

# Scouts Australia

## New Program Overview



# The Benefits

New Program Overview

**This, is  
our new  
program.**

**Adventurous**

**Fun**

**Challenging**

**Inclusive**



A person wearing a dark jacket and a cap is sitting on a dark mountain peak at night, looking towards a large, snow-capped mountain in the distance. The sky is dark and filled with stars, suggesting a clear night. The overall scene is serene and evokes a sense of adventure and outdoor learning.

**Designed for  
Australian youth  
Learning new  
skills outdoors**

**Are you  
up for the  
challenge?**

# Are you ready to take the lead?

## How does it all fit together?

The new program is just one element of the Scouts Australia Strategic Plan. If all elements of the Plan are achieved successfully then we have the potential to achieve beyond the targets. Collaboratively we have the potential to go beyond 100,000 members of Scouts Australia. We will be making a positive contribution to the development of active young citizens, growing up in 21st Century Australia. What else do we need to do, to prepare our members for a new youth program, and to accommodate a growth in membership?



# Burning Platforms

for the Program Review



1979



Youth members: 114,500  
AUS Population: 14,000,000

1990



Youth members: 93,000  
AUS Population: 17,000,000

2014



Youth members: 52,000  
AUS Population: 23,000,000

2018



Youth members: 55,730  
AUS Population: 25,000,000

## Why Kids Leave

Scouting a lower priority

Not enough outdoors

Society has changed, we haven't

Inconsistent delivery

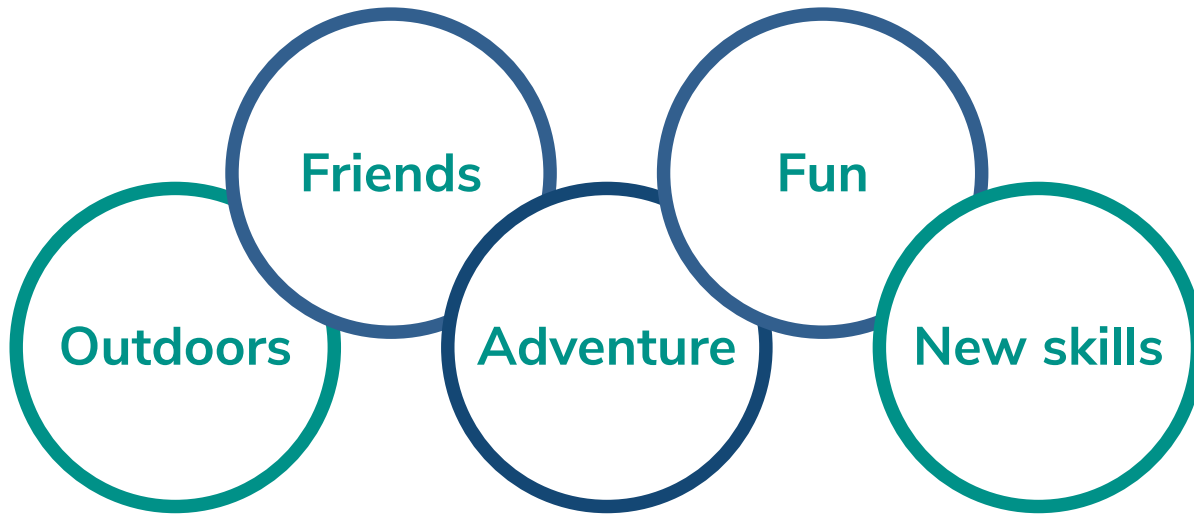
Prepared adults

Youth need to see a purpose

"The organisation must be promotive rather than restrictive. There is evidence that Scouting is failing to adapt to the modern world because it is far too rigid in structure"

