

Residential Workshop



What we will cover today...

The Stages of Planning

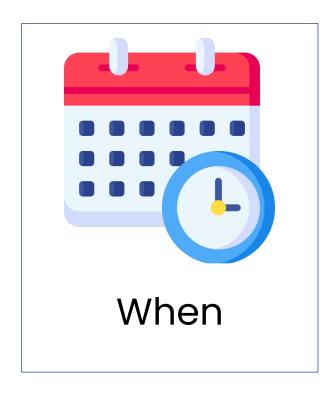
REN Form

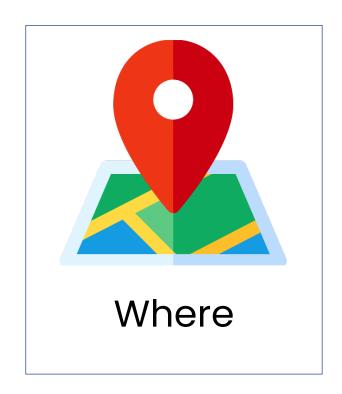
Getting Creative when Planning

Thinking about taking girls away?



Things to consider







Who do I need to talk to?



What's next?



Choose your location and approximate number of girls required to make the trip financially viable.



Distance - Do you need to allow transport costs or keep it local so girls can be dropped off by parents?



Is the location suitable and is it an approved site?

Adult to child ratios

Stay safe by having the right number of adults on your residentials

Rainbows 1 adult for every 4 children with at least 3 adults

Brownies 1 adult for every 6 children with at least 3 adults*

Guides 1 adult for every 12 children with at least 3 adults*

Rangers At least 2 adults or 1 at the commissioner's discretion

* 2 at the commissioner's discretion

Other consideration

Extra adults

Do you need them?

Do they have a role?

Who pays for them?

Young Leaders

Sleeping arrangements

Specific roles

Own children

Extra adults will be required to look after children of the team.

Adult roles



Leader in charge

Runs the event
Working towards or has
the going away
modules for the event



First Aid

Has a recognised First Aid Qualification Has completed safe space level 1 and 2 Is DBS checked by Girlguiding



Catering

Has completed a safe space level 1 and 2

Is DBS checked by Girlguiding

Is used to and is competent cooking for larger groups of people

REN

Residential Event Notification

Title

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Getting creative



Residential programme

Your residential programme will...

andalways includelikely include Arrival & Departure Washing Up **Rest Hour** Wake Up Duties Inspection Breakfast Bedtime **Opening Ceremony Lunch Time** Lights Out **Closing Ceremony** Snack time/Elevenses **Dinner Time** This is your core programme

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Core programme

Example: Guide & Rangers weekend camp

Setting up a core programme allows you to focus on the fun elements of your residential. Meaning when you sit down to plan, you only have a few hours to fill on each day.

Timing	Friday	Saturday	Sunday	Monday
7:00am				
7:30am				
8:00am		Donald out	Down of front	
8:30am		Breakfast	Breakfast	Breakfast
9:00am		tale O terrorestico	tala O la sur salita a	
9:30am		Job & Inspection	Job & Inspection	Jobs & Decamp
10:00am				
10:30am				Closing Ceremony
1:00am				Pick Up
1:30am				
12:00am		Lunch		
2:30pm		Editori		
13:00pm				
13:30pm			Cook your own lunch	
14:00pm				
14:30pm				
15:00pm				
15:30pm				
16:00pm		Fruit		
16:30pm		P. Alleria	Fruit	
7:00pm		Rest Hour	Rest Hour	
7:30pm	Arrive - Set Up		rest noul	
18:00pm	Allive - Set op			
18:30pm	Opening Ceremony	Jobs	Jobs	
19:00pm	Dinner	Dinner	Dinner	
19:30pm	Jobs	Dinner	Dillie	
20:00pm				
20:30pm				
21:00pm				
21:30pm	In Bed	In Bed	In Bed	
22:00pm	III bed	III bed	III Deci	
22:30pm	Lights Out	Lights Out	Lights Out	

Fun programme

Example: Guide & Rangers weekend camp

The fun elements allow to get creative, by connecting to a theme and including the young members in the planning.

Your activities may include:

Onsite Activities

Campfire

Craft

Camp Challenges

Wide Game

Free Time

Skills Builders

Timing	Friday	urday	y Sunday			
7:00am						
7:30am						
8:00am		Dens	aliforni.			
8:30am		Breakfast		Breakfast		Breakfast
9:00am						
9:30am		Job & Inspection		Job & Inspection		Jobs & Decamp
10:00am		Archery	Lanterns	Climbing	Performance Practice	
10:30am		(Group 1)	(Group 2)	(Group 1)	(Group 2)	Closing Ceremony
11:00am		Lanterns	Archery	Performance Practice Climbing		Pick Up
11:30am		(Group 1)	(Group 2)	(Group 1)	(Group 2)	
12:00am						
12:30pm		Lunch				
13:00pm				Cook your own lunch		
13:30pm		Memory Game				
14:00pm		Rifle Range	Camp Stage 3			
14:30pm		(Group 1)	(Group 2)			
15:00pm		Camp Stage 3 Rifle Range		Shop		
L5:30pm		(Group 1)	(Group 2)	Part	2	
6:00pm		Fruit		- Rest Hour		
.6:30pm		Post	Hour	Fruit		
7:00pm		Rest Hour		Assault Course		
17:30pm	Arrive - Set Up	Spray Art		Assum Course		
18:00pm	Arrive - Set Op			Challenges		
18:30pm	Opening Ceremony	Dinner		Dinner		
19:00pm	Dinner					
19:30pm	Jobs	Jobs		Jobs		
0:00pm		Wide Game		Camp Fire / Performance's		
:0:30pm	Micky Mouse Ears					
1:00pm						
21:30pm	In Bed	lo	Red	In Bed		
22:00pm	III bed	In Bed		III beu		
22:30pm	Lights Out	Lights Out		Lights Out		

Embracing your theme

Young members enjoy having a theme and helps to give you a direction when planning.

Theme Something to wear Craft/Activity On site Activities Wide Games

Let's get creative

Each group will be given a theme, work together to choose activities or descriptions to connect with your theme for each category

Craft (Something to wear)

Craft (Something to take home)

On-site Activity

Wide Game







