

**Messengers of Peace**

The Singapore Scout Association  
Better World Framework

# MESSENGERS OF PEACE



**BetterWorld**  
The Singapore Scout Association



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The Singapore Scout Association

The Singapore Scout Association  
Better World Team  
Messengers of Peace  
Year of Publication: 2022  
Current Revision: 2.2

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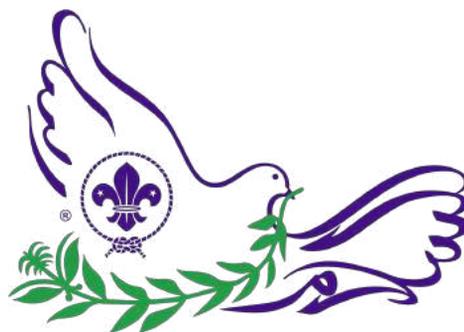
# Preface

The Messengers of Peace (MoP) is an initiative to promote dialogue, peace and social entrepreneurship which impacts both at the local and national level.

This initiative is also one of Baden Powell's vision of scouting to be a global network of service to all walks of life, thus the MoP is able to yarn supports from scout organizations which in turns enable scouts to strengthen the youth programs in their own country.

The Messengers of Peace has since become an inspiration and an act of calling for individual or groups who want to give back in their own explicit way. The impact become greater when scout team up with other non-scouting organizations who seek similar objectives for the community.

To understand the potential as a scout and messenger of peace, the guidelines are created with 4 steps: Inspire, Learn & Decide, Do and Share. These will helps in identifying the stages you are in as well as how your action creates a positive change in world peace. Also, you are able to share your experience online and serve as an inspiration for the younger generation and scouts around the world.



**Messengers of Peace**

# BACKGROUND

The Messengers of Peace Initiative was launched by the World Scout Committee in 2011. This was also with the support of the King of Saudi Arabia, King Abdullah and the King of Sweden, King Carl Gustaf, who came together to recognize Scouts as “Messengers of Peace”.

The Messengers of Peace Global Network is also started to allow scouts around the world to showcase their idea of community involvement through the social media, therefore telling their stories and working together to inspire each other.

The MoP revolves around 3 educative objectives:



## Personal Change - Starts with me

Develop of peace culture and altitude which incorporates into my daily life. To commit in positive change through my action and promote a peace culture



## Community Based Change - In my community

Taking up active roles in the community and joining efforts with others to address local issue.



## Collective Result - When working together

To promote international cooperation, friendship and understanding thru sharing ideas with others.

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# An introduction to the **Messengers of Peace**

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The MoP is based on the following Educational Framework

## **Inspire**

Explore and Research about local problems, people in action, and good practices.

## **Learn & Decide**

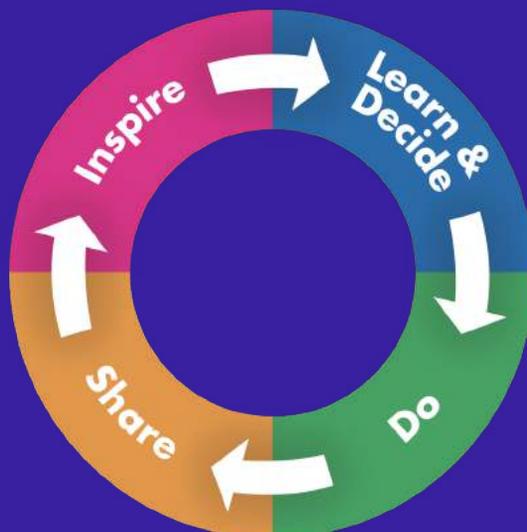
Identify your motivations and talents. Choose a field of action. Select useful knowledge, and skills and ideas to apply.

## **Do**

Plan your actions, execute, monitor, and report.

## **Share**

Share what you did, your experiences, and outcomes, and learnt outcomes.



# AIMS

The Messenger of Peace Badge aims to:

Promote self-learning & identifying their motivation to help others.