– Design for Tomorrow, a review of Australian Scouting, 1970

# What Keeps Youth in Scouting?



## Barriers to Joining Scouts



**39%**  
Having other  
interests



**25%**  
Already involved in  
other programs



**20%**  
Too busy



**18%**  
Scouting is too  
expensive

# Strengths and Weaknesses of Scouting

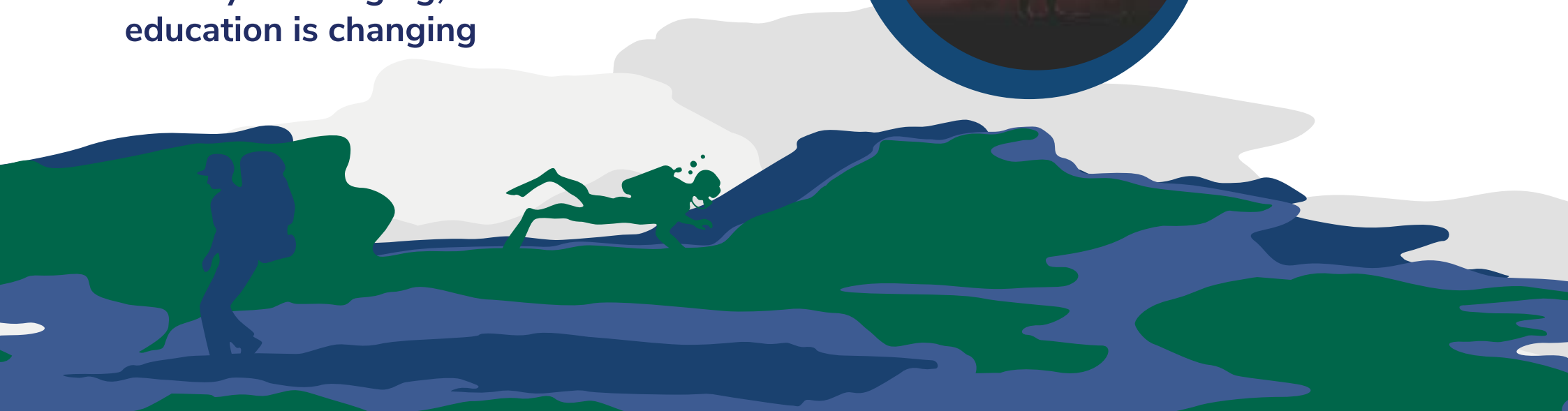
## Strengths

Youth	Skills development	Learning by doing
Leaders	Friendships gained	Volunteers
Activities undertaken	Values of association	Events
Community engagement	Camps	Scouting history

## Weaknesses

Some Leaders	Branch	Cost
Group management	The general public's view of Scouting	Politics
Movement	Program	Risk
Communication	Paperwork	Bullying
Organisation		

**Society is changing,  
education is changing**



# The Journey So Far

## A Timeline

### 2012

**March 2012: All Sections Review approved for commencement**

### 2013

**January 2013: AJ2013 – Burning Questions survey run by NYC**

Stage 1 kicked off

**November 2013: World Scout Education Congress in Hong Kong**

Program review networking begins

### 2014

**January 2014: WAM – Surveys**

BDRC Jones Donald: Why Kids Leave?

McCrinkle: Community Expectations of Scouting

**July 2014: Stage 3 Kick-off**

International Gathering – sharing experiences from Australia, Canada, and Ireland





# 2015

**January 2015: AV2015 – theCrate**

**February 2015: Stage 3 concludes, making recommendations on:**

The Fundamentals of Scouting

Duty to God and Spiritual Development

Areas of Personal Growth (SPICES)

The Scout Method

Leadership For All

An Adventurous Program

Award Scheme

**July 2015: Stage 4 commences – bringing it all together into one program**

# 2016

**January 2016: AJ2016 – theCrate**

**February 2016: Stage 4 concludes**

New Program Concepts Document was shared for the first time

**March 2016: Promise and Law consultation**

**July 2016: Scouts Australia's Educational Proposal version 1 released for feedback**

**September 2016: Program Concepts Workshops commence around the country**

# 2017

January 2017: The Moot

June 2017: Groundbreaker Scout Groups commenced new program trials in Victoria

July 2017: New Australian Scout Promise and Law approved

August 2017: Program Concepts Workshops conclude

September 2017: New Australian Scout Promise and Law becomes official

# 2018

January 2018: AV2018

February 2018: The Adventure Begins commences, preparing everyone for the new program

March 2018: Pioneer Scout Groups become early adopters of the new program, in most states

April 2018: Scouts Australia's Educational Proposal Version 2 released for feedback

July 2018: Program approved. Branches begin planning their implementation schedule

