rovers involved, it impacts their motivation and their interactions either as participants or Planning Team members. The Planning Team's control over the process of the sessions will change depending on whether a session aims at informing the participants through a presentation format or enhancing their creativity through a task or discussion format. For instance, there could be sessions during which the Planning Team simply facilitates the work of the participants. This is important because ultimately, an Agora is a meeting place of ideas, projects, and experiences. It should always have a specific emphasis on discussing, sharing, and learning by doing.

PREPARING A SESSION OR A GAME? You will find the following framework useful:

WHAT IS THE OBJECTIVE? What is it that we want the participants to achieve, or what do we want to know from them?

WHAT ARE THE LOGISTICS? When and where is the activity going to take place? What material will it require? How does the environment contribute to/affect the activity? How will we ensure safety? Does this require some pre-activity communication and if so, when and how is this information distributed? How long will the activity last? Why is this duration good?

WHAT ARE THE RULES? Why these rules? Why do they work? How will we explain the activity and its rules? Is this a creative way of explaining the objectives of the activity? Is it an efficient way? Which material if any will we use for this specific purpose?

WHO ARE THE TEAMS? Do we need teams? How do we create the teams? Are we being creative here? How do we make sure that they are balanced? Do they require some specific material?

WHAT IS THE SYMBOLIC FRAMEWORK? How is the Symbolic Framework going to contribute to the activity? How do we make it visible? How do we launch it? How do we maintain it? Does it require an invitation or some pre-activity settings or communication? How do we conclude the story?

WHAT ARE THE ROLES? Who does what and when? How do we include everybody in the game, even someone with challenges or disabilities? What are the roles of the Planning Team members? What are the roles of the participants? How do we make sure that these roles are clearly understood by everyone? Are these roles active or passive? Do they require some specific material or costumes?

WHAT IS THE ACTION? What do we concretely do? Is there more than one action? Are these actions engaging? Interesting? Do they serve our goals and the objectives of our session and our Agora? A session usually combines several types of actions. These are closely related to the methods you will use for your sessions. While the following are some broad categories of actions, you should be more precise when preparing a session:

- ▸ Socializing and playing
- ▸ Hiking
- ▸ Brainstorming and presenting
- ▸ Creating and producing
- ▸ Acting and simulating
- ▸ Thinking and meditating
- ▸ Discussing and debating
- ▸ Reporting and evaluating
- ▸ **Valorizing**

All these actions can take different shapes whether they are experienced at individual level, in pairs, or in groups. They can also go beyond the boundaries of the participating Rovers and include the Planning Team, the different contributors/speakers, the Advisor, and those supporting the event. It is also engaging and empowering to meet locals and maybe run some short projects with a local institution, a school, an association, a hospital, etc.

While it is tempting to divide the sessions between the Planning Team, it is more useful if the sessions are organized communally. If, on the other hand, the sessions are divided out amongst the Planning Team, good communication is essential for maintaining a unified approach, dynamic sessions, and a good flow between them. As much as possible, the entire Planning Team should be present during every session so as to support the Rover(s) in charge, to give them feedback afterwards, to 'feel the room' before the following sessions, and to enjoy the human experience. There needs to be a strong link between participants and the Planning Team. Remember, this is an event for Rovers, by Rovers.

Methods

The methods you will use will vary according to the content of your sessions and their objectives. The following factors will also impact your choice of methods:

- ▶ Number of participants and their backgrounds
- ▶ Your event environment and the material available to you
- ▶ Competencies and skills of your Planning Team and other contributors/speakers
- ▶ Educational approach and strategy you have chosen

Diversity within a Planning Team will ensure different personal experiences providing ideas and knowledge of different types of activities and session methods. You should valorize these competencies and make the most of them. The Planning Team should also be flexible and adapt or combine methods to better fit the sessions. Exposure to various methods means exposure to different roles and positions as well as different skills and learning processes. Furthermore, the Planning Team should seek to balance the level of energy required for each session. In fact, it is important not to burn-out the participants and to acknowledge their limits and those of the Planning Team. To this extent, continuous feedback from participants is both useful and essential to allow the Planning Team to adapt if necessary.

When choosing the methods you use in your sessions, keep the Scout Method in mind. The use of teams, the emphasis on progression, the need to put theory into practice, the importance of nature, etc., are all elements leading to interactive sessions. Although some sessions will be more tiring and intense than others, this does not mean that they should not all be interactive, interesting, and fun. At the session level, however, it is important to adapt the methods to a fluctuating level of attention[1].

ATTENTION

10   20   30   40   50   60

TIME IN MINUTES
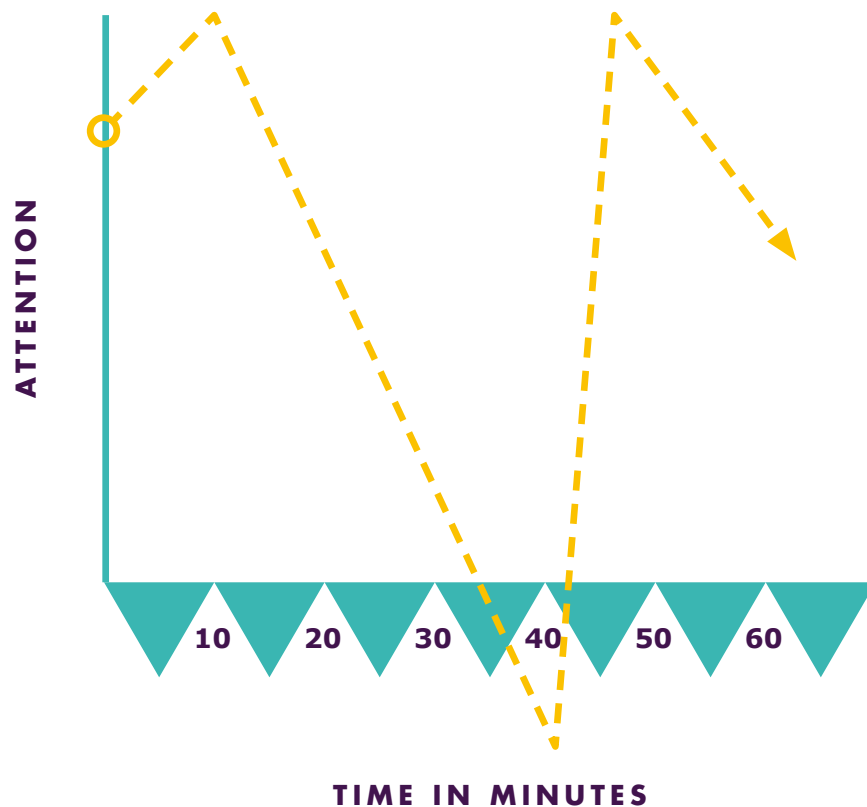
Graph taken from the T-Kit n°6 on Training Essentials shows how methods should impact attentiveness. See resource documents back page.

ALSO CONSIDER THE CONTRIBUTIONS OF:

▸ **Visual content** (pictures and videos, schemes and drawings, Post-it™ and flipcharts, symbols and Smileys, PowerPoint and Prezi presentations, handouts, etc.)

▸ **Audio content** (music, microphone, silence, etc.)

▸ **Materials** (costumes, material to mould or create visually, sport equipment, etc.)

▸ **Physical and environmental settings** (lights, position of chairs, tables, decoration, etc.)

▸ **Levity vs. seriousness.**

The texture of your sessions - meaning the different elements of content and form - will influence the overall success of your event. It requires careful and precise preparation.

The success of a session often takes the shape of intellectual emulation illustrated by participants continued thinking, talking, debating, and creating when the session is over and when they could go to bed or simply eat their lunch.

Be attentive to these golden moments but also leave space for them to happen: They are the consequence of scheduling informal time, time to enhance discussions and friendship, time to go deep into a limited number of topics with interactive methods.

Process Structure

NEED — Initially, there is a need. Perhaps your Rover programme needs to be developed in a given dimension. This need dictates the goal of your Agora.

EXAMPLE: Our Rover programme needs to have a greater impact in our communities, gain visibility and to reach out.

GOAL — The goal of your Agora is what you are aiming at in terms of outcomes. However, it remains a big picture and has to be detailed in terms of precise objectives.

EXAMPLE: Our Rovers should conduct more projects in their communities.

OBJECTIVES — Specific, Measurable, Ambitious, Realistic, and Timed (SMART) objectives allow you to reach you goal.
These objectives imply acquisition of knowledge, skills, values and attitudes regarding specific topics.

EXAMPLE: By the end of the Agora the participants will have:

▸ Developed a Rover project to run in their respective communities.

▸ Produced with the Planning Team a mock-up for the chapter on 'Community Service' in the new Rovers Notebook.

TOPICS — The Planning Team will choose topics of interest to the participants. These topics should feed into the objectives of your Agora. These topics might not be directly linked to Scouting.

EXAMPLE:

▸ Citizenship and Scouting

▸ Project Management

SESSIONS — They are the tools helping you to reach your objectives. They support your topics. They should be very well prepared, interactive and combine several methods.

EXAMPLE: At the end of the session, each project team should have a complete final draft of its project including Resources, Programme, Communication and Implementation matters.

METHODS — Various methods allow for different learning styles and they enhance your sessions.
Getting to discover many methods is a part of the experience for the Planning Team and the participants.

EXAMPLE: Each team puts itself in a situation of simulating the project they have chosen from its preparation to its evaluation. Several deadlines are given to them for returning elements such as a their Programme of Activities, a Communication Strategy, etc. Within one day, the entire process is speeded-up allowing the participants to experience the full picture of project management and develop a complete project ready to be implemented.

The Process

PREPARATION

FOR THE PLANNING TEAM

When looking at the issues related to youth involvement in various organizations, including Scouting, a major risk is burn-out. It is important for everybody involved in the process of an Agora to understand that a Planning Team member shouldn't stop university/high-school during the preparation of the Agora; they are not employees of the Scout Association (NSA or Region), and yet they do have responsibilities. A balance is necessary and this is why solutions ought to be found to optimize everybody's efforts.

The Golden Rule: During the planning process the Planning Team should follow a golden rule that will partly ensure the success of the up-coming Agora. It stems from the very nature of an Agora, an event for Rovers by Rovers. It simply states that Planning Team members should always be open to learning new skills, and search for new knowledge or content for the sessions they prepare. In this way, they help to ensure the quality and relevance of the programme.

Teamwork: There must be a leader within the Planning Team to ensure that it is coordinated and motivated. On the other hand, their role is not to do everything themselves but rather to delegate tasks of preparation and animation before, during, and after the event (and to delegate to themselves too).

Trust is important. While we acknowledge the need to benefit from brainstorming sessions and re-reading somebody else's work, the responsibility for each element needs to be clear and well defined. The valuable outcomes of teamwork are trust, delegation, and communication. At every stage of the process the team members should feel confident about the event. Feedback should be continually encouraged.

Don't burn-out. Prioritize your work, value friendship and solidarity. Even if in the short term it seems to hinder the efficiency of your work, ask for help if you need it. Perhaps work in pairs. Experience reminds us of the need to finish every planning meeting with questions such as: How is everyone doing/feeling? Any thoughts/feedback to share before we end our meeting today? Ciara, do you need help with your session? Can one of us help Emil in the finalizing process of his slides? Birute, good luck with your exams this week.

Scheduling: It is important for the Planning Team to have a clear and realistic schedule of how things are going to pan out. It is necessary to make, with as much details as possible, a schedule of how everything will happen from the first meeting until after the event. Of course this will change as things move along.

Within this schedule, the Planning Team needs to explore how their engagement will fit into their own life and be clear about what is achievable for them. Efficient Skype meetings and respected deadlines are very important.

Skype, DropBox, Google Docs, Edmodo, Facebook: A few years ago, we did not have the technology we have today. Finding in your agenda the time to travel is not always easy. Meet virtually. Make good use of the available technology to have remote meetings, share documents, work together on documents, and keep each other updated.

Rover Advisor: We've already talked about the importance of the Advisor in the Agora process. There are hundreds of decisions to be made (e.g. on communication, financial aspects, registration, animation, travelling) and recognizing that some decisions are more important than others is a key learning experience. Given the complexity of some of these decisions and the skills they require, and given how busy everyone will be, support from the Advisor can be invaluable.

The Planning Team should definitely focus on drafting the programme, preparing and animating the sessions, ensuring direct communication with

the participants and the following up in the post-event period (evaluation, impact, etc.).

The Advisor's role here is mostly to observe and support. When it comes to financial matters, registration, logistics, or more strictly-technical matters, it might be a good idea to lighten the burden on the Planning Team and seek assistance or guidance from helpers (Advisor, employed members of the NSA, etc.)

Extra-help: If the Planning Team feels that it is not suitably equipped to organize a specific part or run a specific session, it should feel fine with asking others to help. For example, if one of the participants or staff at the location is more experienced in talking about X, then the Planning Team could invite them to work on this.

Valorization and capitalization: When the Planning Team works and produces documents such as session preparation sheets, schedules, organizational charts, reports, etc. it is useful to write these in such a way that the documents are clear, well formatted, and easily understood. Thus the work produced is valorized for future Planning Teams. Such effort requires time and attention but it is extremely useful in the long run.

FOR THE PARTICIPANTS

The participants come as representatives. They need to understand the concept of an Agora before coming. There is a risk that they will see the Agora as a mini-jamboree where they are going to meet a bunch of people to have fun and nothing more. While fun is an element of the Agora, there is much more to it. There is also a risk that they will see the Agora as a training event. This is not the case either.

It is probably best described as an event with sessions for and by Rovers (with possible guest speakers) and a forum built on the exchange of ideas and knowledge. This is what the participants need to be aware of. They should know what kind of working atmosphere to expect. They don't need to read the entire WOSM Guidelines and Constitution, but a little prior preparation will contribute to the quality of the event itself and the creation of a good working atmosphere. To ensure that participants fully realize that they are attending as representatives, ask them to prepare something in advance; perhaps a video or simply to gather some information about specific details. They should be prepared to speak on behalf of those they are representing and have a clear idea of what is happening in their locality.

COMMUNICATION

Of course communication plays a huge role in the preparation process of the event. To help sell your event, refer to the section on Relevance in these guidelines.

Many people need to be convinced of the necessity to run an Agora, including participants, the NSA, maybe some media, and the community in general. For an Agora to be successful it needs the support of NSAs; they need to be convinced of its merit. NSAs also control quite a few interesting communication tools that will help you valorize your event before and after it takes place: Scout newspapers, official websites, mailing-lists, etc.

However, sending an e-mail or a video to your National board hoping that it will go through its communication channels to the districts, the groups, and the Rovers is a good idea... but not enough in itself. We would rather promote a bottom-up approach in which you directly target the Rovers via a buzz-process (videos, Facebook, Twitter, etc.) to create a demand for information.

Keep the communication simple: For example, 'if you're interested in this event, contact your district staff. They know about it.' Keep it coming. Make sure you know your target audience and then use the correct channels to reach them, be it Facebook, e-mails, newsletters, via district staff, etc. Make sure that everyone who might be asked for information about the event has all the necessary details.

EVENT

FOR THE PLANNING TEAM

The Planning Team will need its own space or room to use during the event. It will most likely be necessary for the Planning Team to arrive before the participants to organize the final preparations at the venue. Each night the Team should evaluate how the day has gone, looking at specific sessions and activities and then overall at how everything is going. They should look at the following day's schedule to check that everything is ready to go and that all involved are fully prepared.

While the Planning Team should always present a united front, remember that this event is for Rovers by Rovers. There should not be too much distance between the Planning Team and the participants. Members of the Planning Team should be as actively involved as the participants.

Time should also be available everyday for the participants to give structured feedback to the Planning Team. One idea is to have an Agora Council every evening with some participants volunteering to report from their teams. There is always some room to maneuver and to a certain extent impact the process of the event while it is happening.

Some sessions will challenge participants; certain issues may have no right or wrong answers or perhaps solutions are still unknown. In these sessions, it would be helpful for Planning Team members to participate alongside participants and to contribute with their diverse experience.

COMMUNICATION

As it is not only the representative participants who are interested in what is happening during the event, it might be interesting to publicize the event whilst it is happening. Rover teams, Rover Commissioners and people within the NSAs will be following the news to see how the event is going. Other NSAs or districts that do not have a participant representing them may be following the event as they may be considering sending participants next time. Other Scouts may also be following the Agora to get some ideas for their own Agora or a similar Scout event. Use the event's website and a live blog. Encourage everyone to post their comments on Facebook or Twitter.

