

Plan:

- What Good Turn Week projects would be suitable for Scouts of all ages? How will you decide on your project?
- How will you communicate with the other Sections? How can you ensure that they have opportunities to make some important decisions for themselves?
- How will you promote your project to others?
- What is the timeline/budget for your project?
- How will you measure your good turn?

Do:

- Together with the Venturers, come up with a project, and get other Sections involved!

Review:

- What do you know now that you did not know before?
- What impact did your Good Turn Week project have? How did your project perform against the measures you set?
- How did you promote your project to others? What responses have you received?
- What would you have done differently to make your project an even greater success (if you had the chance)?

Safety note:

How can you ensure that the part younger Scouts play in the project is age-appropriate and safe?

Online Resources:

- [Good Turn Week](#)
- [Scout Messengers of Peace Canada](#)
- [Scoutrees](#)



It starts with Scouts.

Good Turn Week

Leadership



The Adventure:

Every spring, in the last week of April, Scouts Canada celebrates Good Turn Week. It's an opportunity for Scouts to go above and beyond their daily good turns to do something extra special for their communities.

Collaborate with a Venturer Company from your Group or Area. Together, organize a Good Turn Week project that Scouts from all Sections (from Beaver Scouts to Rover Scouts) can take part in!



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