# 2019

January 2019: AJ2019



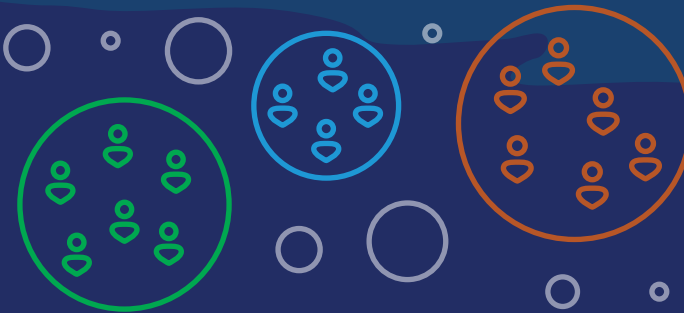
# Statistics

from the Youth Program Review

**70,000 volunteer hours**



**70 focus groups**



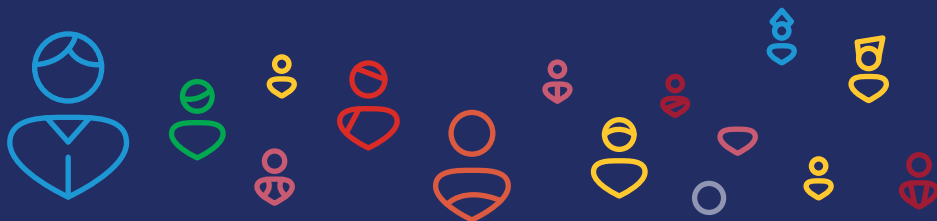
**12,000 people surveyed**



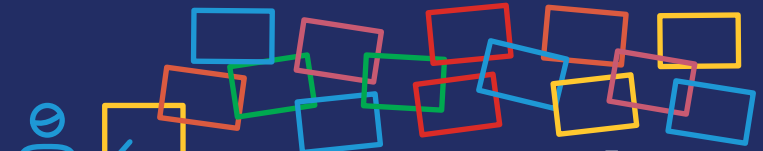
**45 surveys**



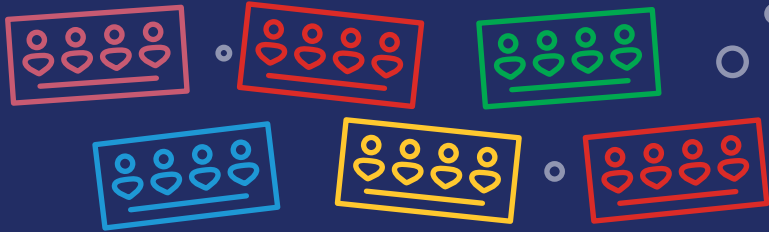
**120 team members**



**40 presentations**



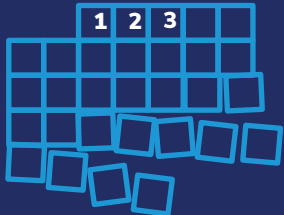
**17 research and development teams**



**14 major events**



2012 2018



**6 years of review and development**

**2 extended consultation periods**



**1 common goal...**

**...One Program,  
One Journey**

# Setting the Scene

## A global youth Movement

- 50+ million members
- 7 million adult supporters
- Over 160 National Scout Organisations
- Shared Purpose, Mission, Principles and Method
- World's largest non-formal youth education movement
- Messengers of Peace

**Scouting is a Movement OF young people, supported by adults; it is not an organisation FOR young people, managed by adults.**

**As a youth Movement, we need to be forward-thinking, adaptable, and focused on the meaning behind our Purpose**



Young people at the centre



About non-formal education



Develop active citizens



Locally adapted, globally united



Up to date & relevant



Open to all



Attractive, challenging and meaningful

## Learning from other National Scout Organisations



...and we are learning together with other National Scout Organisations



Singapore  
Scout  
Association

## Scouting Ireland



### One Programme

- Reformed as an organisation
- Reviewed and consolidated programmes
- A program built around Plan>Do>Review>
- Program cycles
- One Programme



**SCOUTS**<sup>®</sup>  
New Zealand

Scouts  
New  
Zealand

## Scouts Canada



### The Canadian Path

- Youth-Led
- Adventure
- SPICES
- Plan, Do, Review
- Outdoor Adventure Skills
- One Programme

...and leading the way in the Asia-Pacific Region



**YOUTH INVOLVEMENT**

APR WORKSHOP

AUSTRALIA, JULY 2018

# A changing Australian Society

Gen **Z** Est. 1995

Gen Z are:

**Visual** **Digital**  
**Educational**  
**Global** **Social**  
**Mobile**

## Social Media

5,900,000,000   
 searches/day

 4,000,000,000  
 views/day

1,400,000,000   
 active users

 500,000,000  
 tweets/day

## University degrees



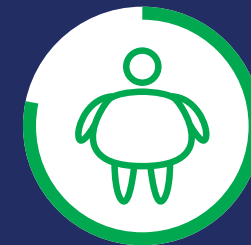
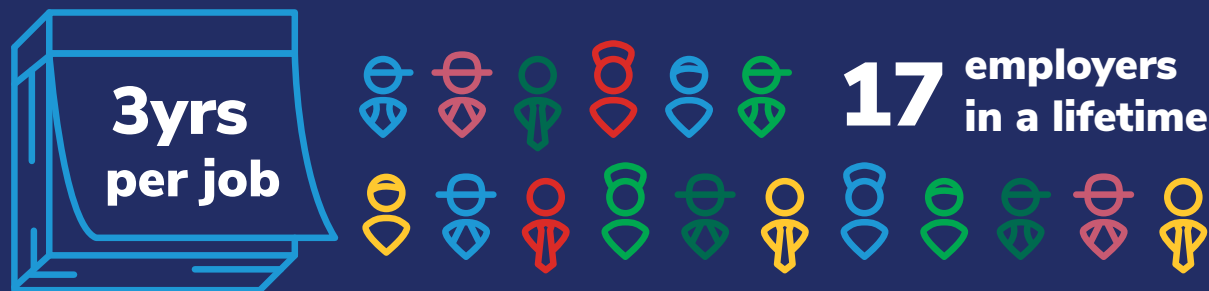
## Effective Engagement

Boomers	→	Gen Z	Boomers	→	Gen Z
Verbal	→	Visual	Books & Paper	→	Devices & Glass
Sit & Listen	→	Try & See	Curriculum Centered	→	Learner Centric
Teacher	→	Facilitator	Closed Book Exams	→	Open Book World
Job Security	→	Flexibility			