This is it: the main event! Be well prepared. Enjoy it. Don't burn-out. Open and constant communication between the Planning Team, the participants, and the Advisor is key! Evaluation is vital both during and after an Agora.

Consider the impact your event can have and think of how to maximize the outcomes. Thirty empowered Rovers might not sound particularly impressive to some people; but what if this becomes an annual event? In four years, you will have 120 empowered Rovers willing to make things happen in a Scout association or in their communities.

FOR THE PARTICIPANTS

Participants should know in advance how the event will be run and what is expected of them. When the event actually starts, don't just launch into it. Remind them of these expectations. Introduce them to the venue, to the Planning Team, and to each other. Remind them of the concept of your event. If your event is running well, all of the participants will feel comfortable participating, and be confident that their contributions are valued. During the event, it is important to provide an open-door policy so that if participants or guests have any issues or problems, they can easily approach the Planning Team.

EVALUATION

Evaluation is a key aspect of any project and is too often underestimated because it mainly happens after the event, when everyone wants to celebrate or is too tired to think. It therefore requires careful preparation. It is necessary to look back at the objectives that were set for the Agora to see if these have been achieved and to what level.

The Planning Team should also assess the practical aspects of the Agora for future events: meal plans, dormitory conditions, etc. As far as the content itself is concerned, the Planning Team may ask the participants to draw a link between the sessions and their specific personal progression during the event. It is valuable for the Planning Team to know which sessions actually fulfilled these objectives.

There are many evaluation methods; you probably know a few of them already. Choose carefully the one you use to reach your objectives. Should it be qualitative? Should it be quantitative? Should it be collective? Should it be individual? Should it be partly done each day? Should it be written? Should it be oral? Should it be for the Planning Team or for the participants, or both? What degree of precision is needed? Should it require thinking or should it be spontaneous? These questions should be carefully discussed by the Planning Team.

In terms of the nature of the information collected, there is a great difference between using a 20-question survey with a grading system or asking the participants to position themselves in front of a Smiley. Both methods have their advantages and will fulfill a specific need. When collecting feedback, be clear about why you're doing it. Sometimes there is no need to collect lots of information to analyze – but sometimes you will need quite specific details.

Finally, make sure the participants understand the functioning of your evaluation system. Explain it well and give them the time to do it carefully and ask questions. They should also know how the information they give is going to be used (especially when it is attributable).

FOR THE PARTICIPANTS

For the participants, the evaluation process is also extremely important; it gives them an additional opportunity to speak up and contribute to the Agora. While the Planning Team may focus on evaluating the event, the participants should focus on their own experiences and their own progression. Providing participants with the opportunity for this during the event helps them acknowledge the progress they are making and consequently empowers them to get even more involved.[5] An evaluation should not only focus on practical aspects (like/dislike, duration, etc.); its primary goal should centre on whether or not the objectives of the event were achieved.

IMPACT

The first question is whether or not an Agora needs to have an impact. The answer here is pretty straightforward: of course it does; we are not running events for nothing.

On the other hand, the real question is what kind of impact are we looking for in an Agora? The answer to this question is naturally more complex for it primarily depends on the objectives of your Agora.

We can however draw a first distinction between a concrete impact such as having a new Rover programme implemented or having the participants running local projects afterwards, and less tangible impacts such as empowering young adults.

An Agora is mainly about youth empowerment; its outcomes need to be valued through a process of valorization

or capitalization. The participants should be given the means to disseminate what they have learned. Having 30 Rovers discussing issues such as youth involvement in decision-making is one thing; having 300 people knowing about it is something else.
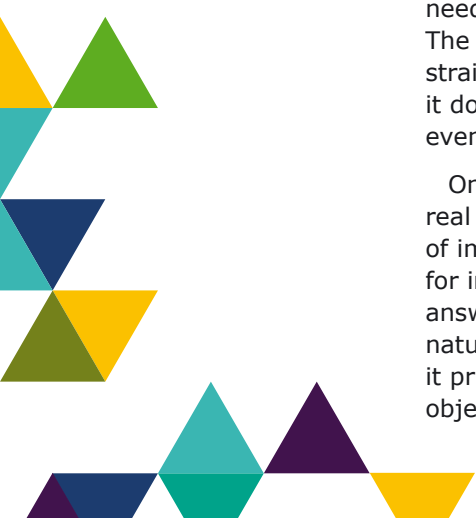
Examples of
National Agoras

AN AGORA IS AN EDUCATIONAL TOOL FOR THE ROVER AGE SECTION.

As soon as you try it and see its full potential as a tool to empower Rovers in your association, it becomes an indispensable part of your Rover programme. Be convinced of its flexibility; it is a useful tool to apply and use without moderation in many circumstances.

AGORA AS A SCHOOL OF PARTICIPATION:
CENÁCULO EXAMPLE FROM CNE - PORTUGAL

Cenáculo is a national forum for Rovers (18-22), an educational tool of Corpo Nacional de Escutas (CNE): one of the Portuguese national associations. Cenáculo acts as a consultative body for the Rover section's National Team and was first intended to give a voice to young adults, so that they are part of the association's decision-making processes. It also functions as a school of participation in which all participants receive training on the topic of participation in plenary and in groups, group dynamics, forms of intervention, working methods, and presentation of conclusions with a view to achieving a goal.

It is organized by a team of Rovers and provides a space for informal debate about association topics and others of interest for youth. It has been part of the national Rover programme since 2001.

Cenáculo promotes active citizenship of the young adults of the association and the results of the debates are published in the magazine Cuarta as well as on the Cenáculo website.

CENÁCULO WORKS IN ANNUAL CYCLES:

At national level there is a project team of Rovers who prepare the two national meetings of each cycle. This team consists of a team leader, an assistant, and four working teams: forum, animation, logistics, and communication (there are also two adult leaders, called 'observers'). This makes a team of 22 people!

The first national meeting gathers all the Rover representatives. Four Rovers per region (district) participate and/or two Rovers per county.

After the first meeting, representatives from each region have a responsibility to create a team and hold a regional meeting (the regional Cenáculos) with the aim of discussing the issues of that national meeting and any other issues they wish. In this regional meeting they also have to elect new representatives.

The second national meeting is also open to the representatives of the next cycle (it is like a renovation meeting). All the local conclusions and discussions are presented. At this point, local representatives can apply to join the project team for the next cycle, and thus also promote the renewal of that team.

AGORA ON THE ROVER PROGRAMME:
VAELTAJA VISIO EXAMPLE FROM SP-FS - FINLAND

VaeltajaVisio-Rovervisionen (Rover Vision) was held for the first time in autumn 2008 and has been in the programme every year since then. The inspiration to have this kind of activity came from the new programme development and from trying to find solutions to the problem of how to reach and support districts and local troops in getting the most out of the new Rover programme.

This event is organized and planned totally by the Rover age section (for Rovers by Rovers). The Planning Team consists of 4–6 Rovers (aged 18-22). The project leader usually is of Rover age (max. 23). One person from the Planning Team continues to the next year as project leader and finds the new members mainly from the event's participants but sometimes from outside of that circle. The team gets help, assistance, and support from the Rover Commissioner, the Programme Coordinator from the NSA; and also, most importantly, from one or two specifically chosen adults.

Every year, the team chooses two or three topics to focus on. Sometimes, the NSA might give ideas and thoughts on what would be important to point out; but the team is not forced to settle on these topics. There are certain methods used every year to discuss different matters: Walkie-Talkie (used in Agora 2008) and Symbolism (e.g. a lot of colour brown, the Rovers' colour in Finland). Every Scout district in Finland can send two to four Rovers to the week-end event.

Finally, some of the districts have their own VaeltajaVisio. Districts have seen the value of the event through the ever-growing number of Rovers who are actively executing the programme. The NSA finds this meeting useful for getting to know the opinions of the participants on matters related to young and Rover-age people.

AGORAS TO PREPARE AN EVENT:
PARIS D'AVENIR EXAMPLE FROM SGDF - FRANCE

In April 2011 an international Rover event called Paris d'Avenir took place in France. It gathered 3000 Rovers for four days in the French capital city. This event focused on three main topics:

▸ The intercultural encounter/meeting (meet others and use your differences as a basis to build peace).

▸ Creativity (dare to innovate, create and be the change you want to see in the world).

▸ Youth involvement (making choices and being committed here and now will help you to reach your full potential and find happiness).

The participants, structured as international teams, worked with different partners (associations, organizations) before and during the event to run various projects in Paris.

This international event was the first of such kind organized by the Scout association Les Scouts et Guides de France. It aimed to involve Rovers in the decision-making and planning processes. To reach this For Rovers, By Rovers dimension; two international Agoras were organized in November 2010 and in February 2011. The planning of these Agoras involved a few Rovers who had attended the European Agora in April 2010.

WE ASKED THEM A FEW QUESTIONS ABOUT THEIR EXPERIENCE:

Q: WHY DID YOU RUN THESE AGORAS?

A: Because we wanted Rovers to be involved in the making of important decisions that would structure Paris d'Avenir: an event for them! We therefore needed to gather 100 elected representatives from every district in the association as well as some international Rovers to hear their voice on diverse structural topics such as the event's rules (alcohol, smoking policies, etc.), the event's goodies (which goodies at which price to gain benefits for which projects), how the Easter Ceremony would be organized, the menu and food policy (organic, use of local products, etc.), the 'Happening' about youth participation, etc.

The Agoras were one week-end long. The first one was about taking these important decisions and the second one was more focused on specific details while taking the time to appreciate the reports from the committees that had worked on the implementation of the decisions taken during the first Agora.

Q: WHY WAS IT SO SPECIFIC?

A: Well, it was about one specific event and the same participating Rovers attended two Agoras. They were able to make decisions during the first Agora and share as representatives what were these decisions, while promoting Paris d'Avenir between both the Agoras. Finally, they could assess the success of the implementation process during the second Agora, and make the projects' committees accountable. Moreover the challenge of these Agoras was to have the Rovers taking important and binding decisions on an event that they did not know well when they first arrived… and in one week-end. We had to define structural choices that would interest the Rovers, that would be narrow enough to allow the work to be done in one week-end and broad enough to remain real decisions where creativity and freedom could express themselves: a real school of participation!

Q: COULD YOU SHARE SOME GENERAL OUTCOMES FROM THESE AGORAS?

A: Every Rover could be involved in the building of Paris d'Avenir thanks to these representatives and the Agoras. The structural choices brought by the different committees during the first Agora were really empowering decisions to take. Their implementation has been appreciated by the participating Rovers. For these representatives it was an inspiring experience. Before the Agoras and Paris d'Avenir, no national Rover events existed (they participated in three of them in one year).

For the main Planning Team of Paris d'Avenir (National Rover Team), the Agoras were also great opportunities to foresee the main challenges that we would face during Paris d'Avenir. For instance, they were able to really grasp the difficulty of making such an event really international when 80% of the participants were French Rovers. This international/intercultural dimension required specific needs that were particularly understood during the two preparatory international Agoras (where a few international Rovers from Germany, Italy, Portugal, Denmark, and Uruguay attended). Following the Agoras, all involved in Paris d'Avenir including the participating French Rovers were briefed so as to make Paris d'Avenir really international. The Agoras, to this extent, were a very good learning process.

Q: WHAT ABOUT TODAY?

A: Today, the association has a yearly Agora organized for Rovers by Rovers. It is meant to be a school of participation involving the Rovers in the decision-making processes of the Rover section while giving them an opportunity to be united at the national level. This structure of the Agora can then be used in many ways to get feedback, promote the Rover programme through various project ideas, elect representatives for international Agoras, share best practices, etc. Feel free to e-mail compagnons@sgdf.fr if you have questions about SGdF Agoras.

FREQUENTLY ASKED QUESTIONS

This FAQ focuses on real questions/situations. By contacting the European Scout Bureau and asking your questions that these guidelines do not answer, you will both have answers and allow us to review and re-edit the guidelines in order to make it a useful tool for Planning Teams and Rovers wishing to organize an Agora. Here is the e-mail address you can contact to ask your questions: europe@scout.org

WHY WOULD I RUN AN AGORA?

A: The main objective is to empower Rovers. It can also be used to gain in a productive way the valuable ideas of many Rovers and benefit from their talents. It can help you to advance your programme or to work on something specific. For more inputs on the relevance of an Agora see p.8.

If you are on a National Rover Team, or someone with some responsibility for Rovers at national, district or even local level, you can find that an Agora event is a very positive addition to your programme.

HOW AM I SUPPOSED TO START?

A: You need to gather a Planning Team who will have a variety of different skills and experiences to run this event. You also need to clarify what you think your role should be and how you can support this Planning Team. If you are a Rover, you may be part of it; if not, you need to support and give the Rovers the space to organize and run it themselves.

If an Agora has never been organized in your country before; you can ask for regional support to have someone from another country help you set up your event. For more inputs on the roles of the Planning Team, the participants and the Advisor at an Agora, see p.10.

HOW DOES THE PLANNING TEAM START?

A: First, you must think about the goal of your Agora, its objectives, and how you might achieve them. Consider who your participants will be, how you will attract them, what would be your best venue type, if there would be financial support available.

Approach it as you would with any other project, giving it the time necessary for preparation, planning and reviewing. Your Advisor will be able to offer advice and guidance on some resources for these topics if you need help getting started.

Some tips are given for the Planning Team in the planning process p.30.

WHY SHOULD I CHOOSE AN AGORA INSTEAD OF SOMETHING DIFFERENT LIKE A COMMUNICATION CAMPAIGN?

A: Agora is a very effective tool to reach Rover scouts and to empower them. It is run for Rovers by Rovers so definitely appeals to your Rover age range. It uses all the elements of the Scout Method in a very effective way.

This is a valuable tool that can also provide a valuable source of information and a receptive audience for your message. For more inputs on the relevance of an Agora see p.8.

IF A ROVER GROUP WANTS TO RUN AN AGORA; WHAT CAN I AS AN ADULT LEADER DO TO SUPPORT THEM?

A: First of all, it is necessary to understand what an Agora is, why they want to run it and how they plan to run it.

After that, you can act as an Advisor in the preparation by helping them when they need but giving them sufficient space to learn by doing it themselves, learning with the difficulties found, and from the experience of their mistakes too.

Supporting tools can be provided such as a video conference about the concept, PowerPoints, phone/Skype calls with someone who did it before, etc. This toolkit will help you in understanding what an Agora is, its relevance and your possible role as an Advisor.

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FREQUENTLY ASKED QUESTIONS

THERE IS A GROUP OF ROVERS WHO WANT TO RUN A NATIONAL AGORA. WHAT IS THAT FOR? SHOULD OUR NSA SUPPORT THEM?

A: An Agora is a fundamental tool to help Rovers to develop their critical opinion and to encourage young people to move forward by themselves, with support from leaders only where necessary. However, it is extremely important to always have a leader - called an Advisor - monitoring the team that is running the event.

The main actors here are the Rovers not the leaders. They still need some support, some advice, and some orientation. These things must be provided by an adult leader, who is an 'observer' of the Planning Team of the event, an Advisor.

Every NSA should support an Agora because it nurtures the educational objectives of the Rover age section. The support can take different shapes: providing materials, a place to meet, a place to run the event, some financial support (most of the Rovers still do not have financial stability), a specific leader to advise them… These guidelines should help you to understand what an Agora is and help them to run the Agora.

WE HAVE CHOSEN THE TOPICS WE WANT TO DISCUSS IN OUR AGORA. HOW CAN WE ORGANIZE THE SESSIONS? WHO SHOULD WE INVITE TO RUN THE SESSIONS OR TO TALK IN SPECIFIC MOMENTS? WHAT FORMAT SHOULD WE ADOPT?

A: Now, it's time to ask for some support. Ask your leaders, your parents, your teachers, your friends… Explain what you want to achieve, the time you have to organize everything, the resources you have available, etc. Think of people you know who are knowledgeable about the topics you have chosen. There is someone close to you who can help you to run some sessions. Think also of people in the media who can attract attention for some specific issue who could help to motivate Rovers to achieve greater results. Finally, spend time reading toolkits on project management, youth empowerment, training sessions, the Scout Method, etc. You will always find it very useful. Resource documents are available on the back page of these guidelines.

WHOM SHOULD WE CONTACT TO PROMOTE THE EVENT AND VALORIZE ITS OUTPUTS/ CONCLUSIONS?

