

Module F

- Basic understanding Special Needs
- Tailored programme to meet needs

Intro – (5 mins)

- Post-it note exercise visible/hidden disabilities – break down into types of disabilities (15 mins)

Game – shepherd and sheep game

- Feedback
- How did they feel?

(10 mins)

Select special need from those generated 30 mins earlier

- Take a previous programme and adapt programme

Tools

- Factsheet on needs
- Previous programme
- Split into 3 groups – Beavers, Cubs, Scouts
- Different needs per group
- Feedback report 2 group
- Share learnings
- Lessons learned
- Evaluation and conclusion
- Objectives covered?
- Details of next course