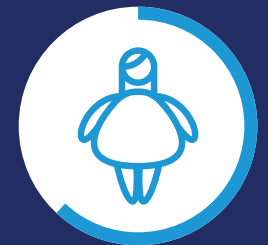
## Health

% likely to struggle with obese/overweight when all Gen Z have reached adulthood

## Vocational



78%



62%

# Gen **a**

Est. 2010

## Gen Y: The parents of Gen Alpha



**2.5 Million**

Gen alpha's born  
each week



**29.7**

Age of first  
marriage



**80.1**

Life  
Expectancy



**1.7**

Total fertility  
rate



**27.7**

Age of  
first birth



# Scouts Australia Education Proposal

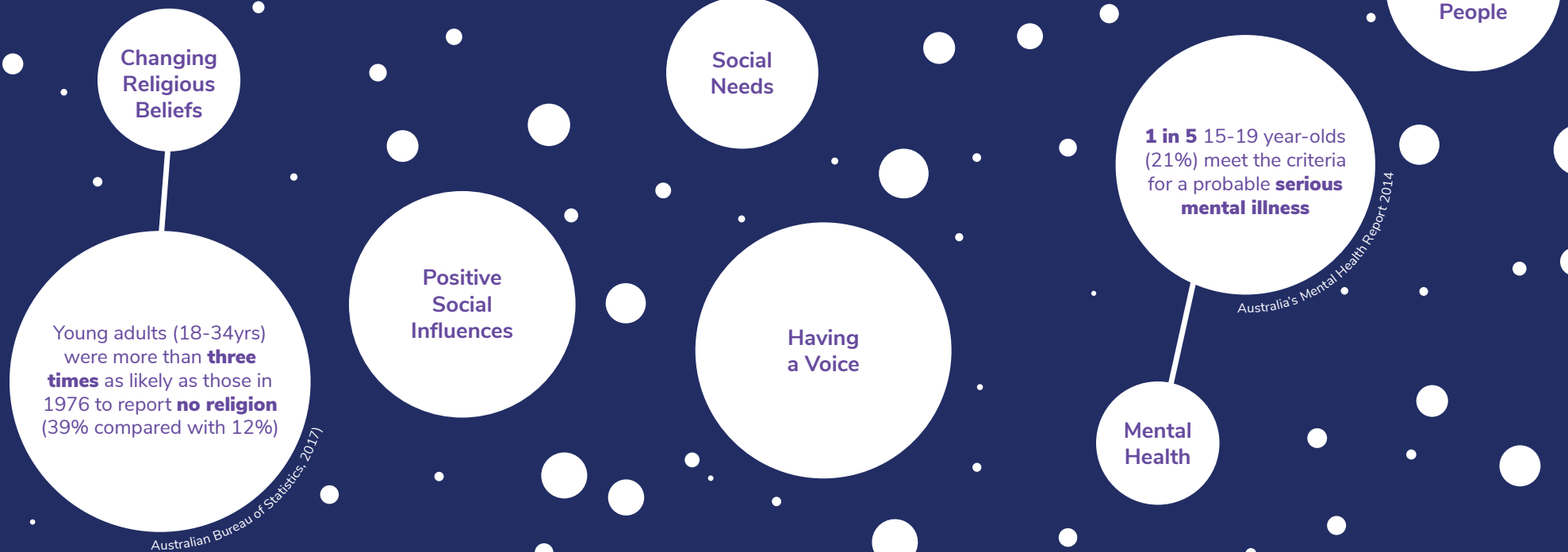
Being a young person in today's world has a number of opportunities and a number of challenges, some of them peculiar to the 21st Century, and some that have been the case for many years.

## What is most important to youth?



UNICEF Australia, 2014

## What sorts of challenges and opportunities face Australian young people in the 21st Century?



Cigarettes,  
Alcohol  
& Drugs

In **2001**, **24%** of  
18-24 year olds **smoked**.  
In **2010** it decreased to **16%**

Smoking rates of  
adolescents aged 12-15  
has **decreased** from  
**20%** to **6%** in  
10 years.

Illicit drug use is more prevalent  
among the following groups:

Males: **17%**  
Younger people (20-29yrs): **28%**  
Unemployed people: **25%**  
LGBT people: **36%**

Australian Institute of Health and Welfare, 2014

Body  
Image

Bullying and  
Harassment

Sexual  
Activity

In 2008, **27%** of  
Australian Year 10  
students, and **56%** of Year  
12 students had **experienced  
sexual intercourse**.

**Two-thirds** of sexually active  
students **used a condom** at  
their most recent sexual  
encounter.

Australian Institute of Health and Welfare, 2014

Digital  
Citizenship

Helicopter  
Parenting

Learning  
Styles



# One Program, One Journey

Discover Adventure



Joey  
Scouts



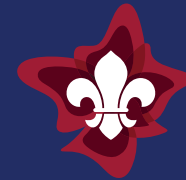
Cub  
Scouts

Create the Path



Scouts

Explore the Unknown



Venturer  
Scouts

Look Wide



Rover  
Scouts

Beyond the Horizon



# The Scout Method



## Community Involvement

Active exploration of an individual's commitment and responsibility to their community and the wider world.



## Learning by Doing

Learning through practical experiences and activities.





## Nature and the Outdoors

The outdoors is the primary setting for learning and encourages a two-way relationship between the individual and the natural world.



## Promise and Law

Scouting values and ideals that underpin all activities and interactions





## Patrol System

A way to develop interpersonal and leadership skills through teamwork, responsibility and belonging.



## Symbolic Framework

A unifying structure of themes and symbols that facilitates the awareness and development of an individual's personal journey.





## Personal Progression

A learning journey focuses on challenging the individual to do their best through a range of experiences.



## Youth Leading, Adults Supporting

A youth movement, guided by adults, where youth are increasingly self-managing.



# The SPICES



SPICES are the Review> tool that we use to get closer to our full potential.

The Purpose of Scouting is to contribute to the education of young people in achieving their full physical, intellectual, emotional, social and spiritual potentials as individuals, as responsible citizens and as members of their local, national and international communities.

