



## **Scenario Cards**

Scouting and Girlguiding provide some brilliant scenario cards with a range of scenarios that we may face while at Scouts or Guides. These cards follow along the Module 10 specification, however they can be used in a variety of different ways for other courses as well.

Download the cards here:

<https://cms.scouts.org.uk/media/12637/first-response-scenarios-feb-2021docx.pdf>

These cards can be used in a variety of ways:

- Peer, Leader or 999 – A fun game to play with younger sections. You can change the name depending on the section e.g. Beaver, Leader or 999. Read out a scenario card and then ask your group whether they think they could deal with it themselves, their leader could or they require 999. Highlight the importance of staying away from dangerous incidents.
- Before, During, After – An activity for adults. Read out a scenario card and then ask them in groups to discuss as a leader what they should have thought about and done before, during and after the incident. Key discussion points are risk assessments, in-touch forms, appropriate first aiders, reporting incidents, ratios and equipment.
- Role Play – Use the cards to inspire role plays. You can make these more realistic using false wounds, costumes and out of date first aid equipment.
- Quick Fire Revision – Throughout your courses, randomly intersperse scenarios. They can be a good way to assess knowledge before teaching something, used as a way to help you teach content or you can use it to assess that your learners have understood the content.