

12th World Scout Moot



Global Development Village
Presentation

Scouts of China

Jul 30 – Aug 10 2004, Taiwan

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Introduction

The **12th World Scout Moot (WSM)**, organized every four years by the World Organization of Scout Movement (WOSM), will be held in Taiwan by Scouts of China in 2004; bringing more than 6,000 Rovers and young leaders from all over the world under the theme:

Scouting - Unlimited Challenges.

At the heart of this gathering, **WOSM** is proposing an educational programme – Global Development Village, which will enable Rovers and young leaders to exchange their views in this international gathering and to have a better understanding of the challenges that lies ahead.

The Scout Movement

The Scout Movement is a youth movement based on **Voluntary** membership. It is a movement of non-formal education, which complements the formal school education and family education. The purpose of Scouting is to assist young people to develop as a responsible individual and active global citizen in the community. Today, there are more than 28 million Scouts – youth and adult in both genders, in more than 216 countries and territories worldwide, which makes the Scout Movement one of the largest youth movements in the world (for further information please visit WOSM's web page at: <http://www.scout.org>).

The World Scout Moot

World Scout Moot is a gathering of senior scout branch of all National Scout Associations, traditionally called Rovers, and other young leaders. Participants range in age from 18 to 26. Moots provide an opportunity for young adults in Scouting to meet together with the objective of improving their international understanding as citizens of the world. The event takes place every four years in different country. Following is a statistical list of the previous World Scout Moot.

Year	Number	Location	Participants	Countries
1931	1st	Kandersteg, Switzerland	3,000	20
1935	2nd	Ingaro, Sweden	3,000	26
1939	3rd	Monzie, Scotland	3,500	42
1949	4th	Skjak, Norway	2,500	40
1953	5th	Kandersteg, Switzerland	3,300	38
1957	6th	Sutton Coldfield, U.K.	3,500	61
1961	7th	Melbourne, Australia	969	15
1965-66		Moot Year: 10 events	3,599	
1969-70		Moot Year: 26 events	7,250	
1973-74		Moot Year: 22 events	11,000	
1977-78		Moot Year: 23 events	14,560	
1981-82		Moot Year: 31 events	22,380	
Dec. 1990 -Jan. 1991	8th	Melbourne, Australia	1,000	36
July 1992	9th	Kandersteg, Switzerland	1,400	52
July 1996	10th	Ransberg, Sweden	2,608	78
July 2000	11th	Mexico	5,000	71

Moot Programme

The Moot will consist of two parts: Expedition and On-Site Activities, under the following six Education Objectives:

- A. Awareness and respect for nature**
- B. Respecting cultural and ethnic differences**
- C. Understanding traditional values**
- D. Re-examining history and tradition**
- E. Re-thinking technological impact on society**
- F. Re-positioning oneself in the modern world**

The Expedition will involve participants to experience Taiwan from the expedition of their choice, moving along toward the main site at Dong Hwa Village; either by bus, by train, hiking, camping and etc. Exciting, fun and educational activities are designed during their journey to Dong Hwa Village. There will be six Expedition Centres each with its own special topic for the participants to choose from:

- Expedition Centre 1: Taipei – East Meets the West**
- Expedition Centre 2: Hsinchu – Technological Inspiration**
- Expedition Centre 3: Taichung – Traditional Challenge**
- Expedition Centre 4: Changhua – Untainted Nature**
- Expedition Centre 5: Chiayi – Asian Challenge**
- Expedition Centre 6: Kaohsiung – The Great Ocean**

On their arrival at Dong Hwa Village, after four exciting days of discovery tour, a warm Chinese welcome and traditional hospitality awaits the participants. Exciting and challenging activities such as rafting, wind-surfing, rock-climbing and much more are there to enjoy in safety. These are sure to test the teamwork and spirit built over the previous five days of expedition. The Global Development Village is also an exciting event where participants will share their views and their concerns of this changing world.

Participants are grouped in International Teams from different countries through out this 12 days event to experience the living in this Global Village. This international environment will provide a perfect place to exchange and share ideas on the past and re-think the future with a different perspective.

The Global Development Village (GDV)

The Global Development Village (GDV) was first introduced at the 17th World Scout Jamboree in the Republic of Korea in 1991. Since then the concept has evolved, moving from the status of a free-time activity to that of a module programme in the World Scouting event.

A Global Development Village is not just an activity. It is an educational method which allows young people to experience how they can participate in their community in an attractive and dynamic way. It is also best explained with the words Global, Development and Village.