When we reach a new achievement, we should reflect on our development across the different SPICES. This achievement could be:

- Completing a Milestone
- Finishing in a section
- Reflecting on your personal development
- Assisting or Leading an adventure





Social  
Development



Physical  
Development



Intellectual  
Development



Character  
Development



Emotional  
Development



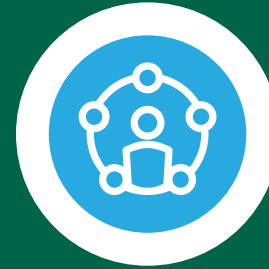
Spiritual  
Development

# SPICES in Action!



## Social Development

- Becoming aware
- Interacting with others
- Developing relationships and networks



## Character Development

- Developing identity
- Showing autonomy
- Demonstrating commitment



## Physical Development

- Being healthy and fit
- Being adventurous



## Emotional Development

- Being emotionally aware
- Expressing one's feelings
- Showing respect



## Intellectual Development

- Acquiring new information
- Showing initiative
- Being adaptable
- Planning and reviewing



## Spiritual Development

- Exploring beliefs
- Stopping for reflection
- Respect for others
- Being thankful



# Plan>Do>Review>

## What is Plan>Do>Review>?

Through Scouting, we often use a process called Plan>Do>Review>.

### This process helps us:

- Continuously improve
- Plan great Scouting activities that are adventurous, fun, challenging, and inclusive
- Recognise our learning and development through SPICES
- Make sure what we're doing is really Scouting, and uses the Scout Method
- Provide a diverse range of experiences through the Challenge Areas
- Emphasise learning by doing
- Progress the role of youth leading, adults supporting
- Critically evaluate how we're delivering and facilitating the program



**PLAN ▶**  
**DO ▶**  
**REVIEW ▶**

**Essentially, Plan>Do>Review> reminds us to stop and think, in order to make the program the best it can be, and fully deliver on the purpose of Scouting.**

## Plan>

- Decide what you're going to do
- Delegate responsibilities
- Work out what gear is needed
- Discover what skills you need
- Make plans
- Use experts


## Do>

- Make sure everyone's involved
- Test out new skills
- Follow your plan
- Have fun
- Work as a team

## Review>

- Take a moment
- Ask good questions
- Check your achievements
- Recognise participation





Plan>Do>Review> looks different for each age section, so the role of youth and adults will vary.

## Scouts

- Meet with patrols to develop program ideas
- Plan their individual progression
- Plan>Do>Review> games, activities, programs and camps
- Identify successes, challenges, enjoyment and development
- Ask open-ended questions to gain feedback

## Adults

- Encourage and support Scouts to achieve success
- Provide experience and knowledge
- Know when to step in to coach or guide
- Allow youth to give it a go
- Ensure risk assessments are completed
- Skill youth to successfully lead Plan>Do>Review>

# The Sections

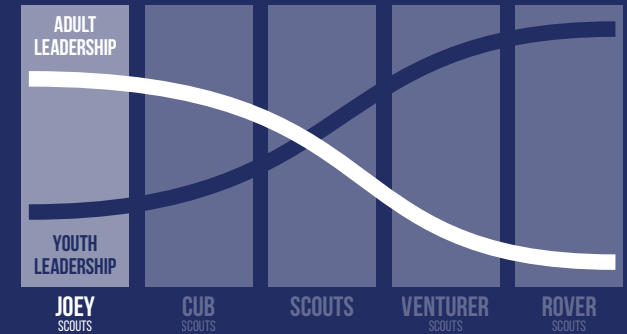
## Joey Scouts

Ages 5, 6 & 7

Joey Scouts ideally progress to Cub Scouts after their 8th birthday

This age group are:

- Discovering the world around them
- Developing friendships
- Experiencing greater interactive experiences
- Physically active
- Using broad imagination and play



## Discover Adventure

### Joey Scouts in the new program:

- Discover what challenge means for them
- Explore the world around them
- Start to be active in the community
- Share new adventures with others
- Start to develop outdoor skills
- Discover what teamwork means
- Begin to learn how to lead activities
- Participate in a Unit Council, supported by adults

## The Patrol System

Four to seven members



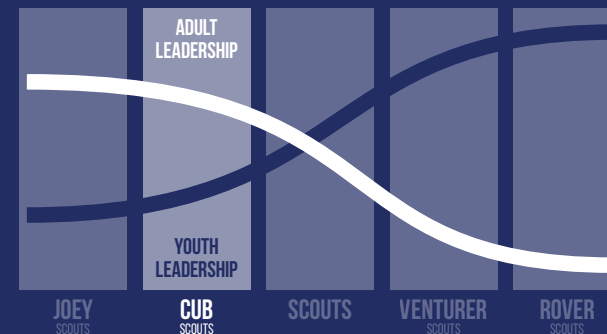
The number of Joey Scouts within each Patrol should be kept as equal as possible.