A: Your NSA, the Rovers, all the people you know who can understand the meaning of what you want to do, national and local institutions, schools, friends, companies and media… There are a lot of Scout websites, magazines and Facebook pages who would be interested in your event.

THERE ARE SOME LEADERS WHO DON'T UNDERSTAND THE IMPORTANCE OF HAVING AN AGORA. WHAT CAN I DO AS A ROVER TO BETTER EXPLAIN THE IMPORTANCE OF AN AGORA?

A: As a Rover, you should listen to them and try to understand why they are not in favour of an Agora. Then, you can explain to them the importance of having an Agora for you as a Rover, giving some examples of good practices (look for specific examples that happened in other European countries where Agoras are already implemented).

You may also invite some leaders (but just a few because this is an event for Rovers by Rovers) to observe what Rovers do in an Agora and then let them judge for themselves, their opinion will certainly change for the better. For more inputs on the relevance of an Agora see p.8.

WHERE CAN WE FIND SUPPORT?

WHAT POINTS SHOULD BE PUT FORWARD WHEN LOOKING FOR SUPPORT FROM MY REGION/DISTRICT/ NATIONAL LEVEL?

A: When you look closely, you will find that you have huge resources already within your circle of Rover friends. Working in a creative way with a small group of Rovers with various levels of experience will give you most of what you need to develop an exciting and productive event. Your leaders, your parents, your association, your Advisor, Rovers from other countries who have already run an Agora… Many people can help you.

A: Be careful about the communication; it should not be a project coming from a small closed group of people, work through your Regional/National Rover Team; try to sell the event not as a 'normal' Rover event but as an exceptional one that is of benefit for your Rover crews, regions or districts; one that empowers Rovers. For more inputs on the relevance of an Agora see p.8.

Resources

CONTENTS

Organising and running a successful Agora event will take some very detailed planning and preparation. Long before the event takes place the Planning Team will need to begin to take care of the administration. This chapter provides some information which might be useful.

   Also included are examples of administrative documents used in the past, most are from the Inter-Regional Agora of 2012. These may inspire you and help you develop your own. The timeline gives an indication of the bigger picture, the overall event, and could help to identify specific tasks and ensure that they are taken care of.
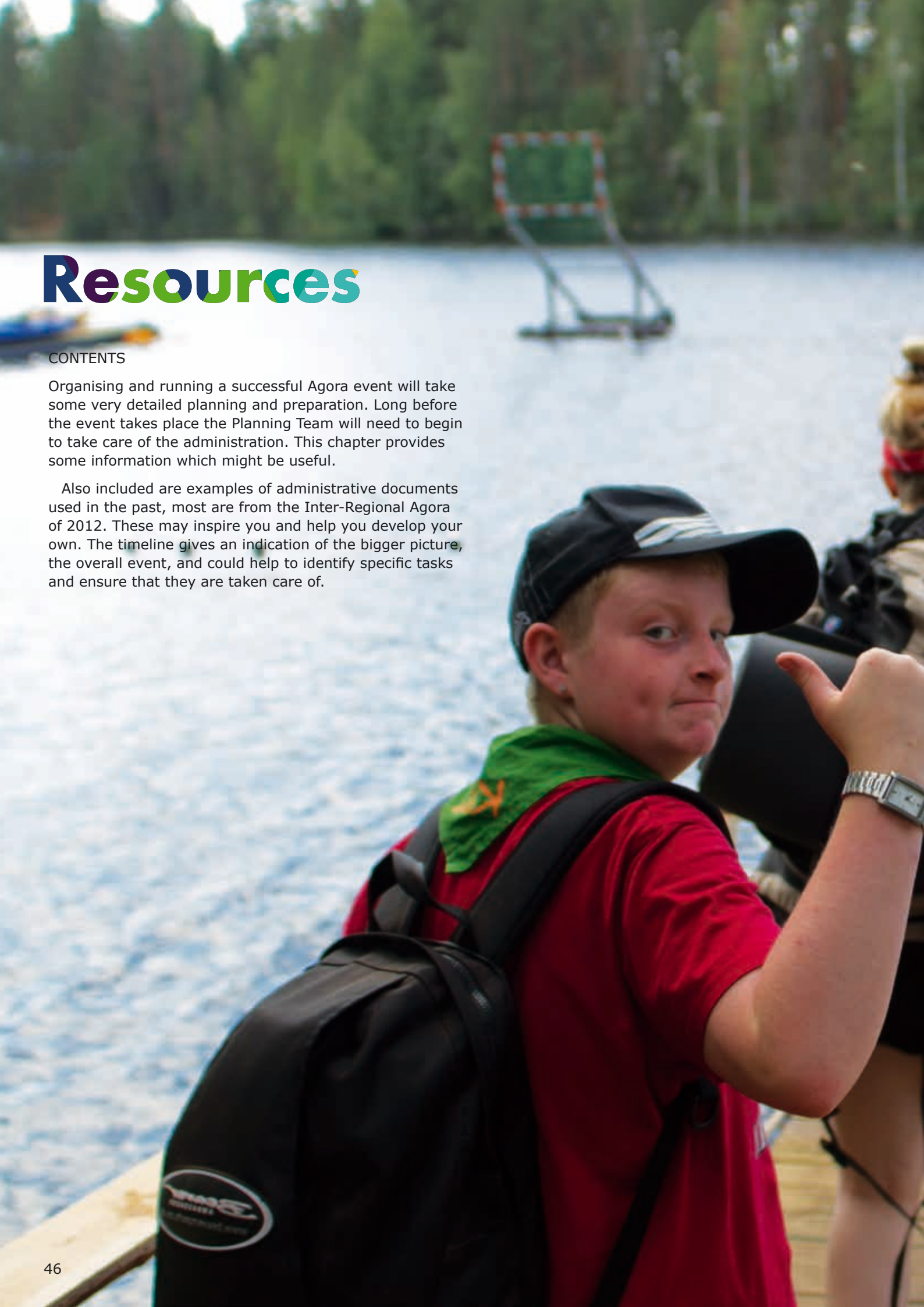
Glossary of Terms

This glossary of terms is meant to complement the guidelines through the definitions and development of some terms used in the guidelines but not fully covered by its scope.

Please don't hesitate to contact europe@scout.org if you think that some other terms should be added to help you in the understanding of the guidelines.

DECISION-MAKING PROCESSES:

Rovers, as young adults, should play an active role in the decisions that affect their lives. A process implies communication, different stages, degrees, structures, etc. Rovers should be empowered enough to have the skills, the knowledge and the values/motivation/culture to participate at all these stages. They should be clear about what they know, open to new ideas, and capable of identifying or designing the alternatives. They should also be involved in choosing the final alternative.

EDUCATIONAL PROCESS:

Once you have your process structure, see p.29; you need to articulate your topics together with your sessions in order to reach your educational objectives. This articulation demonstrates the fulfilment of your objectives and the learning process of your participants in terms of knowledge, skills, motivation and empowerment is called the educational process.

INTER-GENERATIONAL DIALOGUE:

In Scouting, we do not have youth involvement as a result of a power struggle between adults and young people, rather, it is an "alliance" between the generations. Adults are the allies of young people and provide the necessary motivation, skills and opportunities to help them take a constructive place in society. Youth benefit from the experience of adults and adults benefit from the fresh ideas of youth. Respect for the others' abilities, knowledge and opinion is a vital element. See Youth Involvement, Youth Empowerment Toolbox in the resource documents on the back page.

LIFE SKILLS:

Rovers strive to be "healthy, happy, helpful citizens". The ongoing development of life skills is an important factor in the success of this goal. "Life skills" are defined by the UNICEF as psychosocial abilities for adaptive and positive behaviour that enable individuals to deal effectively with the demands and challenges of everyday life. Cognitive skills for analyzing and using information, personal skills for developing personal agency and managing oneself, and inter-personal skills for communicating and interacting effectively with others.

NATIONAL SCOUT ASSOCIATION (NSA):

Only one NSO from any one country can be recognized for membership in the World Organization of the Scout Movement (WOSM). Authority to confer such membership is vested in the World Conference. A NSO in any country may consist of more than one NSA participating in a Federation based on the common Scout purpose.

PROJECT APPROACH/PERSPECTIVE:

In general terms, a project is something that one intends to achieve by a given time. It involves setting a clearly defined goal to reach, working out what needs to be done, when and how, and then doing it! A project is not one activity, but many different activities, each of which needs to be planned, organised and carried out in order to reach the goal.

RESPONSIBLE/ACCOUNTABLE/CONSULTED/INFORMED (RACI):

The RACI matrix is a useful tool to identify and share the roles for the Planning Team members. The Responsible person(s) accomplishes the work necessary to complete the task. The Accountable person(s) delegates the work to the responsible person(s), takes the decisions, and is ultimately answerable for the completion of the task. The Consulted person(s)'s opinion is sought and taken into account, in a two ways communication pattern. The Informed person(s) is kept up to date on the progress of the task, the communication flow is unilateral.

ROVER PROGRAMME:

The last age section is where we can do the most to help fulfil the mission of Scouting, to equip Rovers with the skills they will need in adult life, so they might become autonomous, supportive, responsible, and committed people. The youth programme is driven by Rovers and is active and challenging on many levels. It marks the end of their Scouting career as a young person, and consists of the entire educational proposition offered by a NSA to its Rovers.[1]

THE 6 THINKING HATS:

This discussion tool distinguishes six different modes of thinking and is easily adaptable for small teams. It was developed in the 1980s by Edward de Bono. This tool can be used during an Agora for discussions in order to structure the inputs of the Rovers or allow them to identify their main mode or role within this framework.

VALORIZATION (= CAPITALIZATION):

By valorization and capitalization we mean a process by which one enhances and increases the value of a given output. For instance, a Planning Team will produce many reports, sessions, etc. These outputs can be produced in a re-usable way for future Agoras or similar events by using a clear, complete and universal template. This will valorize their work and future Planning Teams will be able to capitalize on it. Through reports, post-communication campaigns, networking efforts, articles or communication trainings the event can be valorized; you will be able to enhance its output, put it under a new spot light and reach a greater impact.

YOUTH EMPOWERMENT:

Youth empowerment is an attitudinal, structural, and cultural process whereby young people gain the ability, authority, and agency to make decisions and implement change in their own lives and the lives of other people, including youth and adults. It is the educational prerequisite to youth involvement in decision-making and it involves gaining knowledge, skills and values. In deeper terms, it encompasses questions such as: How do we educate in decision-making? How do we ensure youth friendly decision-making processes in terms of structures, channels of communication, information, opportunities to speak up, formality/informality, etc?

YOUTH INVOLVEMENT:

Youth involvement happens when youth have a voice and play a real and active role in the decisions that affect their lives. It creates volunteer opportunities for youth to be a part of the changes and decisions being made in their communities. It is the fruit of youth empowerment. The positive contribution and on-going practice of youth being actively involved at different levels within an NSA can contribute positively to both the young persons' knowledge and skills, and the quality of Scouting on offer.[6]

WALKIE TALKIE:

A method for small group discussion/decision process. See description in Examples, p.74.

WORLD CAFE:

A method for small group discussion that works particularly well with people of all age ranges. See description in Examples, p.76.

WHERE TO FIND HELP OR SUPPORT...

	WHAT?	HELP WITH...	WHO MIGHT HELP?	RESOURCES
UNDERSTANDING THE CONCEPT OF AGORA	▸ What is an Agora? ▸ Why is it relevant? ▸ Who does what?		▸ NSA ▸ European Rovers who have experienced it before ▸ European Scout Bureau	▸ These guidelines ▸ Youth Involvement/ Youth Empowerment WOSM Toolbox ▸ Reports from past Agoras
LOGISTICS	▸ Funding ▸ Registrations ▸ Transportation ▸ Venue and Accommodation ▸ Materials		▸ NSA ▸ Rover leaders ▸ Other event organizers	▸ T-Kit n°3 from the Council of Europe on Project Management
PLANNING	▸ Defining your Process Structure, see p.29 ▸ Developing sessions to achieve objectives ▸ Communication ▸ Evaluation		▸ Advisor ▸ NSA ▸ Rovers around you ▸ Friends ▸ European Rovers who have experienced an Agora before	▸ These guidelines ▸ Empowering Young Adults, Guidelines for the Rover Scout Section ▸ Scouting, an educational system ▸ Youth Involvement/Youth Empowerment Toolbox ▸ T-Kits n°3 & 6 ▸ Google: SMART objectives
METHODS	▸ Finding creative interactive methods ▸ Making the most out of the Scout Method		▸ Rover national team ▸ Scout trainers and leaders ▸ Advisor	▸ These guidelines ▸ T-Kit n°6 from the Council of Europe on Training Essentials ▸ Scouting, an educational system ▸ Reports from past Agoras
GAMES, ACTIVITIES & ICEBREAKERS	▸ Finding the right games to enlighten your Agora		▸ Leaders ▸ Trainers ▸ Rovers	▸ Games Handbooks ▸ Google
SPIRITUAL INPUT	▸ Creating meditation moments or having some material available for participants to create their own ▸ Ensuring a spiritual dimension		▸ Advisor ▸ Leaders ▸ Trainers ▸ NSA	▸ Books with poems, etc.

MONTHS

-8 -7 -6 -5 -4 -3 -2 -1 0 +1 +…

A B C D E F G H I J K

AGORA PROCESS TIMELINE

A CAREFULLY FORM THE PLANNING TEAM.

B DRAFT THE MAIN FEATURES OF YOUR EVENT: W's (Why? Who? When? What?) → Need> Goal> Objectives> Topics/ Theme/ Symbolic Framework, etc.

C CONCEIVE YOUR COMMUNICATION TOOLS: Blog/Website/Facebook pages, Poster/PPT, Video, Invitation letter and Application form.

D MAIN COMMUNICATION PERIOD: build the buzz and have a communication strategy!

E CONCEIVE THE EVENT (SHARED WORK): prepare the schedule, the sessions, etc. Everything must be ready at the end!

F RECALL THE DEADLINES to your targeted groups every month (/registration, /participants' preparation for the event, etc.)

G WORK ON LOGISTICS: reservation of the view, registrations, transportation, material, specific requirements (dietary, VISAs, etc.).

H REGISTRATION DEADLINE PERIOD

I **EVENT**

J REPORTS TO THE PARTICIPANTS (once a week for a month to keep them in the dynamics of your Agora), the partners + Valorization process (articles, videos, etc) to promote what happened and reach a greater impact.

K FOLLOW-UP + NETWORKING (once a month)

EXAMPLES OF
SESSIONS AND ACTIVITIES

The Scout Method encourages development through practical activity. An Agora, while being a place of serious contemplation and consideration, is also a Scout event with a variety of sessions, methods, and games used to reach its objectives.

The emphasis on the alphabet here is just to put things in order. There is no attempt to find activities that fall under every letter, rather it is hoped to share some ideas for successful sessions which have been successfully run at previous Agoras. At the end of the section these sessions are listed under the headings of games, sessions, or methods for your convenience. Enjoy!

A G
B H
C I
D J
E K
F L

ACTING & CHARADES

This is a creative way to send a message, to get some feedback or just for entertainment value, and has been used very effectively in previous European Agoras. It is a useful tool to help the Planning Team strengthen the Symbolic Framework by preparing something in advance, as Juho, Caterina, Anna and Glen did in 2009. They created a video of themselves acting out a scene, in line with the theme for the event, and used the video as part of the closing ceremony. Considering that participants may have different abilities, tasks given to them which involve charades or acting should be simple, so they can be performed easily by all; remember, your objective is not to create brilliant actors. You may choose to supply some props to add to this exercise. This technique is also very effective as part of a communications exercise.

BOARD GAMES

Why not? There are plenty of good, instructive board games for Rovers, or you could create your own.

BRAINSTORMING / CREATING IDEAS

Brainstorming is meant to generate as many ideas on any given topic as possible. It is meant to overcome pressures for conformity in the interaction group that prevent the development of creative alternatives. It achieves this by using an idea-generation process that specifically encourages any and all alternatives, while withholding any criticism of those alternatives:

1. The facilitator writes down the topic or problem clearly so that all participants can understand it in the centre of a flip chart, white board, etc.

2. Participants then 'free-wheel' as many alternatives or ideas related to the topic as they can contribute in a given time. Everything is recorded or written down (Post-it™ etc.) for later discussion and analysis.

