



Anchors and Juniors Programme launch

Training Material

The Aim:

To equip leaders with knowledge of the new programme resources and awards schemes for Anchors and Juniors.

Learning Outcomes:

At the end of this training session participants will have:

- ❑ Explored the contents and layout of the packs
- ❑ Identified ways to plan a programme using the new activities
- ❑ Understood how to integrate the new awards schemes.

Resources:

Flip chart
Pens
Copies of the Anchors and Juniors programme packs*
PowerPoint presentation “What’s in the Pack?”
FAQ crib sheet
Programme planning sheets
The relevant craft materials or games equipment for the practical session
*Packs can be made available for training purposes on a sale or return basis. Participants should have the opportunity to purchase packs at the launch.

Timing:

2 hours training time

Group Size :

This short module is appropriate for large or small audiences. You may wish to have enough trainers to split the group into Anchor leaders and Junior leaders for Exercise 3.

Suggested Programme:

Suggested Programme for a morning:

9.45am: Arrivals and coffee

10.00am: Welcome, devotions, introductions and learning outcomes.

10.15am: What’s in it? An opportunity to find your way round the pack.

10.45am: How do I use it? A chance to see how to plan in the new activities

11.15am: Let’s have a go then! Trying out some new crafts and games.

11.45am: Round-up. Final thoughts, questions and suggestions to be fed back to BBHQ.

12.00: Closing devotions and goodbyes.

Note to trainers

As this is only a two hour module and fairly informal, it may be an idea to combine it with a social event or battalion meeting.

Training Material

Welcome and introductions (15 mins)

Welcome the group and if there are not too many people present, do some introductions. Show the learning outcomes (either on OHP or written onto a flip chart).

Exercise 1: “What’s in it?” (30 mins)

Explain that you are going to show some slides outlining the way the pack has been put together, and that after the presentation, they will have an opportunity to flick through the packs themselves.

Show PowerPoint presentation (15 mins)

After the slide show, issue the packs, ideally one each but shared if necessary, and allow participants a few minutes to find their way round the contents.

Encourage a question and answer session, and use your FAQ crib sheet.

Exercise 2 “How do I use it?” (30 mins)

Explain to the group that we are going to have a go at planning a balanced programme over a 5 week period using the new activities.

Issue the programme planning sheets, and make sure everyone has access to a programme pack.

Note to trainers!

You may wish to split the group into Anchors and Juniors leaders at this stage. If people work in both sections, let them choose which group they work in.

In groups of three get the participants to plan a 5 week programme for either Autumn, Winter, Spring or Summer. Make sure all seasons are covered.

As you set the task, ask the participants to remember the following points:

- ❑ Try and make sure as many of the 5 activity zones are represented on each evening (Body, Mind, Spirit, Creativity and Community)
 - ❑ A balanced programme may have a single focus one week, but bring in a wider mix of activities over the 5 week period
 - ❑ Plan for any seasonal festivals
 - ❑ Share with the other members of the group their own ideas that are not in the programme packs.
 - ❑ Be prepared to say the reasons for your choices of activities in the feedback.
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Training Material

Allow 15 minutes for the exercise and then ask each group to feedback their programme plans, while the trainer jots the main ideas onto a flipchart.

There is only 15 minutes to feedback, so don't get into too much detail, but try and lift good ideas or new ideas from the feedback so people can take some good ideas back to their companies.

Thank the group and move on to the next exercise.

Exercise 3: "Lets have a go then!" (30 mins)

The trainers will already have chosen some crafts, games, quizzes or drama activities from the packs and photocopied the sheets from the packs. You should also have any craft materials or games equipment ready.

Get people into groups of between 5 and 10 (depending on the size of your audience) and set them off on a circuit of activities. For example, have a craft table, games area and quiz/drama area marked off, with enough trainers to supervise each activity.

Give 10 minutes for each activity and then signal the end of the time period and move them round to the next activity. (This is a realistic time limit for some Anchors and Juniors to spend on a game or a craft – including time for explanation of rules etc!)

At the end of 30 minutes, everyone should have tried 3 activities. Give 5 or 10 minutes for any feedback or comments, thank the group and move on to the final exercise.

Round-up (15 mins)

Take the last 15 minutes to take overall feedback on the training session, making sure you have the learning outcomes displayed. Ask the group if they feel the outcomes have been met. (There is no formal evaluation for this event.)

Ask if there are any final thoughts or questions. Tell the group that you can feedback to HQ any comments or questions you are unable to answer. Make notes of any feedback, and remember to pass on to BBHQ!

Thank the group for their participation and wish them well with their company work.

