

	To help members to...	a group might...
WOODCHIPS	Explore fairness	- Share out snacks or resources fairly - Sit in a circle, and explain why we do this
	Listen to each other	- Ask a simple question at circle time, e.g. 'What did you have for breakfast?' ensuring everyone has a chance to speak and be listened to
ELFINS	Participate in making decisions	- Vote on which game to play at the end of the session
	Discuss the world critically	- Discuss issues in the news at circle time - Run a 'biscuit election' using different voting systems (e.g. STV, first-past-the-post) and discuss which is more 'fair'
	Take action in their community	- Make lanterns for a local lantern parade - Go on a march or demonstration
PIONEERS	Understand the nature, needs and challenges of their community	- Choose a local cause to support through fundraising
	Plan and shape their own social action activities	- Brainstorm ideas for fundraising activities and choose one to carry out
VENTURERS	Initiate and lead social action activities	- Run their own campaign to lobby the council for better facilities for young people in the area
	Have a positive impact on the community and the wider world	- Volunteer to support asylum seekers living locally
	Plan and lead activities for and with younger age groups	- Run wide games for other young members at camp - Plan and deliver a session for the Elfin group

Key to resource packs:

(RR) Rainbow Resources

(AfE) Activities for Elfin Groups (TREE)

(AfP) Activities for Pioneer Groups (TREE)

(AfV) Activities for Venturer Groups (TREE)

(IfV) Issues for Venturers (TREE)

(VB) The Venturer Book

(ELH) Elfin Leaders' Handbook

(PLH) Pioneer Leaders' Handbook

(P3) Pioneer Peace Pack

(ACC) All Together Against Climate Change