Brainstorming can happen in groups or individually. Group dynamics can encourage creativity, with rich, new ideas being developed as the topic is explored by the group. However individuals working alone can sometimes generate more ideas than a group, particularly if many people are talking at once, as this can block the thought process and eventually impede the sharing of ideas. Whichever method you choose, brainstorming sessions can be oriented or
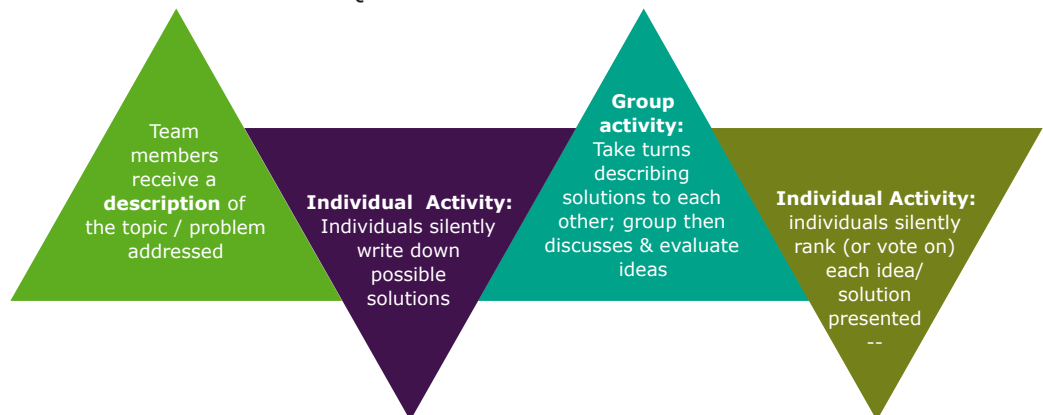
strengthened through inputs such as pictures, music, videos, etc.

3. A brainstorming session can be followed by a voting phase during which the most popular ideas/alternatives are chosen.

4. The remaining ideas/alternatives can then be discussed or analyzed in groups or plenary.

HERE ARE SOME EXAMPLES OF BRAINSTORMING SESSIONS AND METHODS:

NOMINAL GROUP TECHNIQUE:

Team members receive a **description** of the topic / problem addressed

Individual Activity: Individuals silently write down possible solutions

Group activity: Take turns describing solutions to each other; group then discusses & evaluate ideas

Individual Activity: individuals silently rank (or vote on) each idea/ solution presented --

Source: Langton N., Robbins S. P., Judge T. A.;
Organizational Behaviour: concepts, controversies, applications.
Pearson Canada Inc., Toronto, Ontario. 2010.

THE CREATIVE PLATFORM: The Creative Platform aims at engaging its participants in an experience rather than in mere reflection. It is a session approach for unlimited application of knowledge. The creative process involves applying knowledge without being limited by professional, social, or cultural boundaries. It is a concept developed at Aalborg University in Denmark and if your aim is to enhance your participants' creativity, you should definitely Google it.

IMAGINE IF X IS A Y: What would it look like? (e.g. Imagine if Scouting is a car, what would it look like?)

BUZZER PRESENTATION METHOD

To make a plenary presentation session a little more interactive, the facilitator(s) can create teams. Each team chooses one participant who will play the role of Buzzer and each team chooses a funny noise for its Buzzer. When presenting, the facilitator(s) can incorporate, for instance, multiple answer questions or voluntary mistakes. When a question is asked or when a mistake is identified, the team can buzz its Buzzer as quickly as possible and try to earn points by answering the question or correcting the mistake.

This method allows for more attention from the part of the participants and can transform a boring informatory session into a fun competition.

CLOSING CEREMONIES & ACTIVITIES TO CELEBRATE

Every Scouting event should have a meaningful sum up and wrap up, either before or after the evaluation process is complete. The Symbolic Framework should also find an end during this last session. Closing an event can be done in many creative ways.

HERE ARE SOME IDEAS FOR CLOSING SESSIONS AND ACTIVITIES

CLOSING RITUAL: Putting hands together, singing a song adapted to the event, etc.

INSPIRING THROUGH FRIENDSHIP: Everyone is given a piece of paper, a pen, a piece of tape, and an envelope. The paper is stuck on people's backs and they walk around the room writing nice, inspiring comments to one another on their respective backs recalling the good times of the Agora. Music can create a good atmosphere for such activity. Then, the participants put their own sheet of inspiring memories or comments or feedback and thoughts in their envelope without reading it. They can only read it once back home.

PHOTO-SHOOT: Never ever forget to take plenty of group pictures with one camera (sharing allows networking). These pictures can also be valuable in the valorization process of your Agora or the promotion of future Agoras or Scout events. Time should always be consciously allocated for a photo-shoot before the rush starts.

SKITS: Short sketches or 'skits' can be done by the Planning Team, groups of participants, etc.

SPEECH: An inspiring speech delivered by an inspiring speaker can often close an Agora in a very inspiring way. It can be done by a member of the Planning Team or a guest speaker. ;-)

VIDEO: A video with pictures from the event is always great to acknowledge everything that has been experienced while remembering the good and the tough times.

COMPETITION

Whenever competition between individuals or teams is involved in games, activities or sessions, it requires a great deal of attention and preparation on the part of the Planning Team. In fact, a competitive environment creates interesting dynamics that need to be well controlled; some participants (even Rovers) may sometimes react in unexpected ways under the pressure of competition. Competition remains a valuable tool for Agoras, however, and can be used in many different stimulating games, activities or sessions.

One tip: forget about the Scouting ideal of everyone wins… a competition should remain a competition with possible winners and losers. For a competitive method to work, it is also important to recognize and reward the winners in one way or another. Rovers look for credibility.

DISCUSSION SESSIONS & METHODS

Discussion - exchanging ideas, skills, views, best practices, etc. - is a core element of an Agora. There are many types of sessions and methods allowing for more or less structured and formal discussions.

TO START WITH, YOU MIGHT WANT TO HAVE A LOOK TO THE FOLLOWING ONES:

COFFEE TO GO: Tables are set for a small group. The topics for discussion are printed on the Menu (or the tablecloth). Tea and coffee are provided. A specific time is allowed for discussion, during which one person volunteers to record the discussion as it happens. When the time is up, everyone except the moderator moves to another table (topic). The moderator will summarize the points raised so far for the next group and the discussion continues from there. It is important that someone else now takes over recording the proceedings, so that everyone has the opportunity to move through a number of topics.

DEBATING METHODS: Debating requires preparation of arguments and can take several shapes. It has to be very well managed in terms of atmosphere so as to remain both serious and fun without destroying the mood. Experience might be required! Participants can be assigned arguments or choose their side, etc. There are many methods to debate: 1 vs. 1, 4 vs. 4, etc. The British Parliamentary Method is very well known. You can Google it and research other debating methods.

SPEED DATING: Perhaps you need your participants to briefly gain some insight from one another on a specific topic before addressing it in your session. Or you may want to break the ice and relax a little bit the atmosphere before starting. Or you might simply need three minutes to fix something and don't want to leave your participants waiting.

Whatever your reason, Speed Dating is an interesting discussion tool. You can ask your participants to chitchat for two minutes with their neighbour at anytime. You can also have a more elaborate type of Speed Dating session if you organize a Speed Dating Dinner for instance: participants change seats every five minutes during a dinner in order to talk to new people, etc.

STATEMENTS ACTIVITY: The facilitator reads a statement acknowledging different ways of approaching, defining or considering a question or a situation. Then, the participants should physically position themselves according to their answer to this statement. Visual benchmarks can be drawn on the floor or chairs can be used, etc. Finally, all or some participants should justify their position and engage in a short discussion before moving on to another statement. This type of activity can be used as a tool to debrief and evaluate as well.

VIDEOS: Each participant or delegation can be asked before the Agora to produce a short video introducing their Rover programmes, activities, events, experiences, etc. These videos can be screened in the beginning of the event and lead to interactive discussions giving an opportunity for the participants to know each other better.

WALKIE-TALKIE: The Walkie-Talkie combines Nature and team discussions. It is a quite notorious type of session at Agoras. See p.74

EARTH HOUR

From its inception as a single-city initiative - Sydney, Australia - in 2007, Earth Hour has grown into a global symbol of hope and movement for change. Earth Hour 2010 created history as the world's largest ever voluntary action with people, businesses and governments in 128 countries across every continent coming together to celebrate an unambiguous commitment to the one thing that unites us all: the planet.

Earth Hour happens once a year: for one hour, people, cities and businesses turn off all lights and stop using electricity. WOSM officially supports this initiative and tends more and more to promote the realization of an Earth Hour during diverse Scout events. At your Agora, you may have an Earth Hour Dinner. First, introduce the idea of Earth Hour to your participant with a video or something. Then turn off the lights, light candles and eat the whole dinner without any electricity. Display a bunch of little papers on the tables with some important global statements, statistics or figures about our Earth, its population and its environment. You can also come up with a quiz the participants should complete by discussing with one another. They could also ask questions to one another (2 teams, 2 sets of questions, etc.).

Check-out the Earth Hour website for some material here: **www.earthhour.org**. Eventually, you can also ask to your participants what their new commitment will be for the environment.

EDUCATIONAL PROCESS:

Once you have your process structure, see p.29; you need to articulate your topics together with your sessions in order to reach your educational objectives. This articulation demonstrates the fulfillment of your objectives and the learning process of your participants in terms of knowledge, skills, motivation and empowerment is called educational process.

Here is an example from the 1st Inter-Regional Agora in 2012. The Agora's theme was "Youth Participation:

Today, not Tomorrow!" and its topics were Citizenship, Youth Participation in Decision-Making and Project Management. The educational process went as follow:

▸ We made the link between Scouting and Citizenship recalling the purpose of Scouting to educate happy, active and helpful citizens.

▸ We introduced to the participants a conceptual framework to analyze the shapes Citizenship takes in terms of expressions (individual/collective, interior exterior) and the dimensions in which it develops itself (political, economic, social, and cultural).

▸ After making the link between Scouting, Citizenship and Participation in Decision-Making in general; we focused on Youth Participation to acknowledge its contributions in Decision-Making, its accelerators and restraints, etc.

▸ We dived into the topic of Youth Participation and it made sense to finish with Project Management.

▸ We were now able to help the participants develop projects on Youth Participation in Decision-Making These projects aimed at increasing participation in one or several dimensions (political, economic, social, and cultural).

EVALUATION SESSIONS

There are many types of evaluating methods. Here are some of the questions you might want to ask yourself: What information are we looking for? Should it be qualitative? Should it be quantitative? Should it be collective? Should it be individual? Should it be partly done each day? Should it be written? Why? Should it be oral? Why? Should it be for the Planning Team? Should it be for the participants? (Some parts might be for both, etc.) What degree of precision is needed? Should it require thinking or should it be spontaneous? Etc. See p.33

EVENING ACTIVITIES

Evening activities are important to relax, have a rest, socialize with others, spend time in an informal atmosphere, share something personal, build relationships with other participants. They are particularly relevant when it comes to experiencing a true Scout Agora based upon an exchange of ideas, views, and dreams.

Evenings also lead to a peculiar atmosphere on which one can capitalize to create inspiring sessions or adventurous activities. Here are some examples of evening activities:

A RECEPTION EVENING for the official opening or a gala dinner, where you might invite your guests.

THE TRADITIONAL CAMPFIRE with songs, games, discussions, etc.

A LIGHT TRAIL where groups of 3-4 participants are formed. Each group is given a wax torch to guide themselves to a particular point, perhaps the campfire space. Speakers stand at different stages on the track, and read some inspiring quotes or short stories to each group as they pass by. These quotes or stories can be related to scouting or the theme of your event, or just be nice inspirational quotes.

AN INTERNATIONAL EVENING based upon the sharing of food from the countries represented by the participants, as well as an intercultural atmosphere of games, music, costumes, pictures, flags, etc. The national version of this consists in the sharing of gastronomical specialties from the different regions represented and traditions of different groups.

A TALENT SHOW more or less competitive with more or less preparation (more is advised if quality matters) involving the artistic talents of your participants teaming up or not. Such shows require a good leader and timing so as to remain dynamic and entertaining.

A MOVIE NIGHT followed by some sort of discussion or debriefing. Why not?

AN ADVENTUROUS NIGHT game outside, an astronomy session or a night swim.

THE MUCH APPRECIATED DINNER OUT can be an idea relevant for enthusiastic Rovers. It can also fit perfectly in an excursion aimed at visiting an interesting venue or local village.

BOARD GAMES? Here again: why not?

You name it… Be creative!

7 FAMILIES CARD GAME

This game originated in France, and is played in a similar way to the English game of 'Happy Families'. You can create your own cards as described below. The traditional game is played with all of the cards being dealt, an equal number to each player if possible. Players view their own cards and the objective is to collect one whole family. The player to start may ask for a specific card from any of the other players, if that player has the card that is requested he must surrender it. When the first player asks for a card of someone who doesn't have it, this player gets to take a turn. The winner is the person with the most cards.

Depending on the number of participants, your Symbolic Framework and the theme of your Agora, create several families. E.g.: seven different areas of involvement/commitment (environment, peace & human rights, education, spirituality & religion, intercultural solidarity, sports & health, and expression & communication). For each family, create six cards corresponding to six different characters real and/or virtual illustrating six dimensions of the area of involvement concerned, for example, internationally, nationally, locally, at work, at university, in my family.

Provide details on the card about the character and their history or organization. This game can then be used in many different ways. You can play the classic seven families game: give a card to each participant and ask them to play their roles; ask them to find the members of their family and get to know one another. You can also create several teams and randomly give one card to each participant before playing a full-scale version of the seven families card game, etc.

You can use this game so the participants can have a better sense of your Symbolic Framework and theme. In our example, they can also discover new ways to get involved. Finally, if every participant is given a card, interesting dynamics will emerge with the participants making references during the Agora to their roles and virtual identities, etc

GUEST SPEAKER

As a place of empowerment and inspiration, there is sometimes nothing better than inviting an expert to come and talk to or lead a session for the participants at an Agora. Be aware however that such an invitation might represent costs that need to be taken into consideration and will also represent some preparation or briefing time.

As a Planning Team, pursuing your wish to reach the educational objectives set for your Agora through your sessions you will need to give a precise framework of intervention to your guest speaker(s) while proposing yourself as a support. In other words, there is no such thing as a free ride on the part of the Planning Team.

Moreover, it can be valuable to valorize the skills, experiences and knowledge of your Planning Team, your participants or the people surrounding you at your Agora (staff of the venue, people in the community, etc.) and if, through the application process for instance, you identify that one of them is an expert in a specific field such as sustainable development or project management, then it might be worth to incorporate their expertise as a guest speaker in your Agora.

If you are looking for guest speakers, here are some ideas of people you might consider contacting:

▸ A Scout from a European working group (talking about youth empowerment, reaching-out, growth, etc.)

▸ A member of the World Scout Committee or a regional committee (talking about Scouting at an international level, etc.),

▸ A Youth Advisor to the World Scout Committee (there are 6 of them and they usually accumulate experience in the field of youth involvement in decision-making in Scouting and in other organizations),

▸ Someone from a non-Scout organization (youth or environmental organization, etc.) such as the European Youth Forum or the mayor of the local community.

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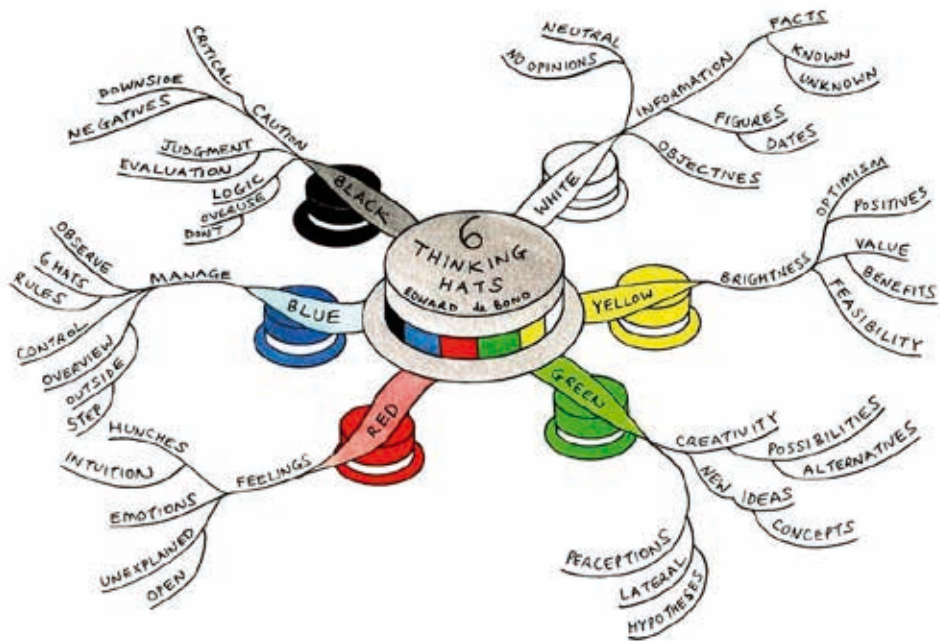
SIX HAT THINKING:

This tool can be used during an Agora for discussions in order to structure the inputs of the Rovers or allow them to identify their main mode or role within this framework.