Giving opportunity to individuals in create/initiating positive change for the local community, learning and solving challenges in the real world.

Acknowledging those who took the effort in making the positive change in order for others to benefit.

Create a platform for people with similar visions to share their involvements so as to inspire others in following similar footsteps of helping others.



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# Programme Guideline : Cub Scouts

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## Project Proposal

Project proposal is optional (for projects that are self-initiated and would not be used as a MoP for Leaders project), is but recommended.

## Inspire

Be inspired to get into action and tackle subject matter in the local community.

You can be inspired through participating in events/activities, attending talks by subject matter experts, watching an inspirational film or documentary, or even through resources and videos found on social media.

Think about the kind of impact and outcomes of those materials, and why/how it inspires you.

In the reflection, do remember to explain why the target community is in need of help.

## Learn & Decide

With the inspirations in mind, think of the possible project that you would like to be involved in. The subject matter<sup>[1]</sup> should be in relation to your experience that inspired you.

- You should identify your purpose, beneficiary, your skills/knowledge and your desired outcomes or learning points.
- Explore and prepare for the project by proposing/discussing with the beneficiary their needs and what you can offer.
- Gather your support and resources for the project
- Do consider what Sustainable Development Goals (SDGs) your project is targeting

In the reflection, do remember to explain how you are able to help meet those needs in your capacity.

## Do

**Participate** in a service-related project with an organisation/beneficiary<sup>[2]</sup>, spending no less than SIX (6) service hours<sup>[3]</sup> in total.

## Share

Share your story with others by letting others know what your project is all about and its impact/outcomes. You can recount on your experiences, challenges and your reflection so that others can learn from your story.

This can be done in many ways: social media, presentations, displays or even by talking to your friends, family and your community.

[1] *Subject matter should be a similar topic throughout the process to encourage a strong learning experience in the desired subject matter.*

[2] *The service rendered should be with one single organisation or beneficiary or cause beyond the Scouting (defined by WOSM membership) and Guiding (defined by WAGGGS membership) community (with the exception of special needs Scouts/Guides) to encourage long term engagements and sustainable projects. The project can be done over a few sessions.*

[3] *Service hours only include time spent towards direct engagement with the beneficiary (i.e., executing the project) and does not include planning, meetings, preparation of materials etc. The sharing of project reflections among peers (Cubs, Scouts, Ventures, Rovers, Leaders) is also not included as it falls under the "Share" component.*

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# Programme Guideline : Scouts

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## Project Proposal

Project proposal is optional (for projects that are self-initiated and would not be used as a MoP for Leaders project), is but recommended.

## Inspire

Be inspired to get into action and tackle subject matter in the local community.

You can be inspired through participating in events/activities, attending talks by subject matter experts, watching an inspirational film or documentary, or even through resources and videos found on social media.

Think about the kind of impact and outcomes of those materials, and why/how it inspires you.

In the reflection, do remember to explain why the target community is in need of help.

## Learn & Decide

With the inspirations in mind, think of the possible project that you would like to be involved in. The subject matter<sup>[1]</sup> should be in relation to your experience that inspired you.

- You should identify your purpose, beneficiary, your skills/knowledge and your desired outcomes or learning points.
- Explore and prepare for the project by proposing/discussing with the beneficiary their needs and what you can offer.
- Gather your support and resources for the project
- Do consider what Sustainable Development Goals (SDGs) your project is targeting

In the reflection, do remember to explain how you are able to help meet those needs in your capacity.

## Do

**Organise** in a service-related project with an organisation/beneficiary<sup>[2]</sup>, spending no less than TWELVE (12) service hours<sup>[3]</sup> in total.

## Share

Share your story with others by letting others know what your project is all about and its impact/outcomes. You can recount on your experiences, challenges and your reflection so that others can learn from your story.

This can be done in many ways: social media, presentations, displays or even by talking to your friends, family and your community.