Global

The atmosphere of different cultures and countries can be observed and sensed. Young people from various cultures work together. Activities relate to inter-cultural cooperation in their own surroundings or with respect to North-South and East-West relationships. Having means of communications at your disposal makes the world a smaller place and turns Scouts into world citizens who dedicate themselves to society.

Development

Development is a process steered by people, which should lead to better living conditions in the world. Scouts contribute as best they can to the development of their community. A local community is an ideal environment for getting development off the ground. Participation of the people concerned is often the basis for success for many community development projects. This active participation by young people is also of educational value for the young people themselves.

Village

A GDV is a lively community which radiates an atmosphere of a real village. It should be a representation of an ideal world in which young people work together and are in search of solutions. By doing this they contribute significantly to a better future. Many themes which are alive in the world around us are gathered in a village. Such a village is a reflection of the world which illustrates the inter-connectedness.

Benefiting from experience, the work that different people have put into it, the contributions of the different NSOs, international and local organizations, and of course the collaboration of various agencies of the United Nations, GDV has evolved and plays a very important role in this event. And the main idea remains the same: **to enable young people to become “Citizens of the World”**.

Education proposal of the Global Development Village (GDV)

With the clear understanding of the purpose of the GDV, we have identified the following five topics to be discussed and investigated in this 12th World Scout Moot. Within these subjects we have further developed some sub-topics to share with you. They are sure to be of some interests to you in sharing with us your view points and sponsoring in this great gathering of the young leaders from all over the world. The subjects we are proposing are:

A - Environment

A.1 Water

The most precious resource of the next century.

A.2 Energy

The renewable approach (Green Energy) to energy consumptions.

A.3 Earth

The only one planet we have.

B - Health and Leisure

B.1 Nourishing one's body

Food resources, malnutrition and healthy dietary.

B.2 Respecting one's body

Alcohol abuse, drug abuse, smoking and youth suicide preventions.

B.3 Living in a balanced life

Pace and Rhythm of life, physical exercise, Tai Chi and traditional lifestyles of different culture.

C- Human Rights / Peace

C.1 Universal Declaration of Human Rights

Freedom of expression, democracy, youth participation, children's rights and equality of the sexes.

C.2 Employment rights

Intellectual property, child labor, right to work and fair trade.

C.3 Rights in armed conflicts

Places education, causes of current conflicts, war and its consequences, child soldiers, refugees and anti-Landmines (ICBL).

C.4 Peace in Religion

Religion as a vector of peace, religion and ethics and world of different creations.

C.5 Peace between cultures

Immigration, dialogue between cultures, respect of ethnic minorities and social peace.

D - Science, Technology and Society

D.1 Technological Advancement

The trends in new Technology – Bio-Science, Information Technology and etc.

D.2 The Trade-off of New Technology

Improvements and Advancements v.s. Environmental, Social and Moral conflicts?

E - Global Education

E.1 Uniqueness and Diversity

A diversified world of various ethical and cultural backgrounds v.s. an unified world of one ideal.

E.2 Global Thinking, Local Action

Make it a world of interesting place for people.

E.3 Hopes, fears and new proposal for Globalization

Global Development Village Programme & Activities

To achieve our objectives set forth in the previous discussion, we are proposing two types of activities in the GDV event, namely Interactive Stands and Workshops. These two categories of activities pose an inter-active participation of the young leaders of the event. This two way communication between the activity organizers and the participants would certainly inspire people of various thoughts.

1. Interactive Stands

The purpose of interactive stands is to allow the participants to learn through activities about the projects of national and international organizations, whether Scout or Non-Scout organizations. In an active and participatory way, they present the issues dealt with by the organization, the programme and projects that it develops and the way in which young adults can be actively involved. The design of an Interactive Stand should bear the following characteristics:

- Interactive Stands are useful tools and self-explanatory for participants to choose from.
- Interactive Stands meet people's need to get as much impression as possible.
- In a relaxed atmosphere it let the participants have a look here, have a taste there, and try something out in yet another area.
- Interactive Stands make the village a bustling place and provide activities when the workshops are closed during the lunch break.
- They should be able to attract single visitor.
- They should be designed in a quite and relaxed setting.
- Interactive Stands can supplement workshop programmes. For instance, they can demonstrate how a project is implemented in various regions or countries.

Some participating guidelines for an Interactive Stand

- General Public:

In order to have more youth involvement, the interactive stands are open to the participants (in their free time) as well as young adults and visitors.

- Activities:

A stand is not simply an exhibition, but must entail interactive activities that arouse the interest of the participants.