Here are the 6 modes (coloured hats):

THE WHITE HAT: Pure and neutral information, the facts and only the facts.

THE RED HAT: Emotions, intuitive or instinctive reactions or statements without justifications, fears and feelings.

THE BLACK HAT: Logical negative/pessimistic inputs. When wearing the Black Hat, one points out the dangers, etc.

THE YELLOW HAT: Logical positive/optimistic inputs. When wearing the Yellow Hat, one looks for the benefits, etc.

THE GREEN HAT: Creative thinking, outside the box. When wearing the Green Hat, one might even be provocative and challenge fundamentals or assumptions for the sake of seeing where a thought goes, etc.

THE BLUE HAT: In terms of dynamics, the Blue Hat is very different from the 5 other Hats. It relates to managerial and discussion oriented inputs. When wearing the Blue Hat, one tries to increase the efficiency of the discussion itself. The Blue Hat organizes the discussion, proposes new Hats, new roles, etc.

When using this tool it is vital to explain clearly the details of the different thinking modes, coloured hats can be used as props. Assigning a different hat (thinking mode) to each member of the group for the purposes of discussion will challenge them to consider another viewpoint, constraining them to act within a frame. It takes some time to accomplish this, and makes very interesting discussions. It is a particularly useful tool in difficult or conflict situations.

The other approach; having a number of groups, with the members of each small group thinking the same way, all wearing the same hat, discussing the same question/topic, brings some quite different and interesting answers.

AGORA HEADLINES

The first edition of your Agora Headlines can be published by the Planning Team. The format of the news may vary from a skit to a newspaper (big poster in the Dining Hall?). You can add a weather forecast, an interview with one of the participants about the previous activities, etc.

From then on, it is up to the participants to present the headlines during the mealtime for instance. Props can also be used, such as a fake microphone. Here is how it happened during the 1st Inter-Regional Agora in 2012:

NAME OF THE SESSION: Agora Headlines

TIME & DURATION OF THE SESSION: every morning (just before the first session) and evening (just before dinner). Max: 7 minutes.

METHOD(S): presentation/skit by 4 different participants for every Agora Headlines' Edition.

‣ One participant (dressed with a tie and a jacket) is in charge of leading the improvised skit (TV Reporter).

‣ One participant (dressed with a jersey) is in charge of reporting on activities outside like a sports journalist.

‣ One participant (dressed with big glasses and a chemistry protection vest) is in charge of reporting on more "intellectual" session like a serious/nerd journalist.
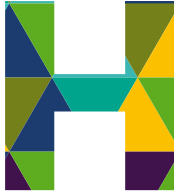
▸ The last participant (dressed with a funky hat) is in charge of reporting on a fact (either real or virtual) involving youth participation in decision-making (ex: demonstrations in Tunisia, Occupied Wall Street, lowering of the voting age, etc.).

CONTENT: giving feedback and recalling on what has been done and/or announcement of what will happen in an original and fun way + examples of what youth participation in decision-making can look like.

OBJECTIVES:
▸ Feedback for the Planning Team from the participants regarding the event.
▸ Look back to what has been experienced.
▸ Put the participants in a situation in which they shall act/talk in public.
▸ A method of feedback and valorization of the experience is introduced to the participants.

EDUCATIONAL PROCESS:
▸ Participants experience sessions and discover material during the Agora
▸ The Agora Headlines shortly recall what is lived and therefore capitalize the main points in an original and fun way
▸ The "Bottom-Lines" are underlined/highlighted and we can move to other sessions and other reporters.

ICE-BREAKERS

FIND ME: Every participant is given a sheet of paper on which they write their name at the top. On this sheet are 12 (or more) square boxes with a specific piece of information in each box such as: Virgo, came on the morning bus, participated to the last world Scout Jamboree, plays the piano, etc.

The participants must fill-in the boxes on their pages as fast as possible by finding other participants corresponding to the information of the boxes. One should write down the name of the participant corresponding to the box in the box. It is not allowed to fill more than one name in each box for the goal of the game remains to engage conversations with a maximum number of people.

If the Planning Team chooses the information randomly without knowing at all the hobbies and experiences of the participants, it is important that the number of boxes remains lower than the number of people.

HOBBIES & PREFERENCES: Throw out a bunch of themes one after the other (e.g. movies, music, favourite activity in Scouting). Then, the participants form little groups according to their preferences (Music → Rock n' Roll, Pop, Country, etc.). As a little group, they can then exchange with one another. This game allows the participants to meet participants with similar interests and hobbies.

SPEED DATING: See D

STAND IN THE MIDDLE: A participant stands in the middle of the circle and starts introducing themselves. Whenever somebody from the circle shares an element of information in common (we were born in the same town, we started Scouting the same year, etc.) with the person in the middle, they move to the middle of the circle and start introducing themself. It is recommended to give a minimum and a maximum amount of time to the participant making the introduction so as to avoid having one participant talking for 10 seconds and the following one talking for 5 minutes.

STATEMENTS: Participants order themselves by seating on aligned chairs according to a statement such as their age, their height, the first letters of the countries/regions they come from, the number of years which they have been involved in Scouting, the number of hours it took them to travel from their home town to the venue of the Agora, etc. One chair is missing. The participant who is not able to find a seat leaves the game and of course an extra chair is discarded every time. The participants shall be given some time to talk to their neighbours. (The missing chair version is optional.)

THE BALL GAME: Participants throw a ball to one another and whoever receives the ball introduce themself.

VIDEOS: See D above.

INTERVIEWS

Individual or Team interviews can be very interesting sessions in terms of outcomes even if they usually are time consuming. The participants can interview one another or can be interviewed by one or several Planning Team members. In either case, preparation is important.

The goal of an interview is to collect information from the person(s) interviewed. It can also lead to a discussion. In some cases, depending on the topic addressed and the educational objectives of the interview, it can also require preparation from the part of the interviewed participant(s).

It is interesting to consider incorporating a camera filming the interview. Usually, a camera brings in an element of seriousness that can be a catalyst for more valuable inputs from the part of the interviewed participant(s). On the other hand, the use of this media content should be wisely considered and shared with the participants.

Interviews can be used as individual brainstorming sessions on diverse topics or evaluation tools to check how the participants are feeling about the Agora/give them an opportunity to speak up/assess their progression in terms of personal objectives/etc. Interviews can be conducted at different moments during the event, once or several times.

KEEP 5 (5 TO 5)

This is a good way to be directive about the feedback taken from group exercises, as it challenges participants to choose what is most important about the information they give back. This also encourages more active group discussion.

Ideally you will start with groups of five. Number each one. Introduce your question. Ask each participant to brainstorm different answers. Tell participants as a team to narrow down the response list to their five best answers. Ask the teams to take turns calling out their responses. Prepare a common list on a flip chart; ask teams to avoid redundant items. Continue this procedure until the flipchart contains 10 items. Give each team a number of cards for scoring. Ask each team to secretly select the best item from the common list and to call out its identification number, they cannot choose their own proposal. Draw a line under the item selected by the most teams. Ask teams to select the second best item. Continue the procedure of selecting, scoring, and drawing a line under the most-frequently chosen item until you have identified the top five.

During any round, if there is a tie among selected items, give each team a minute to make a persuasive speech to convince the other teams to select the same item they selected. Proceed as before. As debriefing, short open discussion between participants will help the organizers to identify any success factors or serious hurdles during the development and implementation phases. This is a similar process to the 'Nominal Group Technique'.

MESSAGE-BOXES & PIGEON-HOLES

Internal written communication between the individual actors of an Agora (participants, Planning Team members, Advisors) can be useful, especially when there are lots of participants, when they are supposed to interact with one another for different tasks, or when the event lasts for several days.

There are many ways to have pigeon-holes and with some effort the installation can be well incorporated in the Symbolic Framework. For such communication system to be useful, it is important to introduce it to the participants and give them a couple of examples on how to use it.

Following the same idea, more or less privacy can be ensured with actual boxes or post-its put on a wall for the participants to share more or less formal thoughts.

Pigeon-Holes can have many benefits and allow for all sorts of communication varying from 'I love your smile!' to 'Let us meet at 22:15 after the last sessions in the Dining Hall to finalize our project proposition'. You can also create a system of virtual message-boxes, even if you are not 'online'.

MARKET, FAIR & EXHIBITION

When valorizing the experiences of your participants, the projects they might run back home, or the outcomes of your sessions, you might consider setting up a sort of fair or exhibition in a big room of your venue, on the staircase or in the hallways.

This method can also be used to illustrate your theme with a permanent exhibition during your entire Agora mingling pictures, tables with flyers, posters, other media contents, etc. If interesting summing-up flip charts are produced during your sessions, you should also considering hanging them on the walls so the participants are able to go back to them at any time.

MEDITATION

Meditation can be a time to reflect or pray, to take a step back from our lives and open our minds to others including, for instance, the people suffering in our world. Meditation can also be inspiring moments illustrating how Scouting creates a better world. If the Planning Team chooses to offer meditation times to the participants at an Agora, it is important to consider whether or not it should be in the morning, before or after breakfast, in the evening, etc.

It is also important to consider the venue of these meditations and whether or not they are 'mandatory' or only addressed to the participants willing to take this time. We believe that careful preparation will allow you to have meditations adapted to all your participants and therefore relevant for all of them. Meditation can be organized by the Planning Team or some participants (a different team every day or every two days). Here are some examples of meditation tools:

- Inspirational videos such as 'Messengers of Peace & Scouts in Action'
- Use of decoration, candles, music, etc.
- Use of texts, songs, gestures, pictures, symbols, etc.
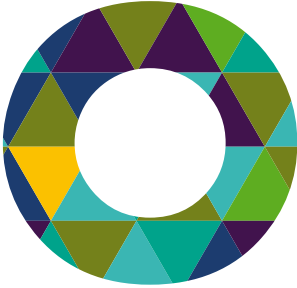
OPENING CEREMONY

An opening ceremony can take many formats but should at least include some time to welcome the participants and introduce them to the event, its objectives, the Planning Team and the venue, and launch the Symbolic Framework. An opening ceremony sets the scene, gives the participants a flavour of the event to come. It is meant to be a rather official inspiring moment followed by ice-breaking activities and possibly team formation.

OPEN SPACE

This is a good way to address a number of topics which may be important to some participants but not fit directly in to your programme. Participants suggest specific topics, and the Planning Team can add some also. The topics are placed in various parts of the venue, perhaps in the same room, but there must be space for people to gather, and it must be possible to hear the discussions which will take place.

Each topic must have value ie. there should be some information to be imparted or collected, or some opinions or ideas to be gathered or shared; as such it is necessary to have a facilitator for each topic. It might also be possible to have some spaces set aside for impromptu topics which arise.

The participants choose what they want to do. They can move freely between sessions and stay as long or as short as they like, participating or just listening. It works well with a large group of people and it always requires careful preparation.

ROVER OPPORTUNITIES

An Agora empowers and inspires; it strengthens the motivation of its Rover participants. Consequently, it might be important to incorporate by the end of the Agora a session designed to introduce in concrete terms the opportunities for Rovers to get involved in or to experience more Scouting events after the Agora. At European level, there are Roverways and Agoras; at World level there are Moots and Youth Fora, at National level there are many Rover events in different countries open to others, etc. There are also plenty of opportunities to get involved in youth organizations or decision-making bodies besides Scouting.

The Planning Team should conduct some research with the help of its Advisor in order to present to its Rover participants the most relevant opportunities to them. This relevance component of the information you will deliver
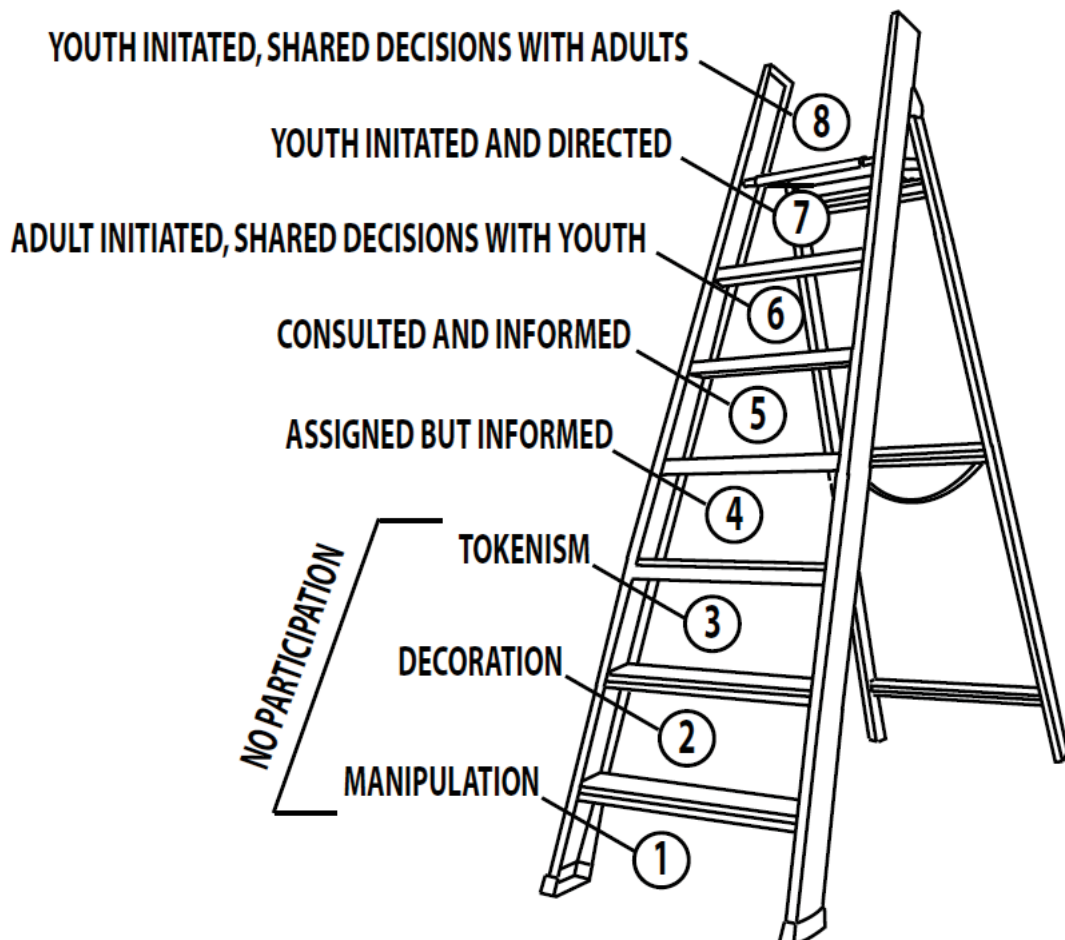
should be based on the profile of your participants, the objectives of your Agora and its theme and topics. At the national, district or local level; your association might also look for Rovers to get more involved and an Agora can definitely become a good pool from which they will find motivated Rovers.

Manage carefully the interactivity of such sessions, as well as its timing: It should not be too long and it can take the shape of a fair or exhibition, see p.67. If some participants have attended the events you introduce or if they wish to propose other opportunities to their peers; it might be interesting to incorporate in your presentation their inputs and testimonies. You can also introduce to the participants some useful resources and websites encompassing more Rover opportunities such as: www.rovernet.eu

PARTICIPATION OR HARTS LADDER

The Ladder of Participation developed by Roger Hart is a useful tool to increase the awareness of the Rovers on the complexity of youth participation in decision-making.