[1] *Subject matter should be a similar topic throughout the process to encourage a strong learning experience in the desired subject matter.*

[2] *The service rendered should be with one single organisation or beneficiary or cause beyond the Scouting (defined by WOSM membership) and Guiding (defined by WAGGGS membership) community (with the exception of special needs Scouts/Guides) to encourage long term engagements and sustainable projects. The project can be done over a few sessions.*

[3] *Service hours only include time spent towards direct engagement with the beneficiary (i.e., executing the project) and does not include planning, meetings, preparation of materials etc. The sharing of project reflections among peers (Cubs, Scouts, Ventures, Rovers, Leaders) is also not included as it falls under the "Share" component.*

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# Programme Guideline : Ventures & Rovers

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## Project Proposal

Project proposal is optional (for projects that are self-initiated and would not be used as a MoP for Leaders project), is but recommended.

## Inspire

Be inspired to get into action and tackle subject matter in the local community.

You can be inspired through participating in events/activities, attending talks by subject matter experts, watching an inspirational film or documentary, or even through resources and videos found on social media.

Think about the kind of impact and outcomes of those materials, and why/how it inspires you.

In the reflection, do remember to explain why the target community is in need of help.

## Learn & Decide

With the inspirations in mind, think of the possible project that you would like to be involved in. The subject matter<sup>[1]</sup> should be in relation to your experience that inspired you.

- You should identify your purpose, beneficiary, your skills/knowledge and your desired outcomes or learning points.
- Explore and prepare for the project by proposing/discussing with the beneficiary their needs and what you can offer.
- Gather your support and resources for the project
- Do consider what Sustainable Development Goals (SDGs) your project is targeting

In the reflection, do remember to explain how you are able to help meet those needs in your capacity.

## Do

**Organise** in a service-related project with an organisation/beneficiary<sup>[2]</sup>, spending no less than TWENTY FOUR (24) service hours<sup>[3]</sup> in total.

## Share

Share your story with others by letting others know what your project is all about and its impact/outcomes. You can recount on your experiences, challenges and your reflection so that others can learn from your story.

This can be done in many ways: social media, presentations, displays or even by talking to your friends, family and your community.

[1] *Subject matter should be a similar topic throughout the process to encourage a strong learning experience in the desired subject matter.*

[2] *The service rendered should be with one single organisation or beneficiary or cause beyond the Scouting (defined by WOSM membership) and Guiding (defined by WAGGGS membership) community (with the exception of special needs Scouts/Guides) to encourage long term engagements and sustainable projects. The project can be done over a few sessions.*

[3] *Service hours only include time spent towards direct engagement with the beneficiary (i.e., executing the project) and does not include planning, meetings, preparation of materials etc. The sharing of project reflections among peers (Cubs, Scouts, Ventures, Rovers, Leaders) is also not included as it falls under the "Share" component.*

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# Programme Guideline : Leaders

## (27 Years Old and Up)

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### Project Proposal

A project proposal is **required** to be submitted to [betterworld@scout.sg](mailto:betterworld@scout.sg) for approval **before** the start of the project. This should include the target community, how scouts can help within the community, the plan for executing the project.

### Inspire

### Learn & Decide

### Do

Mentor and supervise TWO (2) different individual(s) or group(s)<sup>[1][2][3]</sup> **through the completion of their Messenger of Peace initiative**. Do note that the leader would need to monitor and supervise the mentee through the 4 stages of the MoP (Inspire, Learn & Decide, Do, Share)

EEE should be practised at this stage.

**Encourage** individuals or groups to

**Explore** on activities / events / outreach in the local community that can

**Engage** in, together with a beneficiary or community partner

Gather your support and resources for the project.

### Share

Share your experience of mentoring the two individual(s)/group(s) with others by letting others know what your project is all about, the mentoring process, your experience with engaging the beneficiary, and your mentee.



Please note that leaders are required to complete the programme within EIGHTEEN (18) months from the commencement of the first project; this is to encourage projects that are relevant.