Patrol membership is flexible and may change as required even as frequently as weekly



Leadership may change frequently, even between activities or on a week to week basis

# Cub Scouts



## Ages 8, 9 & 10

Cub Scouts ideally progress to the Scout section after their 11th birthday

## This age group are:

- Creating their own paths
- Developing their sense of place
- Exploring the world around them
- Encountering new experiences
- Expanding perspectives
- Determining their own adventures
- Building upon friendships

## Create the Path

### Cub Scouts in the new program:

- Set their own challenges
- Lead some activities on their own
- Give back to their local community
- Become more confident in outdoor skills
- Assist in the running of their Unit Council
- Form long term Patrols
- Develop resilience when faced with challenge
- Talk about what's important to them

## The Patrol System



Four to Eight members



The number of Scouts within each Patrol should be kept as equal as possible

Some change in Patrol members will be experienced for logistical reasons, but generally they will remain the same



Led by a Patrol Leader, normally a more experienced Scout showing good leadership abilities. Patrol Leader is supported by 1-3 Assistant Patrol Leaders.

Patrol Leader

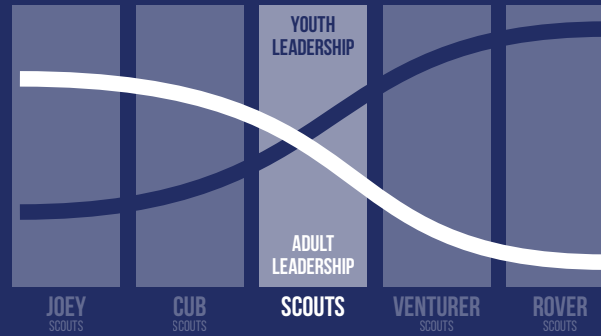


Assistant Patrol Leaders



Unit Leaders are the senior members of a Unit and have developed skills and experience from their time in the Unit. Unit Leaders do not sit within a regular patrol, but provide extra leadership for the Unit as a whole.

# Scouts



**Ages 11, 12, 13 & 14**

Scouts ideally progress to the Venturer Scout section before turning 15

**This age group are:**

- Experiencing big changes
- Exploring their changing sense of self
- Focusing more on peer networks
- Transitioning from Primary to Secondary School
- Finding new ways to express themselves
- Exploring and forming their personal identity

## Explore the Unknown Scouts in the new program:

- Take charge of their own expeditions
- Lead the Unit Council
- Develop more complex outdoor skills
- Support their local communities
- Start to be active in their national communities
- Form teams that last for life
- Build Project Patrols
- Develop their life perspective

## The Patrol System



Four to Eight members



The number of Scouts within each Patrol should be kept as equal as possible

Some change in Patrol members will be experienced for logistical reasons, but generally they will remain the same



Led by a Patrol Leader, normally a more experienced Scout showing good leadership abilities. Patrol Leader is supported by 1–3 Assistant Patrol Leaders.



Patrol Leader  
Assistant Patrol Leaders



Unit Leaders are the senior members of a Unit and have developed skills and experience from their time in the Unit. Unit Leaders do not sit within a regular patrol, but provide extra leadership for the Unit as a whole.

## Project Patrol

A Project Patrol is a temporary group formed for a specific camp, activity or project.



Can involve Scouts from outside the Unit, and from other sections



Has a Patrol Leader and 1–3 Asst. Patrol Leaders

Project Mentors (youth or adult) can help support and advise the Patrol on technical details



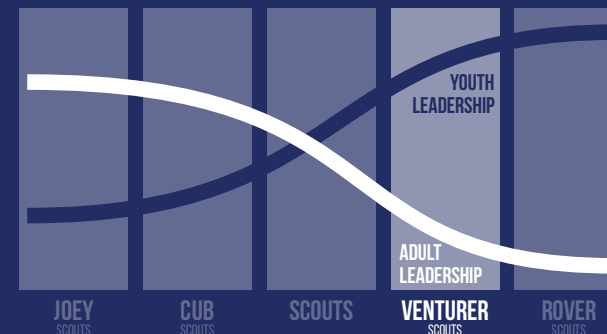
- Project Patrols should:
- ✓ Be approved by Unit Council
  - ✓ Have clear goals
  - ✓ Use Plan>Do>Review>

Scouts can be in more than one Project Patrol at once





# Venturer Scouts



**Ages 15, 16 & 17\***

Scouts ideally progress to the Rover Scout section after turning 18.

\*Scouts who turn 18 during year 12 can wait to progress until they complete year 12

**This age group are:**

- Discovering and exploring independence
- Broadening their perspectives
- Securing their interests and priorities in life
- Relying strongly on peer support
- Taking on more responsibilities
- Seeking purpose, challenge and risk

## Look Wide

### Venturer Scouts in the new program:

- Take the lead in their Units
- Take on bigger challenges with Scouts from other Units, sections and non-Scouts
- Specialise in areas they're passionate about
- Mentor people with less experience
- Find new communities interstate and overseas
- Help make decisions at more levels of Scouting
- Discover more independence
- Discover their roles in the wider community
- Build resilience and find the meaning of courage in day to day life
- Discover the strength of their voice and stand up for what they believe

## The Patrol System

A Project Patrol is a temporary group formed for a specific camp, activity or project.