YOUTH INITATED, SHARED DECISIONS WITH ADULTS — 8

YOUTH INITATED AND DIRECTED — 7

ADULT INITIATED, SHARED DECISIONS WITH YOUTH — 6

CONSULTED AND INFORMED — 5

ASSIGNED BUT INFORMED — 4

TOKENISM — 3

DECORATION — 2

MANIPULATION — 1

NO PARTICIPATION

Ladder of participation by R. Hart

It is an interesting tool that needs to be well understood for it does not necessarily advocate only for the 8th level of the ladder but acknowledges the contribution of every level of participation in the process of empowerment (except the first three levels of manipulation, decoration and tokenism). It is a tool that can be used in many ways.

For instance, the participants can be asked to identify their own level of participation in decision-making in different organizations: at home, in high school, at university, in their Scout group, in their association, etc. A big ladder can also be represented or drawn on the floor and the participants can be asked to position themselves accordingly before justifying why they picked such or such level of participation.[3]
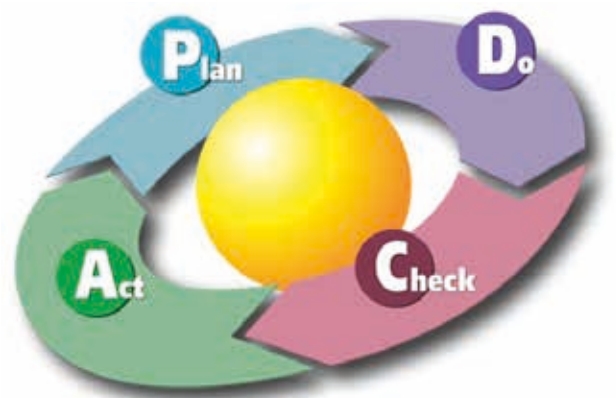
PLENARY & PRESENTATION SESSIONS

A session addressing the whole audience can be very useful to deliver a specific message to all the participants but should remain as short and as interactive as possible. Consider the number of participants and their background; the environment of the session; the competencies and skills of the Planning Team members, guest speaker(s) or facilitator(s) in general.

When choosing the methods of your session, consider the contributions of visual content (pictures and videos, schemes and drawings, Post-its™ and flipcharts, symbols and smileys, PowerPoint and Prezi presentations, handouts, etc.), audio content (music, microphone, silence, etc.), materials (costumes, material to mould or create visually, sport equipment, etc.), physical and environmental settings (lights, position of chairs, tables, decoration, etc.) and humor vs. seriousness.

PROJECT APPROACH/PERSPECTIVE/METHOD

To ensure a quality experience for the participants, the Planning Team of an Agora event should use a project approach, taking care that all of the elements of the programme are considered, to produce the best possible outcome.

In general terms, a project is something that one intends to achieve by a given time. It involves setting a clearly defined goal to reach, working out what needs to be done, when and how, and then doing it! A project is not one activity, but many different activities, each of which needs to be planned, organised and carried out in order to reach the goal.

7 PHASES OF A SCOUT PROJECT

PHASE 2
INTEGRATING
LEARNING
OPPORTUNITIES

PHASE 3
PLANNING

PHASE 4
GETTING
PREPARED

PHASE 5
CARRYING OUT
THE PROJECT –
THE BIG EVENT

PHASE 6
EVALUATING
AND RECOGNISING
PROGRESS

PHASE 7
CELEBRATING!
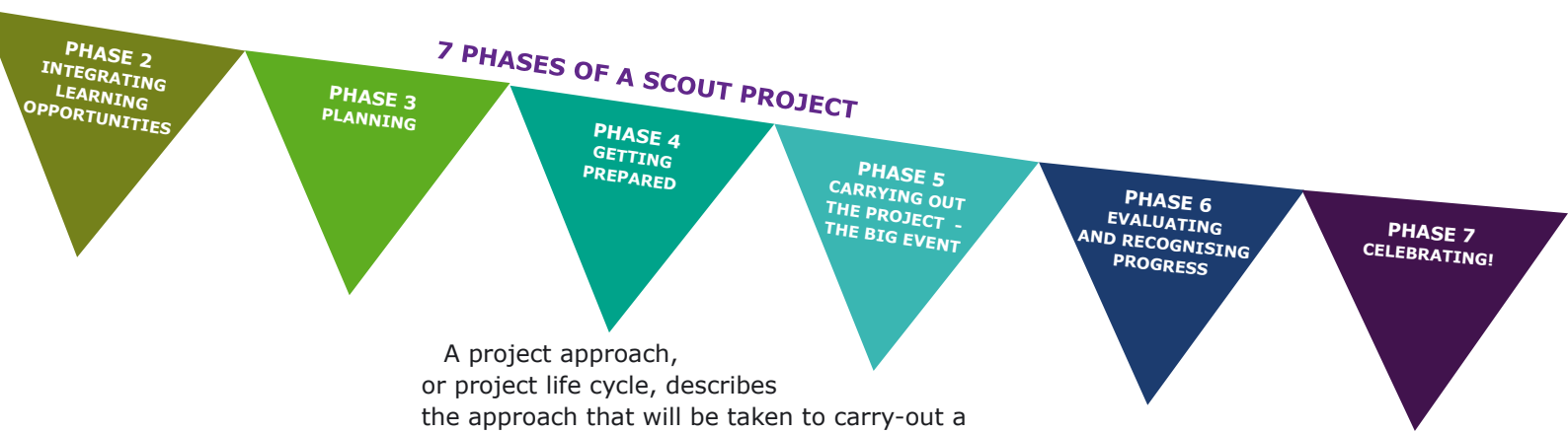
A project approach, or project life cycle, describes the approach that will be taken to carry-out a project. To capture the educational value of the project it is necessary to take it further, to reflect and evaluate the experience.

The life cycle segments a project into phases, logical units of work that fit together, and whose results make sense to review as a unit. You can find many examples of this online, including the 7 phases of a scout project, in Let's do a Scout Project.

PROJECT DRAFTING SESSION

Talking about project management is one thing; organizing an actual event is another. At an Agora, when we want to empower the participating Rovers in the area of project management, we first determine their needs. Then they creatively choose ideas of projects; we introduce them to the necessary tools to successfully run these projects; and we put them in the situation of actually planning, running and evaluating their projects.

Via an accelerated simulation session with deadlines for handing-in communication strategies, programmes of activities, etc. the participants can experience in their teams what it means to manage a project. They learn much more under this kind of motivating pressure and they feel confident afterwards when it comes to actually implementing their projects back home.[7]

QUESTIONS & ANSWERS

Good communication between the participants and the Planning Team at an Agora is vital. A good understanding of the sessions, their objectives, and their outputs is also very important. To this extent, good Q&A sessions might be very relevant at an Agora.

The Planning Team should demonstrate some flexibility and good observation of their participants to organise Q&A sessions when necessary. Furthermore, if the Planning Team cannot answer a question, it is important to recognise this and simply say that an answer to the question will be given later. The Planning Team can then conduct some research or ask its Advisor. Sometimes, the Planning Team won't have the answer but a participant will be able to answer based on their experience.

Everyone should have an opportunity to answer at an Agora for Rovers, by Rovers. Finally, many methods can be used including a PT mailbox for written feedback or questions to the Planning Team.

RECOMMENDATIONS & RESOLUTIONS

Depending on the objectives of your Agora, it can become a place where Rovers take decisions for their Rover programme or their Scout Association and directly impact the agendas of others such as the Rover national team or a regional committee.

Even if an Agora is not initially meant to be a decisional body, having such responsibility from time to time can be both relevant for the Scout movement seeking fresh inputs and the participating Rovers. In fact, taking decisions is empowering and an Agora is about empowerment!

The degree to which these decisions are binding may vary and the 'Agorians' may produce recommendations or resolutions. After an introductory session on the format and the content of recommendations/resolutions; the participants should be asked to draft some recommendations/resolutions. To this extent, the sessions of the Agora can serve as inputs while the actual recommendations/resolutions would be the final outputs of the Agora for the implementing bodies.

The introductory session on the format, the content and the importance of such documents is essential to create some sort of 'intellectual emulation'. The Planning Team should not be afraid to see Rovers working, discussing and cooperating late at night to draft recommendations/resolutions. Once all the recommendations/resolutions are written (a deadline for submission should be given), they should be read in front of all the Agorians who can amend them in a formal process and vote for the ones they wish to submit to the implementing bodies.

We can also imagine the production of only one collective recommendation/resolution that would not require a voting session. If a voting session is considered, on the other hand, then it might be relevant to make sure that every recommendation/resolution is seconded by another participant/delegation.

SESSION ON SCOUTING AND THE WOSM

For some participants and the Planning Team, Agoras often represent a window of opportunity for getting more involved in Scouting and making a smooth transition from the 'receiving the educational offer of Scouting' side to the 'offering Scouting's educational programme to children, teenagers and young adults' side of Scouting.

To facilitate, encourage, and increase the efficiency of such thirst for involvement, it might be interesting to incorporate in your Agora a session dedicated to the knowledge of the peoples and diverse organizational bodies and structures.

Such knowledge might also encompass topics such as the main issues Scouting is facing externally and internally at the local/national/international level, etc. Knowing who does what in the organization (conferences and assemblies, fora, committees, bureaus, districts, regions, etc.) will soon be important when becoming involved at a higher level.

SIMULATIONS & ROLE PLAYING GAMES

The Scout Method advocates the idea of 'Learning by Doing'. It is very useful to consider the contributions of simulations and role playing games (RPG) in your sessions because they are very efficient and empowering.

Given the powerful potential of these methods in terms of emotional involvement as well, the Planning Team should always ensure a good debriefing session covering both the outcomes of the session and the way the simulation/ RPG itself has been experienced by the participants. These activities require both a clear beginning and a clear ending.

SWOT ANALYSIS

A SWOT Analysis is an evaluation tool analyzing the strengths, weaknesses, opportunities and threats related to a specific situation or project.

The strengths of a project are inherent to the project itself, they are interior. Opportunities, on the other hand, are positive external contributions for the project. A Planning Team for instance has strengths when considering the knowledge and abilities of its members and has opportunities when considering the possibility to use specific events or guest speakers to strengthen the Agora. Weaknesses are also interior while threats are exterior to the situation or project but threaten its good process.

SWOT Analyses are important planning tools useful in project management.[7]

STRENGTHS

WEAKNESSES

OPPORTUNITIES

THREATS
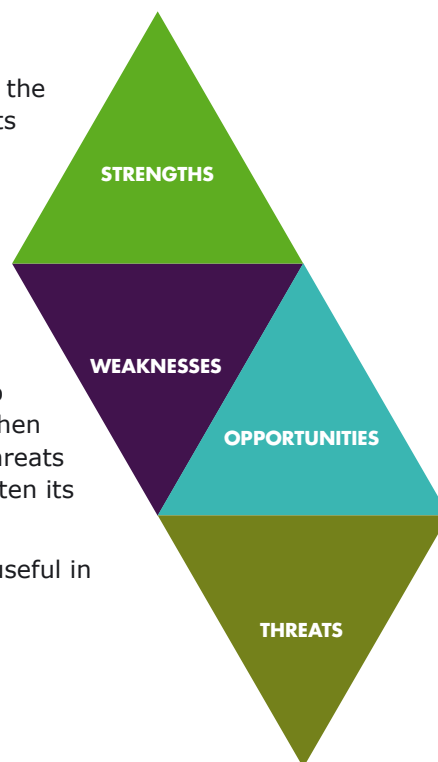
TEAM TASKS

Team tasks can relate to any challenge or task set for the small group: creating a game, designing a programme, choosing together what to keep, etc. Usually, they are more practical exercises.

VALORIZATION & CAPITALIZATION SESSIONS

Participants can produce videos, articles or other documents they believe useful to share what they've experienced during the event; give value to their experience and reach a greater impact. They can also produce a report addressed to those they represent sharing all the things they've learned, etc. See the Glossary of Terms, p.49.

VIDEOS

Video input followed by discussions in plenary or small groups can be very valuable for meditations or other kinds of sessions. To this extent, the Internet might be a valuable resource with many inspirational and thought provoking short videos that may complement your session and add an extra dimension.

WALKIE-TALKIE

METHOD USED: Guided discussions in small teams while hiking. You can have one or several topics (one every hour during half a day or one in the morning and one in the afternoon with a lunch break at the top of the mountain or at a lake, etc.).

ORGANIZATION: Have the participants form small teams. Give them a map of the hike route and a sheet with discussion topics (these should take the form of many concrete questions).

EXAMPLES OF TOPICS: similarities and differences between Rover experiences or programmes, youth participation in decision-making, etc. These topics shall orientate the discussions towards an exchange of experiences. You may also include a part on hobbies/studies/etc.

INFORM THE GROUPS: that these questions are only catalysts for discussions and that they should not feel too restricted by them. Recall the necessity to walk as a team, enjoy nature and give them your phone number in case something happen (you should have it on the handouts).

SEND OUT THE GROUPS: one group after the other with enough time between each group.

AT THE END OF THE SESSION: when everybody is together again, you should have a debriefing. For instance, one person per group can come forward and share one interesting conversation they had or one interesting information he/she learnt about another Rover.

OUR TIPS: It is difficult to walk together and talk when the hike is difficult for some of us! On a steep trail, nobody really wants to talk. Choose your Walkie carefully according to your participants or keep the Talkie for the way down the mountain.

Be creative, you can have a game running at the same time (every participant could have a secret mission such as John having to make Sean shout "I love Baden-Powell" in the mountain…). You can also have the discussion topics and guiding questions in several envelopes on the way to find with the map…

WARM UP ACTIVITIES

Warm-up activities are meant to get your participants fully awake and physically energized. It is good and encouraged to have warm-up activities in the morning after breakfast just before the first sessions and mid-afternoon when attention is naturally waning.

HERE ARE THREE EXAMPLES OF WARM-UP ACTIVITIES TAKING PLACE OUTSIDE:

COMMUNICATION RACE With the support of the team, one 'blind' participant must grab a ball on the other side of a field with obstacles, and bring it back. This 'blind' participant receives his instructions from a participant shouting words such as 'Right' or 'Left'. This person can't see the field directly but has to understand signs made by the rest of the team who can see the 'blind' participant. The ideal number of participants per team is three people. The teams can compete one against the other.

Another version of this game implies putting glasses of water on the field instead of obstacles: the 'blind' participant can be given instructions to grab the glasses of water and pour them on the other 'blind' participants. Special constraints can also be added to the game such as limiting the vocal instruction to animal noises, etc.

HUMAN KNOT Ask a group of about 10-15 participants to form a tight circle. Have each person extend both hands into the centre and grasp the hands of two different people. When this is completed, the group must then untangle the knot they have created. Physical hand-to-hand contact may not be broken to untangle the knot. Grips may change and palms may pivot on one another, but contact must be maintained. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle. This is also good warm-up activity.

PIONEERS LADDERS Participants form teams (5-8 people). Every team is given the same number of wooden poles (2 big ones of about 2-3 meters each and 6 smaller ones of about 1 metre each) and has to form a ladder as quickly as possible with lashing knots. Once their ladder is done and solid, two or more members of the team hold the ladder

vertically while all the members of the team go up from one side of the ladder and down on the other side.

Once every member has done this, the activity is finished but we can also include deconstructing the ladder in the overall race. This is a great activity to illustrate teamwork and trust while allowing some participants to step outside their comfort zone.

WORLD-CAFÉ

A World-Café is a type of session essentially meant to provide several solutions or answers to one issue or question, in a limited amount of time, while still allowing the input of a majority of participants in the drafting of every solution/answer. These Guidelines aim to explain the basic form of a World Café but once you have understood the concept itself, you should be able to adapt it to cover several topics at once or approach it from different perspectives involving individuals or teams. Here are the different stages of a basic World Café:

1. INTRODUCE YOUR WORLD-CAFÉ: Introduce your participants to your issue/question as well as your possible preliminary work while trying to solve/answer your issue/question.

2. SETTING: Form as many teams as the number of solutions/answers you wish for your issue/question. Small teams are always better than big ones. Every team should sit around a table on which they will find some flip charts, markers, pens, Post-its™, etc., and coffee of course (tea, hot chocolate, cookies, etc.). The tables should be spaced out enough for the teams to work together while not being annoyed by the noise of the other teams.

3. PHASE 1: Every team starts working on a solution/answer and makes sure to use these 20-30 minutes wisely in order to put down on paper their achievement in a clear (visual) way. Possible variation: every team is given a specific constraint or set of questions to start with.

4. PHASE 2: Every team except one person per team (the host of the table) goes from one table to the next one. The hosts of the tables quickly introduce to this new team the work done by the former team and the new teams continue addressing the work. They complete their solution/answer with their new ideas. If you choose to implement constraints, they should be kept. A new set of questions can be proposed so as to make sure that the exercise moves forward. The second phase can be a little longer than the first one because there is a required time of presentation.

