

Switch Off Electricity

This activity is about recognising the need for essential infrastructure - in this case electricity - by doing without it for a while.

Section: All
Time: 1 day
Where: Home

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



PLAN

Terms like Industry, Innovation and Infrastructure can be a bit vague, but bring it home to scouts with this activity. Imagine if the infrastructure which they take for granted - reliable electricity supply - is taken away! Then they will understand the importance of infrastructure a bit better! The aim here is not to try to get by without electricity, but understand how our modern lives depend on it. Allow the scouts to set the guidelines for this activity. Bearing in mind that their families might not be on for a whole day with no electricity, allow them to set a length of time for the activity. They might also decide to apply the rule to the whole household, or just to themselves. To get the most from the activity, they might agree to include all devices which need to be charged with electricity as well!



In a nutshell...

- Plan when, and for how long, to do without electricity
- With support from the household, they do the big "Switch Off"
- Chat about the difficulties the scouts would face with no, or unreliable, electricity supply

DO

Doing without electricity, for any length of time, will bring challenges. Everything from making a cup of tea to watching TV either becomes difficult or impossible. Scouts must take care if their alternatives for cooking or lighting involve naked flames, and must be supervised at home for this. The lack of electricity can mean that some activities take longer or use other resources. What would be involved in washing clothes if there was no plug-in washing machine? It can also mean that some activities are simply not an option, so without electricity, online gaming would be out the window. Hopefully the scouts can run their big "Switch Off" for long enough to experience some of these challenges.



Follow-on

Take the same approach to having water on tap - another crucial element of infrastructure. What if all water had to be carried into the house, even just from an outside tap. Imagine if it was further away. Scouts could do the same with digital infrastructure and try going for a period of time with no internet (of any sort, at all at all!)

REVIEW

Bringing the scouts back together, encourage them to share their experiences. What was it like for them having no access to their normal digital networks? What things were just inconvenient and what ones were downright impossible? Have the scouts imagine what it would be like for youth of their own age in other parts of the world without the same level of infrastructure. What would be different about their lives, both day-to-day and in their futures? Would they have the same opportunities for entertainment, personal development and education? Is this fair?



SDG 9 Industry, Innovation and Infrastructure

SDG 9 seeks to develop quality, reliable, sustainable and resilient infrastructure to support economic development and human well-being, with a focus on affordable and equitable access for all. Through experiencing the lack of key infrastructure, even for a short while, scouts can develop a deep understanding of what this aim means in practice.



Find out more!

Visit - www.betterworld.ie

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Produced by the Scouting Ireland Sustainable Scouting Team