

PARTIO  
scout



**SKILL  
CARDS**



## **SKILL CARDS FOR TRACKERS, EXPLORERS AND ROVERS**

Skill cards for Scouts describe the skills acquired by an individual or a group in the Scouts.

The cards serve as a good platform for discussing what has been learned during the “Kolo” evenings, trips or camps. Through them, young people not only learn to recognize, but also articulate the competencies and skills that they learn in the Scouts. Recognizing your skills and the skills of others is useful in many ways. Learning and practising the “language of competence” also encourages you to praise and compliment others, which helps you give relevant feedback and decide common tasks.

**THE CARDS HELP YOU REALIZE** that when you are learning tangible Scout skills you are actually practising a wide variety of skills. For example, if you complete the activity “I use nature’s bounty” by picking mushrooms and berries and drying them for a winter trip, you are improving your skills in a wide variety of areas:

- ▶ I come up with new ideas
- ▶ I take care of agreed things
- ▶ I dare to try something new for me
- ▶ I work for the common goal
- ▶ I can plan with others
- ▶ I finish what I started

**ARTICULATING YOUR SKILLS** is itself a skill that requires practice. Articulating your skills is challenging at first, and the leader has a significant role to play in completing what you have to say and in asking clarifying questions. Once you have learned the basics of articulating your skills at a young age, it will later be easier to apply for badges, write job applications and plan and monitor the development of your more goal-oriented competencies, for example. The cards therefore serve as a good progressive tool both for articulating your skills and competencies and for the leader to indicate, articulate and monitor the development of the skills and competencies of others.

## EXAMPLES OF HOW TO USE THE CARDS:

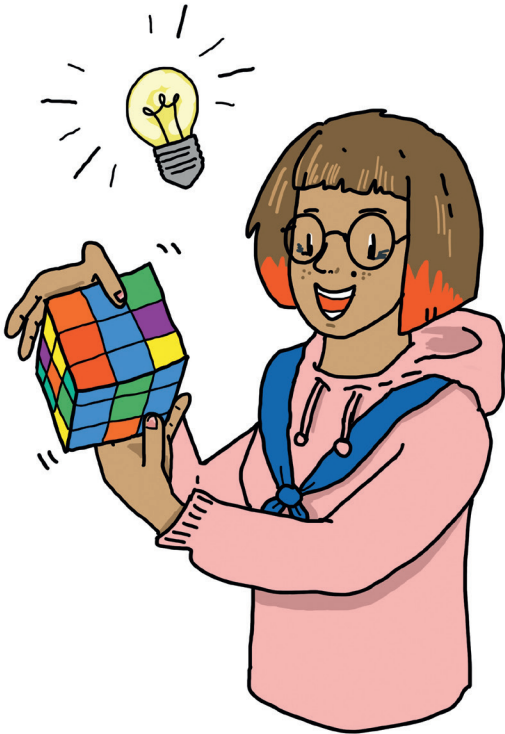
**1** The cards are spread out on a table. Each person chooses one card that best describes their learning during the “Kolo” evening. Each person briefly explains why they chose that card and in what practical situation that skill was acquired. Their friends can add to what they say, if necessary.

**2** One card for each person is drawn at random. The person needs to think of a situation where their patrol has acquired the skill in question or in what situation the skill could be acquired.

**3** At the end of a trip, the group discusses what they did during the trip. The Adult Support or Patrol Leader articulates the activities in the language of competence. For example, setting up a tent could be translated into the language of competence as “you worked in a group, you were able to ask for help”. At the same time, the leader turns these cards face up for everyone to see. In the end, there will be a lot of cards on the table, which shows concretely how many skills were acquired on the trip.

**4** When updating activities in the Kompassi app, you can also use the cards to go through the skills that each activity has helped you acquire.





# I come up with new ideas



**I take care of  
agreed things**



**I trust in  
my own abilities**



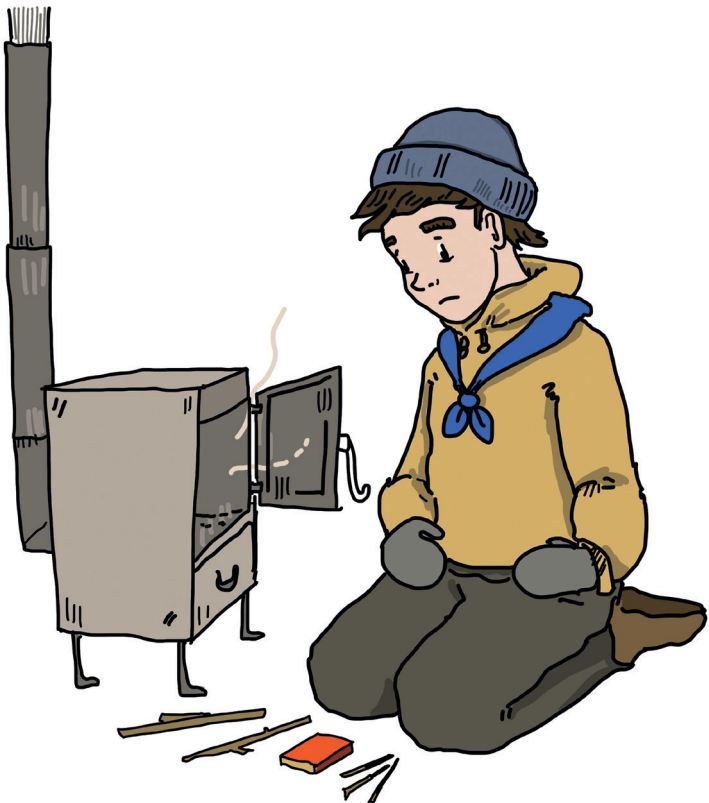
**I can inspire  
myself**



**I dare to try  
something new for me**



**I learn from  
my mistakes**



# I dare to fail



# I tolerate uncertainty





**I can take others  
into account**



**I think and act  
positively**



# I trust my group



**I can inspire  
and encourage others**



**I can ask for help  
if needed**



# I can make decisions



**I can plan  
with others**



# I can organize things





**I can work in larger  
or smaller groups**



**I can and want to  
work together**



**I work for  
the common goal**



# I finish what I started



# I can act safely