

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:

- Come up with your project, and get your whole Group 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)?



It starts with Scouts.

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](#)

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. As Venturers, you challenge yourselves to Climb Higher. How can you climb higher with a Good Turn that goes over the top?

As Venturer Scouts, you are well positioned to be leaders of the youth from the other Sections in your Group. Organize a Good Turn Week project that everyone in your Group (from Beaver Scouts to Rover Scouts) can take part in!



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