5. PHASE 3: The hosts of the tables remain at the same table during the entire World Café. The 3rd phase is identical to the 2nd one.

6. PHASES 4 → X: They are identical to the 2nd and 3rd ones. Sets of questions can be introduced at each phase to

help the participants move forward in the thinking process. A World Café usually allows the Planning Team members to participate as well (except the facilitators): we are all facing the same true issue so everybody's inputs are valuable.

7. PHASE X+1: The solutions/answers are presented one by one to everyone by the hosts of the tables. A brief presentation of the solutions/answers is followed by a discussion and a voting session meant to elect the best outcomes. The conclusions of your World Café can also be hung on a wall. This last phase is extremely important for it is the one that will valorize the work of your World Café. As you will have noticed, a World Café can last for several hours if not a full day sometimes. It is a very powerful and precious tool that needs to be well understood in order to fully benefit from its potential.

THE WORLD VILLAGE GAME

The World Village Game is an empowering activity meant to increase awareness of many world issues based on world statistics. What would the world look like if it was reduced to a village with Y (= number of participants: participants, Planning Team, etc.) inhabitants? How many of us would be able to read? How many of us would have access to clean water, to the Internet, to enough food to eat? Etc.

This inspiring and moving 30-minute-long game is available online or upon request at europe@scout.org. It is recommended to have it in a quiet, serious environment at night. It usually leaves the participants in a mood to discuss about world issues afterwards. Time for discussions can therefore be anticipated.

Very similar to this is the Global Village game. This shrinks the world down to a game in which every player is born with a name, country, life situation, level of power, level of health. Citizens of the global village try to stay alive, improve their life, have fun and work together.

Citizens can get an education then make money through agriculture, engineering, music, science, sports, theatre, or temp jobs. They can spend their money on food or entertainment. Along the way, they might end up in the hospital or the jail or find good news or bad news when chance comes their way. Village characters run the support services (government, hospital, police, and social service) and lead the school and business areas. Additional village characters include protesters and the mafia. The village is a busy, exciting place where major global issues become personal.

Don't know exactly what you're looking for? Search by a game, sessions or methods.

Games

BOARD GAMES
EVENING ACTIVITIES
7 FAMILIES CARD GAME
ICE-BREAKERS
THE WORLD VILLAGE GAME

Sessions

CLOSING CEREMONIES & ACTIVITIES TO CELEBRATE
EARTH HOUR
EVALUATION SESSIONS
GUEST SPEAKER
THE 6 THINKING HATS
AGORA HEADLINES
KEEP 5 (5 TO 5)
MEDITATIONS
OPENING CEREMONY
ROVER OPPORTUNITIES
PARTICIPATION LADDER
PLENARY & PRESENTATION SESSIONS
PROJECT DRAFTING SESSION
QUESTIONS & ANSWERS
SESSION ON SCOUTING AND THE WOSM
VALORIZATION & CAPITALIZATION SESSIONS
WARM-UP ACTIVITIES
WORLD-CAFÉ

Methods

ACTING & CHARADES
BRAINSTORMING / CREATING IDEAS
BUZZER PRESENTATION METHOD
COMPETITION
DISCUSSION SESSIONS & METHODS
EDUCATIONAL PROCESS
INTERVIEWS
MESSAGE-BOXES & PIGEON-HOLES
MARKET, FAIR & EXHIBITION
OPEN SPACE
PROJECT APPROACH/PERSPECTIVE/METHOD
RECOMMENDATIONS & RESOLUTIONS
SIMULATIONS & ROLE PLAYING GAMES
SWOT ANALYSIS
TEAM TASKS
VIDEOS

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World Organization of the Scout Movement
Organisation Mondiale du Mouvement Scout
Всемирная Организация Скаутского Движения
Organización Mundial del Movimiento Scout
المنظمة العالمية للحركة الكشفية

Dear International Commissioner and National Rover Scout Commissioner,

We are glad to send you the invitation to this year's **European Agora** that will take place in the gorgeous venue of the **Kandersteg International Scout Centre (KISC), Switzerland, April 14th-17th, 2011**. An Agora, in ancient Greece, was a marketplace, a forum for the citizens of the city. Today, it also refers to a crossroads, a place in which concepts, dreams, feelings, concerns, experiences, ideas and paths cross together, are connected and shared. We would love to invite **two Rovers of your NSA** to live this empowering, inspiring, meaningful, but also fun experience built by and for Rovers, with the support of the European Scout Region (ESR).

We will encourage your Scouts, inspire them, and put them in a position to be actively involved in improving their association and in having a positive impact on it. But it's not only about education; Agora is also about letting young adults explore, share, and express themselves in an **international environment**.

This year's theme is *Alias-Rover*:
Alias sometimes means pseudonym; a way to call someone or something differently. Thus, it is a sort of nickname that is part of one's identity. With the theme *Alias-Rover*, we would like to acknowledge our identities as Rovers; identities that always exist even when we are not wearing our uniform, even when we are not attending a formal scout meeting. We will thus address and challenge Rovers' commitment in Society and try to understand what Rovering means.

The theme *Alias-Rover* being now introduced, we would like every delegation to **prepare a 2-3 minutes long fun video** that could give everybody an idea of how Rovering becomes part of our everyday lives' identities; focusing, for example, on a local or national project you might have in your country. Bring this video with you on a USB stick at the Agora; make sure it is understandable by everybody (English, subtitles...) and be creative, fun and surprising!

Dates
April 14th-17th, 2011. Participants are requested to arrive on Thursday, April 14th, in the afternoon. The departures will be on Sunday, April 17th, starting at 12:00.

Venue
Agora will take place in the Kandersteg International Scout Center in Kandersteg, Switzerland. The venue offers dormitories and shared facilities.

Languages
Agora will be held in English (assistance for French speakers will be available).

Participants profile
- members of the last age section (aged 16-22).
- motivated with knowledge of National best practices and Rover programme.
- able to communicate well in English.

Terminology
Aware that each NSA has different names for the different age sections; for the purpose of this event we will define Rovers as being members of the last age section.

Objectives
By the end of Agora participants will have:
- exchanged their views in different topics of their personal interest.
- shared good practices and practical experiences.
- experienced new skills.
- expressed their opinions on issues happening in the European Scout Region.

Methodology
Scout methods will be used including audio-visual presentations, case studies, group discussions and team tasks, resource centre, and different other active methods.

Applications

The enclosed application form, or photocopies, should be mailed or faxed to the World Scout Bureau - European Regional Office or e-mailed to europe@scout.org by **March 14th, 2011**. If the application is sent by e-mail, please send it through your national office or international commissioner (to confirm the support from your national association). Applications directly from individuals will not be considered.

Travel arrangements

Once participants have been selected, they will receive acceptance letters by 30 March 2011; they should make their own travel arrangements and obtain a visa, if necessary. If you require an official invitation to obtain a visa, please indicate this clearly on your application form. Please be aware, that it may take up to six weeks to obtain a visa, so please send your visa form with the application form in order to allow sufficient time for that process. The transport from the Kandersteg train station will be provided by organizers. The airports in Geneva, Zurich, Basel and Milano are recommended for arrival. All of them have good train connections to Kandersteg. Detailed travel information will be included in the information package to be sent to participants with the acceptance letter.

What to bring

- Full Scout uniform.
- Warm, casual clothing.
- Comfortable walking shoes.
- In-door shoes.
- Flashlight.
- Food, music and games traditional to your country for the international evening.
- *Alias-Rover* video.

Participation fee

The participation fee is €100 (Euros). The fee covers all accommodation and meals from the evening of Thursday, April 14th to lunch on Sunday, April 17th. The fee does not cover travel costs. Bank connections and details for paying the seminar participation fee will be reported to all participants by the Agora acceptance letter.

Number of participants

This event is designed to accept up to 35 participants.

Insurance

The European Scout Region does not cover the participants during the event neither during the travel to or from the venue. Please note that this is the exclusive responsibility of the national association to check and be sure that the participants are covered by insurance (illness, accidents, repatriation etc...).

Cancellation

If for any reason you find that you are not able to attend the Agora, please notify the World Scout Bureau - European Regional Office immediately. If you cancel your participation without notice after the 14/03/2011, we are obliged to charge you/your Association for the full price of the event.

Additional information

If you need any further information please contact any Planning Team member or Radu Stinghe, WSB - European Regional Office on e-mail: rstinghe@scout.org

Annexes

Application Form.

We would ask you to send this application form back to us either if you are sending delegates or not. When you receive this letter could you email any of the Planning Team member below or Radu Stinghe, from de ESB, and confirm you received this letter.

Yours in Scouting,
Rita, Birute, Niels & Vincent.

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Application form
Agora
Kandersteg (Switzerland), April 14th - 17th 2011

Please complete this form in capital letters and return it by **March 14th 2011** to
European Scout Office, Rue Henri-Christiné 5, P.O.Box 327, CH-1211 Geneva 4, Switzerland
fax +41 22 705 11 09, e-mail: europe@scout.org

First Name and Family name:

Date of birth:

Gender   ◊ Male   ◊ Female

Telephone _____ Fax _____ Email _____

Association _____

Position in the association _____

Please indicate the category that best describes your English:

English: ◊ Very Good   ◊ Good   ◊ Can Manage
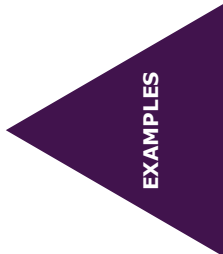
Do you have any dietary or other
special requirements? Please specify _____

Do you need an official invitation to obtain a visa?   ◊ Yes   ◊ No

For those needing a visa:

Passport _____	Nationality _____	Number _____
Date of issue _____	Place of issue _____	
Address		

Date and Signature of the
International Commissioner _____

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agora
european scout region
Alias-Rover 2011

4th European Agora
Acceptance letter

Dear Rover,

Thank you very much for your application to attend the 4th European Agora: *Alias-Rover*. On behalf of the WOSM - European Region, we have the pleasure to accept your participation to this event.

Alias-Rover will start on Thursday, April 14th, with an opening ceremony at 17:00, and finish on Sunday, April 17th, at 14:00. You should note that the travelling time, between the Kandersteg International Scout Centre and either Geneva's or Zurich's airports, takes about 3 hours. Make sure you arrive early enough on Thursday to check-in.

Please find below some further relevant information.

Programme
A detailed programme of the event is attached with this acceptance letter.

Venue
As you already know, the venue for the European Agora is the Kandersteg International Scout Centre (KISC). The centre is fully equipped, offers good working conditions and will provide shared accommodations. The centre was opened in 1923 after Lord Baden-Powell dreamed of a permanent mini-jamboree where Scouts from all over the world could meet. There are over 10,000 guests each year from around 40 countries visiting Kandersteg, as well as a young staff team of volunteers from around the world. You can read more about the venue here: http://www.kisc.ch.

Internet access
Free wireless access is provided in the lobby and the working spaces with a speed and quality depending on the numbers of computers connected simultaneously.

Arrival and travel to the venue
The participants will be welcomed at the Kandersteg train station and the transfer to the centre will be arranged by the KISC staff (Pinkies). In order to arrange in the most efficient way the transportations, we would like you to send us as soon as possible your travel information to agora@scout.org. The closest airports are Zurich or Geneva. Both of them have train stations and you can plan your travel from the airport to Kandersteg by consulting the Swiss Railways at: http://www.sbb.ch/en/index.html

Participation Fee
The invoice for the Agora will be sent to your NSA and we would kindly ask you to personally ensure that the participation fee arrives at the World Scout Bureau - European Regional Office account before the beginning of the event. Bank transfer details are included in the invoice. Please, bear in mind that the participant fee does not cover any travel, visa, personal travelling or health insurance expenses.

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Preparation

The Planning Team might contact you with specific requirements for the preparation of the event or post specific documents on the facebook profile as resource materials or useful readings. Of course, make sure you know how your NSA works and how your Rover programme looks like. **Moreover, send us as soon as possible a picture of you.**

As your Rover or International commissioners might have already told you, we expect from every delegation a short video of 3 minutes that could give everybody an idea of how Rovering becomes part of our everyday lives' identities; focusing, for example, on a local or national project you might have in your country. Bring this video with you on a USB stick at the Agora and send us an e-mail when you have done it; make sure it is understandable by everybody (English, subtitles...) and be creative, fun and surprising! Here are a few requirements regarding the content itself: NSA, age range, Symbolic Framework, best practices, Rovers' implication in decision making processes, at least one example of Rover activity, lots of surprise.

Don't forget that the theme of this year's European Agora is *Alias-Rover*: *Alias* sometimes means pseudonym; a way to call someone or something differently. Thus, it is a sort of nickname that is part of one's identity. With the theme *Alias-Rover*, we would like to acknowledge our identities as Rovers; identities that always exist even when we are not wearing our uniform, even when we are not attending a formal scout meeting. We will thus address and challenge our commitment in Society and try to understand what Rovering means.

What to bring
- Full scout uniform.
- Warm, casual clothing.
- Comfortable walking shoes and little bag pack.
- In-door shoes.
- Sleeping bag, mattress (and survival blanket).
- Electronic torch.
- Food AND music AND games traditional to your country.
- Your instrument if you are a musician (unless you are a pianist...) or your juggling balls, diabolo...
- 1 USB stick or hard-drive.
- *Alias-Rover* video about your Rover programme (3 minutes).
- A 1-minute-long video answering to the question: *"What do you expect from the Agora?"*
- Your smile and motivation!

Cancellation

If for any reason you cannot attend the Agora anymore, please, notify us immediately. If you cancel your participation without notice after March 14th, we are obliged to charge you/your NSA for the full price of the event.

Eventually, feel free to ask us if you have any question regarding the Agora. We are looking forward to meeting you in Switzerland.

Yours in Scouting,

The Planning Team: Rita (Portugal), Niels (Netherlands), Birute (Lithuania) and Vincent (France).
agora@scout.org

agora
1st Inter-Regional Agora - 2012

Session Preparation Sheet

Session Name

- **Audience and Session Type:**

Session type :		Last update :	
Audience :		Number of people :	
Prerequisite(s) :			
Planning Team roles during the session :	- -		

- **Session Objectives:**

General goal :	
Session objectives :	At the end of this session, the participants will: - - -
Operational objectives :	During the session, the participants should: - - -

- **Session Overview/Description:**

The participants will:

Author(s):

1/2

EXAMPLE OF
SESSION PREPARATION SHEET (INTER-REGIONAL AGORA 2012)

▪ Organization of the Session:

Material needed :	
Arrangement of the room(s) :	
Creating teams / working groups :	

▪ Detailed Layout of the Session (including time & duration):

Time	Duration	Programme	Facilitator(s)
→	[ ]		
→	[ ]		
→	[ ]		
→	[ ]		

▪ Feedback from the Participants & Planning Team Evaluation of the Session for the Future:

Feedback / Evaluation Method(s) :	- from the participants: - from the Planning Team:
Points of attention :	- -
Strengths :	- -
Areas for improvement :	- -

Author(s):   2/2

agora
1st Inter-Regional Agora - 2012

Session Preparation Sheet

Create your City

▪ Audience and Session Type:

Session type :	Creative session involving small teams. (Creating a City)	Last update :	May 5. 2012
Audience :	Rover Scouts aged 16-22 years old. (1ˢᵗ Inter-Regional Agora)	Number of people :	9 teams x 5 participants = 45 participants.
Prerequisite(s) :	Introductory session on Citizenship: knowledge of a conceptual framework to approach Citizenship (individual/community bipolarity + internal/external bipolarity). 4 Dimensions: Political, Social, Cultural & Economic (PSCE).		
Planning Team roles during the session :	- Vincent leads the session with the help of Niels. - Emil and Ciara are here in support but don't participate with the participants. - Emil is in charge of taking pictures.		