Has a Patrol Leader and 1-3 Asst. Patrol Leaders

Project Mentors (youth or adult) can help support and advise the Patrol on technical details



Can involve Scouts from outside the Unit, and from other sections



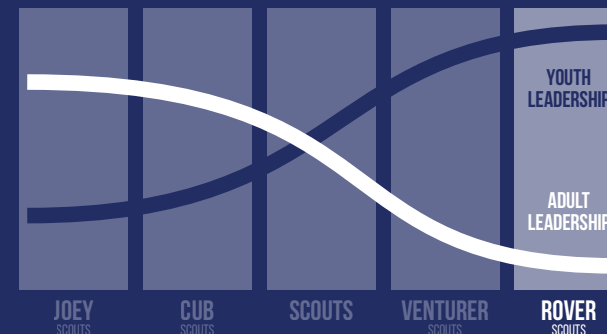
Project Patrols should:

- ✓ Be approved by Unit Council
- ✓ Have clear goals
- ✓ Use Plan>Do>Review>

Scouts can be in more than one Project Patrol at once



# Rover Scouts



**Ages 18–25**

Rover Scouts will complete the program no later than their 26th birthday.

**This age group are:**

- Experiencing new levels of independence
- Responsible for themselves and others
- Adapting to changing circumstances
- Specialising and expanding their interests
- Exploring global citizenship
- Adventuring beyond the horizon

## Beyond the Horizon

**Rover Scouts in the new program:**

- Are completely autonomous in their Unit
- Overcome complex challenges
- Refine specialist skills across areas they're passionate about
- Build long term relationships as mentors and advisors
- Form the leadership of their section nationally
- Contribute to the leadership of Scouting in Australia
- Refine their global and personal perspectives
- Build personal strength in their voice, ideals and health
- Develop and support their local, national and international communities

## The Patrol System

A Project Patrol is a temporary group formed for a specific camp, activity or project.



Has a Patrol Leader and 1–3 Asst. Patrol Leaders

Project Mentors (youth or adult) can help support and advise the Patrol on technical details

Can involve Scouts from outside the Unit, and from other sections



- Project Patrols should:
- ✓ Be approved by Unit Council
  - ✓ Have clear goals
  - ✓ Use Plan>Do>Review>

Scouts can be in more than one Project Patrol at once



# Challenge Areas

## Community Challenge



- Getting out into your community
- Engagement
- Involvement
- Knowledge
- Projects
- Partnership
- Development
- Service
- Visits
- Diversity & Inclusion
- Environment
- Local
- Country
- International
- Supporting
- Contributing
- Engaging



# Creative Challenge



- Expression
- Arts
- Making
- Creating
- Inventing
- Designing
- Planning

- Unusual
- New
- Colourful
- Bold
- Innovative



# Outdoors Challenge



- Environment
- Camping
- High
- Time in nature
- Slow
- Water activities
- Fast
- Adventurous activities
- Deep
- Journeys
- Wide
- Safe



# Personal Growth Challenge

- Leadership
- Beliefs & Values
- Health & Wellbeing
- Growth
- Interests
- Skills
- Individual
- Healthy
- Growing
- Commitment
- Resilient
- Response
- Believing



# Unit Code

## Overview

The Unit Code is the shared understanding of behaviours and values for your Unit or section.

Each year, the Unit will review the Unit Code or maybe develop a new one.

### It is about:

- How we treat each other
- Respecting our environment
- Looking after possessions and property – both ours and everyone else's

## How do we make it?

### Plan>

- Identify when the previous Unit Code will be reviewed
- Identify an opportunity to gather the ideas from all Unit members – this may work better in small groups
- Make sure the leaders of each group knows what to do/what is expected of them

### Do>

- Meet in small groups to identify key things for inclusion
- Make sure everyone has the opportunity to input

### Review>

- Ensure the whole Unit are happy with what is included
- Have everyone sign the Unit Code
- Display your Unit Code
- Explain the Unit Code to new members

# Unit Code Example





# Program Essentials

## Badges

### Introduction to Scouting



### Introduction to Section



### Milestone 1



### Milestone 2



### Milestone 3



# Introduction to Scouting & Introduction to Section

The Introduction to Scouting needs to be completed when you join the Movement for the first time or when you join Scouting again after having a break.

**These requirements should be covered through discussions with your Patrol Leader or adult Leader.**

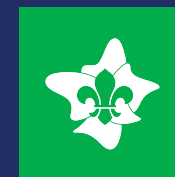
- The World Organisation
- Scouting in Australia
- Our Scout Group
- The Scout Method
- SPICES
- Australian Scout Promise and Law
- Symbols, Traditions and Ceremonies
- Plan>Do>Review>
- Personal Progression
- Introduction to Section
- Investiture



The Introduction to Section is to be completed when you first join a Unit, either by transitioning from the previous Section or when you first join the Movement.

**These requirements should be covered through discussions with your Patrol Leader & Unit.**

- How the Section operates
- What is new in this section, compared to the previous section
- The Patrol System
- Adventures, achievements, and interests
- Record keeping
- The Symbolic Framework
- The Australian Scout Promise and Law
- The Unit Code



# Milestones



## Milestone 1

- 6 Participates from each Challenge Area
- 2 Assists across at least 2 Challenge Areas
- 1 Lead across any Challenge Area



## Milestone 2

- 5 Participates from each Challenge Area
- 3 Assists across at least 2 Challenge Areas
- 2 Leads across any Challenge Area



## Milestone 3

- 4 Participates from each Challenge Area
- 4 Assists across at least 2 Challenge Areas
- 4 Leads across any Challenge Area

A personal reflection should occur at the end of each Milestone, before a Scout is awarded the relevant Milestone badge.