The participants may be asked to make something, to design a poster, to solve a puzzle or to use the Internet. Games and manual activities are also proposed. The activities should

aim to occupy the participants for 10 to 15 minutes. Every young person is free to take part and to complete an activity.

Exhibitions and audio-visual presentations can give participants and visitors broad but fleeting information. Exhibitions or audio-visual presentations can comprise more than just letting people see and hear things. They can combine with hands-on activities so that participants and visitors can process what they have just learned. Assignments are a nice way of looking at an exhibition, especially for youth.

Every organization which decides to run an interactive stand is responsible to design and organize it; some basic stand equipments will be provided and support personal can also be arranged in advance.

2. Workshops

The workshop programmes are intended to teach participants something that they can then put into practice. This means that the workshop programme must appeal to the participant. In order to motivate participants to get involved in a certain topic, it is important that they have the opportunity to choose which workshop programme they want to participate in. A Workshop is a two and half-hours session, dealing with one of the proposed topic of your organization's interest. And you should budget for a maximum of 25 participants per session.

Objectives of a Workshop

1. To allow young adults to discover the principal challenges facing the world today.
2. To understand their origins and consequences – current and future – and what can be done to help resolve them.
3. Allows participants to acquire the necessary skills to react to those issues in their own communities.
4. To encourage and motivate them to react to those issues in their own environment,

Types of Workshop

1. Practical Workshop
Participants learn practical skills such as making an energy-saving and clean burner or drinking water filtration system.
2. Communication Workshop
Participants learned how to pass on information or make use of publicity and in some cases learned a game they could use to pass on complex information. The game also turned out to be a good tool to get people from various cultures to communicate with each other.
3. Awareness Workshop
It is focused on discussing and exchanging ideas, and drawing up plans for one's own projects.

Activities

Each workshop will last two and half-hours. A game, discussion or any type of forum that enables participants take important part. To play a role, to make something, to help composing something, to be creative, applying their powers of deduction or using team spirit. Since the participants speak a wide variety of languages, understanding and dialogue have to also take place through action and experimentation, and not only through the spoken and written word.

Quality of the Programme

Workshop programmes, interactive stands, visual or audio-visual presentations which you offer, the best way to promote Scouting and your Global Development Village is to provide them with quality. Quality is determined by your schedule of requirements. The challenge is to meet your own requirements. This means that you should develop a quality management method, especially for developing workshops and interactive stands. In addition, it is wise to also subject the activities you develop to a practical test.

Staff

The workshops will run by the experts from your organization in the field of intended discussions. Our Global Development Village Team will help to provide supports and follow-ups in the conception of each workshop.

Some Hints for a successful Activities

1. Each workshop must keep the participants actively occupied for two hours according to the principle of "Learning by Doing".
2. The workshops and the way in which the topic in question is dealt with must be for the age of 18-26 range.
3. The issues dealt with must be current world issues and must concern participants.
4. Each workshop must be dynamic and lively, having participants involved, and be comprehensible to people from different backgrounds; that is participants of different languages and cultures.
5. Each workshop must apply the following methods:
 - A. Identify an issue or problem encountered at world level.
 - B. Enable the young adults to grasp the problem, to understand all the factors, implications and consequences.
 - C. To give the participants the meanings to act, at their level in their own communities.
 - D. At the end of each workshop, the participants should receive material to allow them to undertake concrete action related to the subject dealt with in the workshop. Such educational material (whatever they made during the workshop, posters leaflets and photocopies) has to be available in several languages and in sufficient quantity.

Languages

Language problems are certainly something you should take into account when deciding on a GDV programme with national or international participants, or more precisely, multilingual participation. This means that you should consider the following when organizing an international GDV programme:

- Do the participants speak a common language?
- Do the staff members speak a common language?
- Is it possible to offer certain workshops in various languages, or sub-groups of a same workshop in different languages?
- Are there enough workshops that do not depend on language?

You should consider offering certain workshops, for which verbal communication is essential, in more than one language. Therefore you might give a workshop about health education in French and English. It is a good idea to offer workshops that do not depend heavily on verbal communication, especially when you are addressing participants of younger age categories. For instance, conveying knowledge by demonstrating how to do things is a perfect strategy for this type of workshop. Another possibility is non-verbal communication through mime or puppets. However, you can also provide information through comic strips. Sometimes it is sufficient to have certain instructions translated. They do not have to be translated extensively. A few key words are often enough. Any language problems can be overcome as a challenge. They are perhaps one of the charms of an international and multicultural group. When people are willing to understand each other, solutions will always be found.

