

Young Leaders

In summary

	Explorer Scout	Non-member
Age	13.5 year to 18 year	14 to 18 year
Duration	Until 18 year	DofE service or GG volunteering award length only
Registered with District	Yes	Yes
Do module A within 3 months	Yes	Yes
Member of YL unit with access to full explorer programme	Yes	No
Public liability insurance	Yes	Yes
Personal accident insurance	Yes	No

“Scouts can request to return to their old Scout Troop to volunteer as an ESYL. However, it is highly recommended that they have a **break of 12 months** before doing this. This extra time allows them to develop their skills, and gives the old Troop extra time to accept and adjust to the fact they are now an ESYL with different responsibilities. Having a reasonable gap will mean that the ESYL won't just be seen as another Senior Patrol Leader when they return and are supporting their peers.”

“Whilst an ESYL is working within a section, the **section leader is responsible** for their safety and welfare. It is important to remember that an ESYL is still a young person, regardless of their responsibilities. The same Young People First (Yellow Card) guidance you apply to your section should also be applied to ESYLs. You should never spend time one-on-one with an ESYL, and should never directly text or email them without copying in other members of the leadership team, for example.

When the ESYL takes part in a camp or residential, consideration should also be given to the **sleeping arrangements**. The ESYL should have their own separate accommodation. They should not share with adult leaders, or with the young people in the section.”

Missions and Modules

Mission one - Game	Plan and run a minimum of three games with the section you are volunteering with. At least one game should take place indoors and one outdoors.
Mission two - Activity	Plan and run an activity (not a game) with the section you are volunteering with.
Mission three - Programme Planning	Take the section's programme ideas to a programme planning meeting.
Mission four - Delivery	Take responsibility for organising and running part of the section programme.

Module A	Prepare for take-off (essentials and expectations)
Module B	Taking the lead
Module C	That's the way to do it!
Module D	Understanding behaviour
Module E	Game on!
Module F	Making Scouting accessible and inclusive
Module G	What is a high quality programme?
Module H	Programme planning
Module I	What did they say?
Module J	Communicate it!
Module K	First aid masterclass

Sources

[From DofE FAQ](#)

[POR 4.37](#) The Appointment of Explorer Scout Young Leaders

[Explorer Scout Young Leaders' Scheme](#)

Young Leaders' Scheme - [Information for Section Leaders](#)