[1] Subject matter should be a similar topic throughout the process to encourage a strong learning experience in the desired subject matter.

[2] The service rendered should be with one single organisation or beneficiary or cause beyond the Scouting (defined by WOSM membership) and Guiding (defined by WAGGGS membership) community (with the exception of special needs Scouts/Guides) to encourage long term engagements and sustainable projects. The project can be done over a few sessions.

[3] The two individual(s) and/or group(s) should be involved in separate projects (or separate runs of the project)

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# Project Proposal Guide

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## Your proposal should include

- What is the issue that you are addressing and why does it matter?
- How can you as a scout provide assistance or help mitigate this issue?
- Why is your beneficiary in need of help?  
*It could be useful to provide background, statistics, observations about the beneficiary*
- What are your targets for this project? What will change?
- What are the specific activities involved (e.g. Fundraising, Production of materials, etc)? Who will do them?
- Why did you choose to address the issue in the manner that you have?

## Please take note:

The above list is merely a suggestion/guide you are free to structure your project proposal in any way you like. There is no specific format.

The submission for the proposal can be done **at any time** (via email to [betterworld@scout.sg](mailto:betterworld@scout.sg)) and **do not** have to follow the submission periods (the submission periods only applies for the final reflection writeup).

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## Bonus Mileage

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### National Events

Event	Dates
Total Defense Day	15 <sup>th</sup> February
International Friendship Day	6 <sup>th</sup> April
Racial Harmony Day	21 <sup>st</sup> July

### Scout Events

Event	Dates
International Friendship Fiesta	Subjected to Availability
JOTA JOTI	Month of October
BetterWorld Roadshow	Subjected to Availability

With the bonus mileage, Applicants will be able to use the events stated above to be counted into the total final service hours that is required for the award.

Each event is considered as 1 hour worth of activity and each applicant will only be able to use **up to 2 bonus events** as part of their total service hours. Bonus hour events are **only** subjected to the listed events above.

For each individual event that is used by the applicant, the applicant is required to **attach a reflection and photo of them in action**. The reflection of said event can be inserted after reflection of project as part of the reporting criteria as described.

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## Parallel Programmes with the Messengers of Peace

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Cub Scout Progress  
Scheme



### **Gold Arrow Award** *My Community*

Take part in a local activity or event organised by a group outside Scouting.

Scout Progress  
Scheme



### **Voyager Award** *Service and Community*

With up to THREE fellow Scouts, study the needs of a community and design a community service project or activity. Conduct the activity with the aid of members of your Patrol or your Troop.

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## Parallel Programmes with the Messengers of Peace

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### Venture Progress Scheme



#### **Trekker Award** *Service and Community*

Perform regular service for least 30 hours on three separate occasions. Understand the needs and challenges and be able to explain the importance of the services rendered to your VSL.

### Rover Progress Scheme



#### **Plan a Messenger of Peace Project** **CS1402** *Miles awarded = 4*

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## Parallel Programmes with the Messengers of Peace

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National Youth  
Achievement Award



### **Bronze**

*Service*

Perform at least 20 hours over 4 months

### **Silver**

*Service Section*

Perform at least 40 hours over 8 months

### **Gold**

*Service Section*

Perform at least 60 hours over 12 months

### **Gold**

*Residential Project*

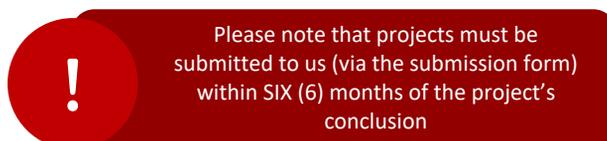
To undertake or initiate a project which will serve or have a beneficial impact on the community at large

# Application and Submission

1. To ensure eligibility, please register before starting the programme, through MSDS's Youth Programme Registration portal:  
intranet.scout.org.sg  
The accepted registration will be duly notified.  
**NOTE: This can be done outside the submission period.**
2. Download the reflection guide from the Better World website under "Repository". You may wish to keep this document handy along your project and record your reflections as you go along.
3. During the submission period (refer to the Submission and Evaluation Period section), upload the completed reflection document to the submission system. Please ensure that all sections are properly filled up.