Moot Schedule with GDV Programme

Day	Date		Descriptions
Pre 3	Jul 27	Tue	IST Arrival, Registration
Pre 2	Jul 28	Wed	IST "General Briefing"
Pre 1	Jul 29	Thu	IST "Job Briefing"
1	Jul 30	Fri	Participants Arrival, Registration & Opening Ceremony - Linkou
2	Jul 31	Sat	GDV Preparation Days (staff is required to arrive on site no later than August 2)
3	Aug 1	Sun	
4	Aug 2	Mon	
5	Aug 3	Tue	
6	Aug 4	Wed	Arrival of the participants - Dong Hwa Village
7	Aug 5	Thu	GDV Day 1 Opening time: 0930 - 1200 / 1430 - 1700
8	Aug 6	Fri	GDV Day 2 Opening time: 0930 - 1200 / 1430 - 1700
9	Aug 7	Sat	GDV Day 3 Opening time: 0930 - 1200 / 1430 - 1700
10	Aug 8	Sun	GDV Day 4 Opening time: 0930 - 1200 / 1430 - 1700
11	Aug 9	Mon	The Big Event & Closing Ceremony
Post 1	Aug 10	Tue	Departure
Post 2	Aug 11	Wed	Finalizing the Event

Basic equipment and facilities

Basic equipment and facilities will be offered as follows:

Category	Size	Remarks
Interactive Stand	6M * 6M	
Workshop	10M * 10M	

Interactive Stand	Size	Quantity	Remarks
Tables	0.6M(W) * 1.8M(L)	2	
Chairs		4	
Display Boards	0.9M(W) * 1.8M(H)	2	
Light	40w / 110V	1	
Electricity	110V	2	2 for 4 ports

Workshop	Size	Quantity	Remarks
Tables	0.6M(W) * 1.8M(L)	10	*
Chairs		30	*
Display Boards	0.9M(W) * 1.8M(H)	4	
Light	40w / 110V	1	
Electricity	110V	2	2 for 4 Ports

*Tables and Chairs can be requested if you need more.

*If you have any special equipment requests, please inform us before the event.

You can make it a success

The Scout Movement is a youth movement; it is a movement of non- formal education. With your participation, we can make the movement better. With your expertise, it will certainly lead us and take the participants to a better world.

We would like also to invite all the National Scout Organizations who are undertaking any community development project to participate to the GDV.

Registration Fee

For the NGOs

Please contact the 12th World Scout Moot Office.

For the National Scout Organizations

GDV Registration fee is as follows in USD:

Registration Period	2004/02/01 2004/03/31	After 2004/04/01
Category	5% Discount	Full Fee
A	171	180
B	257	270
C	385	405
D	530	558

There are four levels of registration fee, in accordance with the Gross National Product (GNP) per capital of each country, based on the same criteria as for the World Organization of Scout Movement (WOSM) fee system. For further information, please contact the 12th World Scout Moot Office.

The fee covers the following services and facilities:

- Meals from breakfast Jul 30 to lunch of Aug 10, 2004.
- Three meals a day (breakfast, lunch and dinner).
- Camping in the International Service Team camp.
- Medicinal care in the event of illness, accident and minor surgery of treatment when necessary during the moot.

Please return the registration form before March 2004.

With your co-operation rovers and young leaders of the 12th World Scout Moot will definitely be benefit from this fantastic experience.

GLOBAL DEVELOPMENT VILLAGE

WORKSHOP / INTERACTIVE STAND PROPOSAL FORM

Please complete one form per workshop/ stand and return in duplicate.

Name of the Organization:

Address:

Country:

Descriptions

O Workshop

Title:

- Environment
- Health and Leisure
- Human Rights / Peace
- Science, Technology and Society
- Global Education

Subject number: _____ (See list provided in the GDV presentation)

O Interactive Stand

Title:

Brief Description:

→of the content

→of the techniques, methods and activities to be used

Special equipment requests (we will try to cooperate as much as we can)

Contact Person

Family Name: _____ First Name: _____
Position in the Organization: _____
Telephone Number 1: _____ Telephone Number 2: _____
E-Mail: _____

Other Staff

Scout organization should indicate (by ticking the IST box) if any staff listed below have already submitted an International Service Team application form. If not, their application forms should be attached to this form.

Family Name: _____ First Name: _____ IST
Family Name: _____ First Name: _____ IST
Family Name: _____ First Name: _____ IST
Family Name: _____ First Name: _____ IST

Head of Delegation

Family Name: _____ First Name: _____
Signature: _____

Please return this form to the following address before March 2004:

12th World Scout Moot Office,
TEL: +886-2-2741-6967
FAX: +886-2-2741-6993
Email: moot2004@scout.org.tw

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