



Scouting @ Home Program

3 September 2021

Overview

Greetings. As we move back to our Unit meetings at the den, the theme for this week is based around the Sustainable Development Goals. This resource has ideas you may want to try alone at home, or in planning to go back to your unit, or with your patrol. I hope these activities will give you some ideas you can explore further for your [Special Interest Awards](#) or [Milestone activities](#). Remember, before you start each activity to [Plan>Do>Review](#) and check out the [Challenge areas](#).



Exploring SDGs

The 17 Sustainable Development Goals (SDGs) were adopted by all United Nations Member States in 2015. All countries are asked to work in a global partnership to assist end poverty and to improve health and education, reduce inequality, and help promote economic growth. Check out Scouts for SDGs <https://sdgs.scout.org/about-sdgs>.

My activity – now to P or A or L

You will get lots of times when you can participate, assist and lead in the scout program. Select one area that you are interested in from the 17 SDGs. Now, think of an activity that goes with that goal that you would like to work on with your unit or patrol or a special project patrol. Remember to share this when you are back at Scouts. Here are some ideas.

1 NO POVERTY



SDG 1. NO POVERTY

PLAN> What does 'being poor' mean to you? How can you make a difference to someone who doesn't have as much as you? Design a shopping list for your patrol of 6 (for food for a one-day bushwalk, with \$12). How do you make sure everyone can participate in the activity and can eat enough? Like to **PLAN>DO>REVIEW>** with your patrol?

2 ZERO HUNGER



SDG 2. ZERO HUNGER

PLAN> How can you reduce the food you throw out? What can you do with leftover food? How can you help others with the food you don't eat? What can be a longer-term solution to the food waste problems? **DO>** Design and build a compost for your Scout Hall. **REVIEW>** What else could you do to help build knowledge about food waste and working towards 'zero hunger'?

3 GOOD HEALTH AND WELL-BEING



SDG 3. GOOD HEALTH & WELLBEING

PLAN> What is a healthy lifestyle? How do we identify being healthy compared to being unhealthy? Design a memory-jogger to assist you to continue to build a healthy life. **DO>** Develop your memory-jogger; What parts of a healthy lifestyle are you missing? **REVIEW>** Could your memory-jogger be used by other people?

4 QUALITY EDUCATION



SDG 4. QUALITY EDUCATION

PLAN> What does 'quality education' mean to you? Does Scouting help you learn and develop? Design a resource that would support children who speak another language to learn about something you do. **DO>** Develop your resource; How does this help other people learn? **REVIEW>** Describe how you worked towards completing this task.





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SDG 5. GENDER EQUALITY

PLAN> What activities do you think only boys and only girls should do? Design a gender swap night – boys complete activities you think only girls should do, and girls complete activities that boys should do.
DO> Run your planned activities. How do people feel being told what they can do?
REVIEW> What would you do to make sure everyone feels included? What comments do you get?



SDG 6. CLEAN WATER & SANITATION

PLAN> How do you make sure your drinking water is safe? What can you do to help improve water quality?
DO> Research and create a portable water filtration system. How easily could you use this on a hike?
REVIEW> How easy was it for you to create the filtration system? Could people in remote communities use this system so that it is safe water for them to drink?



SDG 7. AFFORDABLE & CLEAN ENERGY

PLAN> What types of energy can you name? What would you do if we didn't have electricity? Design a renewable energy source to power something.
DO> Make a [potato clock](#) and consider its effectiveness.
REVIEW> What other energy sources could you use to make a clock? How can you change your behaviours to minimise the energy you use?



SDG 8. DECENT WORK ECONOMIC GRO

PLAN> What is your dream job? What skills do you have that you want to get better at?
DO> Invite parents and friends to a "when I grow up" night to learn about their jobs. Run the Grow Up Night.
REVIEW> Are there any jobs that you think are really interesting? What skills did you learn, or learn about, from others during the night? Can you think of a type of job that doesn't exist now?



SDG 9. INDUSTRY INNOVATIONS....

PLAN> What does infrastructure and innovation mean? Do you know about how roads are made, electricity is generated, hospitals or transport works.
DO> Organise a visit to learn more and get a behind scenes look at an area e.g. airports, hospital.
REVIEW> What questions do you have about your visit? What other places could you explore?



SDG 10. REDUCED INEQUALITIES

PLAN> What does equal opportunities mean? How can we enable the voices of young people to be listened to?
DO> Design and make an activity that can help others to be aware of what you are keen to make a change in or for– poster, skit, video, presentation
REVIEW> Do you think there are groups of people who have less opportunities than others? How could you use your resource or activity to help others?



SCOUTS AND SDGs

Grab your popcorn and drink and watch the video taken at the last World Scout Jamboree about how [Scouts are working on SDGs across the world](#). Exciting isn't it? Share these great ideas with others in your Unit. Now, what will you do to make your SDG difference?



REVIEW>

Now it's time to think about what you did this week regarding SDGs and how you can share this with others in your Unit when you return. What did you enjoy? How could you do it better? Send us your pictures or ideas we can use for other activities to homescouts@scoutsqld.com.au



Scouts Queensland gratefully acknowledges access to these great and relevant resource ideas developed by Ms. Emma Watson, Rover and Cub Scout Leader, NSW Branch.