▪ Session Objectives:

General goal :	Gain capacity to actively participate to the life of society (community. scouting...) via the knowledge of a conceptual framework and the identification of both accelerators and restraints to Active Citizenship.
Session objectives :	At the end of this session, the participants will: - Have fully understood and experienced the use of the Citizenship conceptual framework and its links to the 4 Dimensions (PSCE) as means to allow and educate for Active Citizenship in their communities or in Scouting. - Be able to express their priorities when addressing the topic of Active Citizenship and explain how they require specific structures or programmes within their communities or in Scouting. - Have shared their priorities in terms of building-up/educating for Active Citizenship while grasping the impact of their nationality/culture/history on these priorities (ex: Ex-USSR vs. Western Europe, etc.).
Operational objectives :	During the session, the participants should: - Implement a good and efficient discussion strategy in order to brainstorm about the elements of the City. - Be able to discuss about Citizenship: (What does it mean to us? What are the core elements we would like to stress on?). - Share the responsibilities so that someone keeps track of the time and everybody can contribute to the building of the City → Have a complete City Model at the end. - Be able to explain and justify every structural choice linking it to its internal/substantial consequences and this way: Identify the Accelerators and Restraints to Active Citizenship.

▪ Session Overview/Description:

The participants work in small groups, the session is broken in to 4 parts (we will break for lunch after the first)

Part 1: Introduction followed by discussion/debate in small groups, with questions to guide the discussion

Part 2: Practical and creative session to 'build' a model city which reflects the outcomes of the group discussions

Part 3: Presentation and feedback from groups on their creation and what it represents

Part 4: Discussion and evaluation on the participants personal experiences and the process of the session

EXAMPLE OF
SESSION PREPARATION SHEET (INTER-REGIONAL AGORA 2012)

- **Organization of the Session:**

Material needed :	Sheets of paper (white and colored ones), cardboard (support squares), © Lego blocks, toilet-rolls, pens, glue, scissors, sellotape© / Scotch, string/wool, used CD-ROMs, tin-foil, cotton.
Arrangement of the room(s) :	- Have 5 protected tables in one room. Have 4 protected tables in another room. In each room, have a PT member available for questions as well as a material area where the material will be available (you can also put some material on every table). - The plenary format: one big circle of chairs with the Cities and the Reporter in the middle.
Creating teams / working groups :	- Vincent engages with the participants and creates working groups. • "I think the social/cultural aspects of Citizenship are particularly relevant when considering the current Agora. Today, 44 of us are gathered coming from 26 different countries and 3 different continents. As we are talking about Citizenship, we try to appreciate during this entire Agora by living and working together what makes us all Scouts, what makes us all together with our enriching differences. To illustrate our meeting from far away and break the Ice still remaining between us on this first day of Agora; I would like us to order ourselves in this room according to the duration of our trip from our home to KISC... How long did it take you to come here?" • Count 1-2-3-4-5-6-7-8-9 and assign a table for every team after having explained the session. • Everyone should participate at the same degree (debating, conceiving, finalizing). 1 Rover per team is in charge to present the work produced afterwards without being the same one every time.

- **Detailed Layout of the Session (including time & duration):**

Time	Duration	Programme	Facilitator(s)
11.00 → 11.05	5 [0-5]	Spend 5 minutes to create the 9 teams with the random mechanism proposed above.	Niels
11.05 → 11.10	5 [5-10]	Spend 5 minutes explaining the rules of the "game" as well as the time allocated to every part (1 time keeper per team, everyone should participate in every aspect of the creation process, 1 reporter).	Vincent
11.10 → 12.00	50 [10-60]	50 minutes of discussion and debating as a team trying to identify all the elements of the City. (Possible help provided with a set of questions such as: How do I define Citizenship? What are my priorities: individual v. community, internal v. external, political/social/cultural/economic? Can my city run efficiently as it is today without being a complete utopia? Is my city adapted to today's society? What makes today's society? Which room is given to youth participation? Which building or structure of the town best represents my answers and priorities? What accelerators to active citizenship can I identify? What restraints? (Have answers to the questions written down.) Easier questions concretely linked to the city construction should be added as well.	Vincent Niels Ciara Emil Circulating from one table to another
12.00 → 12.45	45 [60-105]	Lunch: Time is given for everyone to rest a little bit or for the enthusiastic teams (in a state of "intellectual emulation") to continue "working" and getting prepared for the creative/artistic part.	Vincent makes sure everyone is back on time.
12.45 → 13.30	45 [105-150]	45 minutes of conception with the material provided (or more) of the Cities (one per team). Creativity is encouraged but the rule of encompassing as much as possible the conclusions of the previous discussion section is recalled. EX: "If you want a little guy jumping on a boat in the center of your City: it is fine... But if this does not mean anything to you when it comes to Active Citizenship; then wait to have illustrated what you believe important before moving onto the purely decorative part..." Make sure everybody contributes. (Material available in one area of the room + no plagiarism)	The whole team should circulate around to help out.

EXAMPLES

SESSION PREPARATION SHEET

| 13.30 → 14.15 | 45 [150-195] | 45 minutes of presentation and ½ questions/comments if time is still available: 9 x 5' = 45 minutes. Make sure you orientate these feedbacks so it's not too chaotic. To gain some time for this session, feel free to allow one participant (one at a time) per table to walk around the tables during the conception part. | Vincent and Niels provide questions or comments. |
| 14.15 → 15.00 | 45 [195-240] | 45 minutes' discussion: On the process of the activity? On the nature of the communities created? On the relationship with the participants' personal experiences? On a more conceptual level? | Vincent |

- **Feedback from the Participants & Planning Team Evaluation of the Session for the Future:**

Feedback / Evaluation Method(s):	- From the participants: Feedbacks will be collected during the Agora Council (1 reporter per team) addressing the content and the form separately. The whole Planning Team will be present to receive feedbacks.
	- From the Planning Team: The Planning Team members will then discuss and fill-in this table together.
Points of attention:	- Time of presentation is lacking.
	- The goal to have a City at the end should not be forgotten so a balance is needed between only discussing and only having fun creating good looking stuff.
	- The ideas behind the Cities are more important than the Cities themselves: make sure this part of the exercise is understood as being serious... No "homosexual weddings happening in the bushes while smocking cannabis..." ☺
Strengths:	- The outcomes of this session can be very interesting and the creative/fun aspect of the City construction is much appreciated. This session also breaks the ice.
Areas for improvement:	- Remain flexible so that one part can be longer than expected or shorter, etc.
	- Orientate more the presentation time so that it remains short but interesting. Here also remain flexible if interesting things are being said. Have a short concluding word trying to emphasize the most interesting outcomes.
	- The handout could be a little more helpful. For instance, they should understand by themselves that they could work the other way around (think in terms of buildings rather than notions) while reading it if they are stuck.

Planning Team Chart

1st Inter-Regional Agora - 2012

Item #	Date	Time	Duration	Session/Activity/Action	Description	Person in charge	To do before completion	Material needed	Venue and Settings	Facilitators	Format Plenary/Teams
1	17/04/2012	14:00	1½ hours	Arrivals & Check-in	Assign a room, take the LSB's stick, give the evaluation form, process hikes fresh help	Ciara	Find-out the arrival time of every one, organise transportation,	2 computers, welcome sign	Maintenance + welcoming sign + tables for evaluation	PT	Individually
2	17/04/2012	17:30	½ hour	Be there to break it!	Ice-Breaking activity (find different people corresponding to the statement)	Ciara	Find a couple more statements about the French participants	Pen & Handouts	Main hall + no chairs	Ciara	Plenary
3	17/04/2012	18:00	10'	Agora Headlines #1	1st skit done by the Planning Team with the costumes (reporter, etc.) explaining what happened and what will happen next.	Niels	Print the script for the PT members and brief them.	Costumes (fake microphone, etc.)	Dining hall, when everybody is seated.	PT	Just before eating with the staff of Kandersteg
4	17/04/2012	18:10	55'	Speed Dating Dinner	The participants move right every 5-10 minutes and use the question papers to talk with one another: Speed Dating.	Emil	Print and cut the papers with the questions + put them on the tables	Question papers	Dining hall, while eating	PT seated at different tables engaging conversations	Speed Dating 1/1
5	17/04/2012	19:00	2¾	Rovering out there	Coffee/Tea and videos of the participants on their Rover programme/Agoras	Emil	Gather all the videos, put a big chart on the wall to fill-in with information about the associations and set the tables.	Coffee/Tea/Vide o Projector (sound, etc.)	Main hall + several tables with coffee and tea + people seated around	Emil and Niels	Plenary (people seated around tables)
6	17/04/2012	21:45	15'	Official opening speech	Speech launching the Agora, recalling the rules and the objectives	Vincent	Rehearse more	X	Idem	Vincent	Plenary
7	18/04/2012	07:30	1½ hour	Breakfast	Breakfast available + shower time, etc	Ciara	X	X	Dining Hall	Staff of Kandersteg	Individually
8	18/04/2012	09:00	½ hour	Warm-up activity	Teamwork race (1 blind, 1 speechless, etc.)	Ciara	Gather material and set-up the same outside	10 balls, 10 bowls, 10 scarves	Outside the maintenance	Ciara and Emil	Teams
9	18/04/2012	09:30	15'	Agora Headlines #2	1st skit done by 4 participants with the costumes (reporter, etc.)	Niels	X	Costumes (fake microphone, etc.)	Main hall + chairs in a big circle opened towards the screen	Niels in support	Plenary
10	18/04/2012	09:45	1 hour	Citizenship Introductory Session	Welcome speech by Kandersteg before the session + Session on the links between Scouting & Citizenship (conceptual frameworks introduced)	Vincent	Check with the staff of Kandersteg to confirm the time	Video Projector	Idem	Vincent and Niels	Plenary
11	18/04/2012	10:00	15'	Coffee break	Coffee break in the main hall	Ciara	Make sure we have coffee, tea and cookies	Coffee/Tea /Cookies	Main hall	Ciara and Emil	X
12	18/04/2012	10:15	...	...		...	...	...	...	...	...

EXAMPLE OF
EVALUATION FORM (INTER-REGIONAL AGORA 2012)

agora
1st Inter-Regional Agora - 2012

Youth Participation: Today, not Tomorrow!
Evaluation form

Name _____

National Scout Association _____

Introduction

Why
During Agora you will learn a lot... and you also came here with specific objectives related to the ones we settled for this 1st edition of the Inter-Regional Agora. Be sure that you won't learn only by "absorbing" the knowledge and material provided by the sessions but also by talking and exchanging with the other participants, thanks to the methods that will be used (BP's Learning by Doing), via the workshops you will do, and through the material you and other participants will create. For yourself but also for the Planning Team, it is very interesting to have some insights about what exactly you have learned and experienced during the Agora.

What
Through your experiences at this event we hope to make visible different kinds of outcomes: some are knowledge based, some are more practical (skills, methods, etc.); some are related to your motivation and some are focused on the international dimension.

How
Therefore, we would like to ask you to assess how comfortable you feel about the following statements both before and after the Agora. This will show your personal progression. If you have some expectations connected to one of the statements, you can assess where you would like to be after the Agora. Then, when the Agora is over on Sunday, you will update your situation related to these statements and we would like you to identify in the "Remarks & Session" space provided which session(s) contributed to the evolution you identified. Please read all the statements before answering.

More information
Please take enough time to fill in the form before the Agora and hand it in to one of the Planning Team members. On the last day of the Agora, you will get your own sheet back to fill-in the second part. If you have any question regarding this form, please ask us.

Progression & Programme Evaluation (Adapt it when necessary to the actual statement)

1 → I feel like I have no concrete knowledge/experience in this field.
2 → I sometimes felt a lack of knowledge/experience in this field but can participate.
3 → I never felt any lack of knowledge/experience in this field and can actively participate.
4 → I can take a leadership position thanks to my knowledge/experience in this field. I know more than average (specific afinity).
5 → I'm a "geek" in this field, people could come to me for my experience/knowledge and expertise.☺

If you have any remarks, please do include them as this makes it much easier and clearer for us the Planning Team to evaluate this Agora. Thanks

April 17th > 22nd 2012

1/3

EXAMPLE OF
EVALUATION FORM (INTER-REGIONAL AGORA 2012)

International Dimension

1	**Knowledge about what I know about the international structure of Scouting.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
2	**I could talk about what makes my Rover programme specific compared to Rover programmes in other countries.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:

Citizenship & Scouting

3	**Knowledge about the connection between Rovering and I clearly acknowledge the link between Scouting and Citizenship in general.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
4	**Practical experience I know what is needed in my community to increase participation in decision making.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:

Youth Participation in Decision Making

5	**Youth Empowerment, Youth Involvement, Mentoring... I know the theory.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
6	**I feel convinced of the necessity to ensure Youth Participation in decision making.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
7	**I know what my National Scout Association could do to increase Youth Participation in decision making.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:

Project Management

8	**I have good knowledge of the issues related to the financial, human resources and communication aspects of Project Management.**	
	Before Agora: 1 2 3 4 5 Expectations: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:

April 17th > 22nd 2012

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9	Then what about practical experience regarding these aspects? Do I feel experienced? (see question 8)	
	Before Agora: 1 2 3 4 5 Expectation: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
10	I have good knowledge of the issues related to the programme and content aspects of Project Management in Rovering.	
	Before Agora: 1 2 3 4 5 Expectation: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
11	Then what about practical experience regarding these aspects? Do I feel experienced? (see question 10)	
	Before Agora: 1 2 3 4 5 Expectation: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
12	I feel confident about running a Rover forum back home.	
	Before Agora: 1 2 3 4 5 Expectation: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:

Some more aspects

13	I know quite a few tools/methods/sessions that could suit the Rover Scout age section.	
	Before Agora: 1 2 3 4 5 Expectation: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:
14	I can actively contribute to all aspects of my Rover Programme! ☺	
	Before Agora: 1 2 3 4 5 Expectation: 1 2 3 4 5 After Agora: 1 2 3 4 5	Remarks & Session:

This is only to be completed at the end of the event (Sunday 22nd)

1	Did you like the programme/content of the Agora?	
	1 2 3 4 5 6 7 8 9 10	Please detail:
2	My overall satisfaction about the practical aspects (duration, food, etc.)	
	1 2 3 4 5 6 7 8 9 10	Please detail:
3	Would you recommend the Agora?	
	1 2 3 4 5	Please detail:
4	How would you grade this evaluation process?	
	1 2 3 4 5	Please detail:
5	How did you hear about Agora? Do you want to add something? ☺	
	Please detail:	

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LIST OF RESOURCE DOCUMENTS

BY ROVERS FOR ROVERS, GUIDELINES
FOR RUNNING A SUCCESSFUL AGORA
WOSM publication

EMPOWERING YOUNG ADULTS,
GUIDELINES OF THE ROVER SCOUT
SECTION
WOSM publication

> Available at:
> www.scout.org/en/information_events/
> library/youth_programme/
> empowering_young_adults

"HAVE YOUR SAY!"
The Council of Europe

> Available at:
> www.coe.int/t/dg4/youth/Source/
> Resources/Publications/
> Have_your_say_en.pdf

LET'S DO A SCOUT PROJECT
WOSM publication

> Available at:
> www.scout.org/en/information_events/
> library/youth_programme/
> let_do_a_scout_project

REPORTS FROM PAST INTERNATIONAL
AGORAS

> Available upon request to
> europe@scout.org

SCOUTING, AN EDUCATIONAL SYSTEM
WOSM publication

> Available at:
> www.scout.org/en/node_70/
> library/fundamentals_of_scouting/
> scouting_an_educational_system

T-KIT N°3
Council of Europe on Project Management

> Available at:
> youth-partnership-eu.coe.int/youth-
> partnership/publications/T-kits/3/
> Tkit_3_EN

T-KIT N°6
Council of Europe on Training Essentials

> Available at:
> youth-partnership-eu.coe.int/youth-
> partnership/publications/T-kits/6/
> Tkit_6_EN

YOUTH EMPOWERMENT EURO SCOUT DOC
WOSM publication

> Available at:
> www.scout.org/en/information_events/
> library/youth_programme/
> youth_empowerment

YOUTH INVOLVEMENT/YOUTH
EMPOWERMENT TOOLBOX
WOSM publication

> Available at:
> www.scout.org/about_scouting/
> strategy/strategic_priorities/
> youth_involvement/
> the_youth_involvement_toolbox

ENDNOTES

1   Resource document: Empowering Young Adults,
Guidelines for the Rover Scout Section.

2   Resource document: Have your Say! Manual.

3   Resource document: Youth Involvement & Youth
Empowerment Toolbox.

3   Resource document: Example of evaluation
form.

4   Example of session preparation sheet, see p.84.
Feel free to adapt it for your own Agora.

5   Example of an evaluation form, see p.90.

6   Resource document: Youth Involvement, Youth
Empowerment Toolbox in the resource documents.

7   Resource document: T-Kit n°3 from the Council
of Europe on Project Management.