

Is your Wood Badge sitting there unfinished?

Time to get it over the line!

Finishing your Wood Badge isn't just about ticking boxes. It builds your skills and confidence, gives you new ideas, and ultimately helps us provide better Scouting for our young people. And there's a definite sense of achievement in finally getting it DONE.
First step: go into the membership system and assign yourself a Wood Badge. No, this does not mean you've just awarded yourself one! It simply gives you access to the learning you need to complete.

There are a handful of modules that can't currently be completed through My Learning, which has caused a bit of confusion.

So, we've pulled the information together for you. 👇

Remember: learning is optional, but validation is essential.

The attached PDF explains the learning and validation arrangements for Modules 8, 9, 13, 16, 18 and 19.



Module 8 – Skills of Leadership

This module is for all Team Leaders and Team Members in Scouts. It develops systematic planning, effective and flexible leadership, understanding of leadership styles and their impact on learning, with optional learning on delegation and motivation.

Validation requirements

Complete two of the following:

- Use a systematic planning tool to complete a task, provide evidence of its use and discuss the experience with a Learning Assessor.
- Apply the Action Centered Leadership model to a recently run activity and explain how it helped you complete it.
- Use a questionnaire or similar tool to identify your preferred leadership style, its impact on your role in Scouts, and how different styles inform your teamwork.
- Provide evidence of leading an event or activity in which your leadership style changed several times.
- Run a game or activity that develops leadership skills in young people or adults.

Acceptable evidence may include: a discussion or report; assessor observation; a written or verbal observer statement; notes, photos or videos; or planning, delivery and review notes.



Module 9 – Working with Adults

This module is for Section Team Leads and Section Team Members in Scouts. It develops effective communication, understanding of how teams work, the roles people play and how personality types affect teams.

Validation requirements

Complete two of the following:

- Represent others at an adult volunteer meeting and report the decisions made and the reasons for them.
- Show how you helped someone make decisions, without breaking confidentiality, describing and applying effective listening techniques.
- Show that you understand verbal and non-verbal communication and can respond appropriately.

Acceptable evidence may include: a discussion; assessor or volunteer observation; a written or verbal observer statement; or a presentation demonstrating your understanding.

Module 13 – Growing Scouts

This module is for volunteers seeking information and practical advice on growing the section in their area of responsibility.

Validation requirements

Explain your role in recruiting and retaining young people and adults, why growing Scouting matters, and examples of new members who joined as a direct result of your actions, including the steps you took. Then complete two of the following:

- Work with others to produce and implement a development plan for your section or group.
- Run or take part in a recruitment event to grow your section or group.
- Give examples of flexibility in meeting adults' needs, wants and time commitments when recruiting them.
- Show how you have used transfer methods between sections, including Moving On, Membership Awards and age-range flexibility, and helped young people move between sections; review what could be improved.

Acceptable evidence may include: a development or moving-on plan; assessor or observer statements; discussion with the learner; observation of a recruitment event or meeting with potential recruits; or other supporting evidence alongside a discussion.



Module 16 – Introduction to Residential Experiences

This module is for volunteers who may organise or support residential experiences for young people as part of their Scouting role.

If you hold the Nights Away Permit, it credits this learning.

Validation requirements

Complete the Residential Experiences Quiz at the end of this document (Worksheet 3) and discuss your answers with a Learning Assessor. Use the Scouts Nights Away and Camping guidance to help answer the questions.

Then complete one of the following:

- Help plan and support a residential experience, addressing at least two of these areas: organisation and administration; selecting the team and its roles; appropriate adult-to-young-person ratios; identifying and managing logistical, behavioural or budget issues; or finding additional support and information.
- Show how you promote and provide residential opportunities for young people and describe their benefits.

Acceptable evidence may include: residential or promotional documentation; an assessor observing a briefing or sectional meeting; a written or verbal statement describing your role; or a discussion with an assessor supported by another form of evidence.

Module 18 – Practical Skills

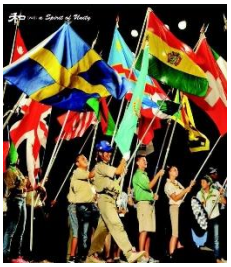
This module is for Section Team Leaders and Members, and anyone wishing to train, coach or otherwise help young people and adults develop practical skills. Participants must gain or develop at least two new practical skills of their own.

Validation requirements

Complete two of the following:

- Learn or develop a practical skill that can be used in Scouting.
- Instruct a young person in two practical skills appropriate to their section, ensuring they understand and follow safety and risk-assessment procedures.
- Demonstrate two practical skills, including at least one learned or developed in your Scouting role. The skills must be appropriate to the section, approved by the Lead Volunteer, and carried out in line with safety and risk-assessment procedures.

Acceptable evidence may include: assessor observation; a written or verbal observer statement; a relevant qualification; photos or videos; programme plans, instructions or risk assessments; or a discussion with a Learning Assessor.



Module 19 – International

This module provides Scout Volunteers with the information and methods to plan and run international activities in their programmes and encourages participation across the age ranges. It does not cover leading or supporting international trips or nights away.

Validation requirements

Complete both of the following:

- Review the programme for the section you support and ensure it includes international activities.
- Plan and run an international-themed event or activity for young people exploring the global nature of Scouts, the World Membership Badge or international events in Scouts. This may include establishing or maintaining a link and exchanging information with a Scout Group outside the UK.

Acceptable evidence may include: assessor observation of planning or delivery; a written or verbal observer statement; photos or videos; letters or screenshots showing communication with Scouts abroad; or a discussion with a Learning Assessor.