Closing devotions and goodbyes

Anchor and Junior Programme Launch

RESOURCES

Learning outcomes

FAQ crib sheet

Programme planning sheets

Learning outcomes

At the end of this training session participants will have:

- ❑ **Explored the contents and layout of the packs**

- ❑ **Identified ways to plan a programme using the new activities**

- ❑ **Understood how to integrate the new awards schemes.**

FAQ crib sheet

Trainers can use these frequently asked questions and answers at the sessions. Most other questions are answered in the packs. You could issue this as a handout.

Anchors questions

Q: Why are we introducing an Activity Scheme for Anchors?

A: During the consultations with those who work with Anchor Boys, there was overwhelming support for a badge scheme, some companies and battalions had created their own. The scheme for Anchor Boys is an activity scheme, where boys gain badges by participating in the section programme. There are no levels of achievement set down. The Anchor Activity Scheme is optional.

Q: Is there a syllabus for the Anchor scheme?

A: There are some suggested activities under the 5 headings, and the scheme is flexible so you can determine what suits you best.

Q: How many badges are there for Anchors?

A: There are three badges, with the requirements as follows:

- Green Badge: 12 activities, two from each of the five headings and Age 5/6 two extra ones chosen by the boy or section staff
- Red Badge: 18 activities, three from each of the five headings and Age 6/7 three extra ones chosen by the boy or staff
- Blue Badge: 18 activities, three from each of the five headings and Age 7/8 three extra ones chosen by the boy or staff

The activity badges are enameled metal with pin on fastenings and safety clips. A boy will wear his highest Anchor Activity badge up into Juniors, and then into the Company section along with his highest Junior Award badge.

Q: Why are there only 12 topics for the first badge?

A: The activity scheme fits into your section's programme. The philosophy is to be activity-led rather than awards-driven.

Q: When can the stickers be used?

A: Stickers can be awarded when individual activity topics have been completed. The stickers are optional.

Q: If the activity scheme is over 3 years, what happens to late joiners?

A: This is up to companies to decide. However, the scheme is not progressive in difficulty so ideally the newcomer would join in with his peer group on the badge currently being worked towards.

Q: I only work with 6 to 8 year olds; can my boys only achieve 2 badges?

A: Remember, at this age the focus is on fun, not awards. The activity scheme recognizes participation and attendance. It should be possible to achieve the 48 activities over 24 months, and thereby gain 3 badges in 2 years. However, leaders should always work at the pace of the boys, not rush them through in order to gain badges.

Juniors questions

Q: Why change the award scheme?

A: The previous scheme was looking tired and dated. The concept of a badge scheme, which encourages boys to try activities from various heading, has been kept with some flexibility added so that boys can choose additional topics.

Q: How many badges does the new scheme have?

A: There are four badges, Junior Target, and Bronze, Silver and Gold. These are metal enameled badges with a pin on fastening and safety clip. A boy will wear his highest Junior Award badge up into the Company Section along with his highest Activity badge from his time in Anchor Boys.

Q: How do we transfer from 'Go for Gold' to the new scheme?

A: 1) Boys currently working on a 'Go for Gold' could continue until they move up to Company Section, but leaders could still use the new programme resources. New boys would then work on the new scheme.
2) The Company could decide, in consultation with their boys in Juniors, to trade in their existing badges for the new ones.

New Award scheme: number of activities		Old Award scheme: number of activities	
Junior Target Award	5	White Badge	6
Bronze Award	10	Green Badge	10
		Purple Badge*	10
Silver Award	20	Blue Badge	10
		Red Badge**	10
Gold Award	20	Gold Badge	10

* If a boy has gained his purple badge, he would receive Target and Bronze badges and a certificate for the 10 activities towards his Silver badge.

** If a boy has gained his red badge, he would receive Target, Bronze and Silver badges and a certificate for the 10 activities towards his Gold badge.

Q: How are the awards assessed?

A: There are no set levels of attainment for the awards and no external controls are to be applied by battalions. The level of achievement will vary for each individual boy according to his ability and age.

Q: How does the award fit into the weekly programme?

A: An 'award time' of 15 to 20 minutes would usually be included in the weekly programme although activities can be covered outside of the formal award time, in games, devotions and other activities. A number of activities can be done outside in the summer months, and on trips and visits and weekends away.

Q: What happens with late joiners to the award scheme?

A: Boys would complete the Junior Target award and then move on to the Bronze award using activities appropriate to their age and ability. So a boy joining at age 10 would complete the Target, and the Bronze and Silver awards.

Programme planning sheet

Activity	6.00pm	6.15pm	6.30pm	6.45pm	7.00pm	7.15pm

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