

Implementation of the Youth Program Group Checklist



The Adventure Begins checklist should be completed prior to your Scout Group commencing their implementation of the New Youth Program. You can find the checklist and resources at <https://scouts.com.au/what-we-do/youth-program/adventure-begins/>

It is advised and encouraged that all adult members and ideally Scout Section Patrol Leaders and up, read the Program Handbook to support their baseline understanding of the program before the Group attends their upskill.

All of the below items should be completed 2 months post the Groups upskill weekend. (It may be a good idea to organise these meetings and dates as soon as the Group has been accepted so as to give people adequate time to attend.)

- *Our Sections have completed The Adventure Begins Section Checklist and is actively using the fundamentals of Scouting both Youth and Adults.
Note: this should be completed before attending your Groups upskill - this is a readiness piece to support the Group embedding the fundamentals of Scouting
 - » Joey Scout Unit
 - » Cub Scout Unit
 - » Scout Unit
 - » Venturer Scout Unit
 - » Rover Scout Unit
- We have held a Parent Information Night, including briefing the parents on change, digital system log in, goal setting, Achievement Pathways, Patrols and supporting their Child and the Leaders through transition.
- We have briefed our Group Committee on the program items and the specific roles that the Group Committee plays compared to the Group Council and how they can support the Group Leader.
- †We have discussed and shared our implementation plan with our Group's Youth Section Councils
 - » Joey Scout Unit Council
 - » Cub Scout Unit Council
 - » Scout Unit Council
 - » Venturer Scout Unit Council
 - » Rover Scout Unit Council/ Executive of the Unit
 - » Group Council
- We have scheduled a launch day/evening for the Group as a whole to embrace the new Program - this can be organised in conjunction with youth and adults.
- ^We have identified and completed our youth members prospective transitions from old Award Scheme to Achievement Pathways - this should be done with the youth and can be supported by the Scheme to Pathways converter <https://s2p.scouts.com.au>

^Opportunity to finalise these transitions may exist shortly after commencement on the Program, however the bulk should have been completed prior to implementation. Most youth members in the Group should be wearing the Achievement Pathways badges 3 months after upskill. In special circumstances the Group can grant a youth member the ability to complete the peak award under the old Award Scheme however this should be a small amount of members only who can complete it in a 12 month period from upskill. Everyone in the Group needs to be converted at a maximum of 12 months after upskill weekend.

*At the Implementation Team's discretion, this may be modified, however it is critical that the following are in place prior to commencement within your Group in all sections:

- Section Councils
- Plan>Do>Review> in all Sections - Joey Scouts through Rover Scouts
- Developing knowledge of SPICES
- Developing knowledge of Scout Method

† This should be designed with youth and adults during or shortly after the Groups upskill weekend. **Note:** this needs to be displayed in the hall during the implementation.

A reminder, you can find resources to support the Group/ Sections embed these components at: <https://scouts.com.au/what-we-do/youth-program/adventure-begins>

It is important to support youth and adults through change including helping them to navigate the digital system, change award scheme to Achievement Pathways, support the Unit Council program and engage in Goal setting techniques as just a few items. Resources that you can give all members of your Group access to can be found at <https://pr.scouts.com.au/>

Some more things to be aware of

- Frequent Group Council Meetings so Adults can discuss their needs and workshop together components that may be a struggle for them (ideally every 8 weeks).
- Considering the set up on a Group youth Council with purpose including supporting cross sectional Project Patrols for Activities, Camps, Special Interest Areas and Outdoor Adventure Skills support (additional respectability could be the organisation of Group Camps and Programmed Events *to be supported by some adults or older youth members such as Rover Scouts).
- The ongoing understanding of Parents and Adults in a digital world to support the tracking of youth achievements is important, and the understanding of youth on how to track there goals, projects and achievements.
- Frequency of Unit Council in a formal manner and none formal Unit Council members meeting around the normal program to support Review> and approval of projects, goals and achievements should be considered.
- Allocating the Group Leader or someone else who agrees to communicate to other adult members updates from Branch and training opportunities as they arise.
- Flagging risks when they start to appear not when they become a real issue and seeking support through your Branches Implementation Team.
- All components of transition the Group should work with a date of 12 months final from upskill weekend date at maximum. the last Award Scheme old system based Peak Award in most cases will need to be awarded within this 12 months.