*Please only submit Word (doc, docx) or PDF files. Pages and Google Docs files are not accepted.*

4. Your submission will then be evaluated, and you will be updated subsequently.



## Evaluation Criteria

Your submission will be evaluated based on the following criteria\*:

- Depth and detail of the reflection (the reflection guide serves as a journal while you go on your MoP journey. Therefore, each section should be described in detail, documenting your thoughts, emotion, research, questions along the way).
- Service hour breakdown (please refer to the specific criteria for your respective section).
- Photos of you in action (photos should show the applicant in action and not be posed (i.e., group photos), if there are privacy concerns, please contact the Better World team before the evaluation period).
- SDGs targeted (the SDGs should be relevant to your project, and justifications should be provided as to why the specific SDGs was targeted).

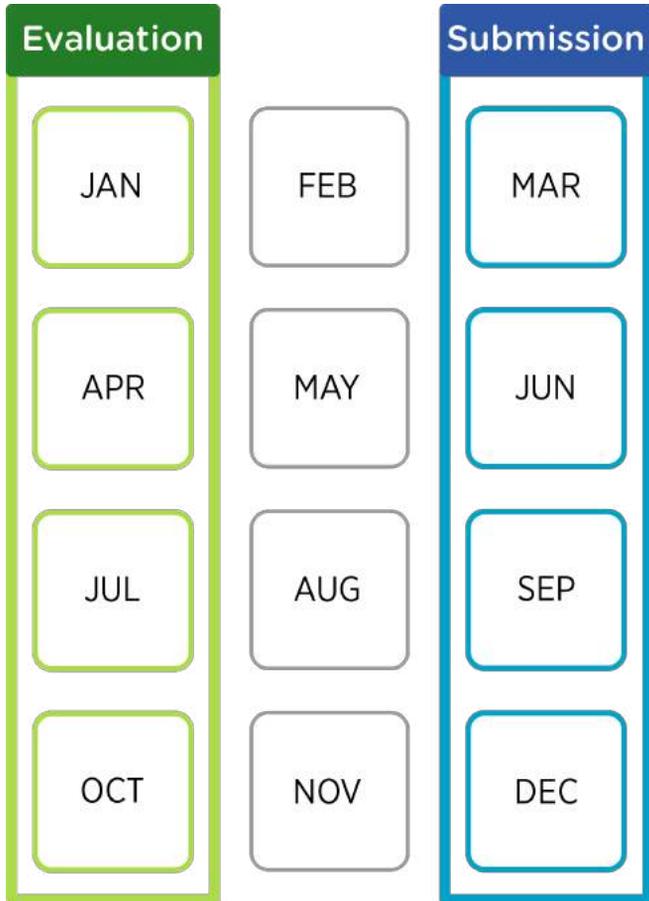
\* - This should only be used as a guide and is non exhaustive.



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## Submission and Evaluation Period

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Quarter	Submission	Evaluation
#1	1 <sup>st</sup> to 31 <sup>st</sup> March	1 <sup>st</sup> to 30 <sup>th</sup> April
#2	1 <sup>st</sup> to 30 <sup>th</sup> June	1 <sup>st</sup> to 31 <sup>st</sup> July
#3	1 <sup>st</sup> to 30 <sup>th</sup> September	1 <sup>st</sup> to 31 <sup>st</sup> October
#4	1 <sup>st</sup> to 31 <sup>st</sup> December	1 <sup>st</sup> to 31 <sup>th</sup> January

All submissions of Better World Flagship Initiatives will be done on a quarterly basis, and evaluation will follow the month after.



**BetterWorld**  
The Positive Difference

[scout.betterworld.sg](http://scout.betterworld.sg)