

What's changed: when old meets new

Past experiences

Each age section has a program

Tradition is at the centre

Patrol system in Cub Scout and Scout sections

Joey Scouts do lots of craft

The program is planned around the award scheme

Sections aim to get as many peak awards as possible

Badgework nights cross off lots of boxes in the record book

We teach as much Scouting knowledge as possible

Achievements are prescribed and one size fits all

All Scouts are expected to promise to do their duty to their God

Younger scouts just join in activities

Almost all the program happens at a Mob, Pack, Troop, Unit or Crew level

Each section uses different terminologies, structures and award schemes

SPICES are used to plan the program

Some activities are "saved" for later sections

Section transition is based purely on age

Rover Scouts are booted at 26

Venturer Scouts finish the section when they turn 18

Some Scouts disengage from the program

Scouts don't realise they're learning

Changing sections means starting afresh

Physical and mental limitations mean there's lots some Scouts can't achieve

The symbolic framework is vastly different for each section (and barely there in some)

Community Involvement means service

Service is mainly for Rovers

Local rules are everywhere

Some Scouts feel unsure or uncomfortable about some traditions

Spiritual development is about religion

New program experiences

We have one program with five age sections

Young people are at the centre

Patrol system in all sections

Joey Scouts go on lots of adventures in the outdoors

The program is planned around diverse and exciting experiences

Unit Councils support all Scouts to Participate, Assist and Lead in a range of experiences

All Scouts learn by doing through challenging activities

Scouts develop skills relevant to the adventures and activities they choose – learning by doing

The program is youth led, and adults support Scouts to achieve their best

All Scouts promise to do their best to be true to their own beliefs

All Scouts Plan> Do> and Review> their activities

The program goes beyond just the Unit – even greater adventures happen in Project Patrols, as individuals, and with non-Scouts

All sections have:

- Patrols
- Units
- Unit Councils
- Achievement Pathways
- Plan>Do>Review>
- Scout Method

Challenge Areas are used to plan the program, SPICES are used to Review>

Every Scout explores the challenges they are ready for

Sections transition is based partly on age, but happens when it is best for the Scout

Rover Scouts reach the horizon when they've reached the program's objectives and are ready to transition out

Transition to the Rover Scout section is flexible if a Venturer Scouts is in year 12

We talk with Scouts about how we can be more inclusive

Scouts help each other identify when they're learning so they can see the purpose

Your Outdoor Adventure Skills stay with you all the way

The Unit program is inclusive and Achievement Pathways are adaptable – the standard is personal best

The symbolic framework provides One Journey across all the sections and encourages Personal Progression

Community Involvement means being an active and present part of your community in every way

Community Involvement is for all Scouts

Scouts Australia has one program and the experience is reflected across the country

Traditions and ceremonies are inclusive, and co-designed with youth members – youth led, adult supported

Spiritual development is about finding meaning in life's experiences



What other differences do you see in the new program?