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Once the Group has attended their upskill you will have a number of things to embed or re-embed.

Introduce terminology

- » This may need to include a recap of Patrol System, and highlighting the use of activity specific "Project Patrols" as well as moving to Units, Unit Councils, Changing Ceremonies and supporting Youth to run ceremonies in all Sections. Consideration should be made about redefining things like Joey Scouts/ Rover Scouts and the fact you do not have to call everyone a Unit but could call out Joey Scouts or Venturer Scouts etc. Remember to consistently get the Unit and Group to engage in the Fundamentals of Scouting including all Elements of The Australian Scout Method, SPICES and Plan>Do>Review>.

Introducing the Digital System to Adult Leaders

Introduce Challenge Areas

- » This may be best introduced at a programming session, whether that is as a whole Section or in a Section Council is at the discretion of the youth and patrols in all sections, as well as the adult leadership teams for that Section.

Formalise assisting and leading

- » This is likely to have commenced when programming using the Challenge Areas.

Introduce Program Cycles

- » Program Cycles is a key component and core to the success of each Unit. Engage the Unit Council to run through the full process of Setting a Program Cycle. Resources can be found under program planning at: <https://pr.scouts.com.au/the-weekly-program>

Introduce Introduction to Scouting and Introduction to Section

- » Including relevant Ceremonies, goal setting and Mentor roles and should focus on Patrol Based activities rather than whole Unit based activities more often than not.

Introducing the Digital System to Youth Members

Finalise mapping and components

- » *Including Outdoor Adventure Skills stages
Note: it is important with Outdoor Adventure Skills to not only work out where the youth member is at now but also where they were when they joined the Section so as Stage Progressions can be counted toward their Peak Award.

Introduce Peak Award

Formalise Program Essentials and Milestones

Introduce goal setting

- » This may include setting goals for what a youth member would like to achieve in the Section. Goal setting is a key component of the program and is included in Assisting & Leading, Project Patrol Activities, Introduction to Section and Special Interest Areas are just a few points.

Introduce Special Interest Areas

- » Ideally, this would include starting each youth member on a Special Interest Area. This may be completed individually or in a group, at least initially and will move to individuals self setting Projects maybe after the first or Second one as a Patrol (this needs to be supported by adults and ideally parents to support the youth member knowing what to do. Resources can be found at <https://pr.scouts.com.au/achievement-pathways>

Introduce Outdoor Adventure Skills

- » By now Outdoor Adventure Skills is likely to be occurring during the Unit/ Patrol Program - ideally this point is about planning out some individual achievements in this area as the point of Outdoor Adventure Skills is for the youth member to pick what activities they want to be involved in. This could then be organised in Project Patrols or outside of Scouting and should be monitored/ supported by the Unit Council.

Formalise Reflections

- » Reflections and Reviews are integral to the success of the Program, remembering youth members in a 21st Century society want to know why they are doing something not just what to do. Reflections and Reviews help this. This includes Activity Reviews, Program Cycle reviews, Milestone Reflections, Peak Award Reflections etc.

Formalise Adventurous Journey

Formalise Peak Award

Note: This list of additional components may or may not be well embedded in each Units program yet. If not, there will need to be time spent on embedding the following components as well: Unit Codes, Promise & Law resources (including youth members choice), the Internal Compass, Spirituality definition in Scouting, Better World Framework and UN Sustainable Development Goals in action including how they fit in the Patrol and Unit Program (Challenge Areas & Milestones), Special Interest Areas and Outdoor Adventure Skills.

0-2
Months

2-4
Months

4-6
Months

6-8
Months

8-10
Months

10-12
Months