# Milestone Examples



For the Milestone 1 Assist, William helped another Scout plan and lead a weekly night themed around Olympic sports, as well as assisting in the Review> after the activity



For his Milestone 1 Lead, William successfully planned and led an evening bushwalk near his Scout Hall, as well as running the Review> after the activity.



For William's Milestone 2 Assist, he supported another Scout with the planning and leading of a Unit mousetrap car competition which took place over a few weekly nights, as well as assisting in the Review> after the main competition itself.



William planned and led a Group campfire cooking night for his Milestone 2 Lead, as well as facilitating the Patrol-based Review> that occurred.



For his Milestone 3 Assist, William supported the planning and leading of a musical theatre performance from his Unit for the local community, as well as assisting in the Review> afterwards.



For his Milestone 3 Lead, William planned and led a Project Patrol to do a 4 day bike expedition along a series of mountain bike trails, as well as facilitating the Review> after the expedition occurred.

# Achievement Pathways

## Outdoor Adventure Skills

### Core Areas

There are three core areas in Outdoor Adventure Skills: Bushcraft, Bushwalking and Camping.



Bushcraft



Bushwalking



Camping

These are key Scouting Skills that most Scouts will have the opportunity to complete.

Bushcraft allows you to split off into specialist areas, or 'streams' when you progress to later stages.

### Specialist Areas

#### Land Based Skills

Some of the Outdoor Adventure Skills specialist areas might be more common in different locations. There are 3 land-based specialist areas.



Alpine



Cycling



Vertical

The streams to be found in each area are:

#### Alpine

Cross-country skiing, Downhill skiing, Snowboarding, Snow-camping and Snow-shoeing

#### Cycling

Cycle Touring, Mountain Biking

#### Vertical

Abseiling, Canyoning, Caving, Climbing

These Outdoor Adventure Skill areas allow you to split off into specialist areas, or 'streams' when you progress to later stages.

## Specialist Areas

### Water Based Skills

Some of the Outdoor Adventure Skills specialist areas might be more common in different locations. There are 3 water-based specialist areas.



Aquatics



Boating



Paddling

The streams to be found in each area are:

#### Aquatics

Snorkelling, Scuba Diving, Lifesaving, Swiftwater Safety, Surfing

#### Boating

Sailing, Windsurfing

#### Paddling

Canoeing, Kayaking, Sea Kayaking, White Water Canoeing, White Water Kayaking, White Water Rafting

These Outdoor Adventure Skill areas allow you to split off into specialist areas, or 'streams' when you progress to later stages.

### Outdoor Adventure Skills important concepts:

- Focus on developing personal skills
- Human or nature powered
- Some split into specialisation streams in higher stages
- Involve significant interaction with the natural world
- Lead to extended journeys and expeditions
- Can contribute to your Peak Award in any section
- Could involve partnerships with other organisations
- Involve peer assessment through the "2-down" approach (e.g., Stage 4 can assist Stage 2)
- Are for all youth members in Scouting! (but not for adults other than Rover Scouts!)

Joey Scouts from the ACT had "the best day ever" tobogganing, making snowmen, snow angels, snowballs and having plenty of snow fights. Each Joey was able to demonstrate the skills to earn Alpine Stage 1.

Stage 7 Aquatics – Scuba Diving has been achieved with dive trips off Jervis Bay and the Queensland Coast. Next up, Vanuatu!

Which are you most excited to do?

# Special Interest Areas

Think of something you've always wanted to achieve...

The Special Interest Areas are your chance to do just that!

There are 6 different areas and some resources to help you think of what to do.



Adventure  
& Sport



Arts &  
Literature



Creating a  
Better World



Environment



Growth &  
Development



STEM &  
Innovation

Special Interest Areas can be done individually, or as a Patrol - everyone needs to have their own goals and the standard is their best!

## The steps

1. Come up with a goal that will make up your project.
2. Plan > your project
3. Do > your project
4. Review > your project

If you're doing your Peak Award, you'll do a number of Special Interest Areas!



## Environment

Projects might be about...

For and in the environment	Behaviour change
Caring	Citizen science
Taking action	Minimal impact
Experimenting	Sustainability
Monitoring	Advocacy

Some ideas are...

Clean water & clean air	Lead a sustainability campaign in your school community
Habitat & species	Volunteer with an environmental group researching native animal populations
Pollution & litter	World Scout Environment Badge
Environmentally-friendly practices	Clean Up Australia Day
Environmental hazards & natural disasters	
Climate change	
Ecological resilience	



## STEM & Innovation

Projects might be about...

Designing	Finding
Building	Innovating
Problem solving	Modelling
Experimenting	Inventing
Investigating	Thinking outside the box

Some ideas are...

Designing / building gadgets	geography, physics, ecology, sociology
Experiments	Engineering
Tournament of Minds	Research
IT, apps, programming, robotics	Entrepreneurial
Geology, biology, chemistry,	Design a website
	Invent a gadget to solve a problem in your home



## Growth & Development

Projects might be about...

Wellbeing	Relationships
Interests	Developing
Caring	Recognising
Understanding	Ethics

Some ideas are...

Mental Health First Aid	Professional skills, eg. negotiation, interpersonal relationships, project management
Volunteering	Emotional intelligence
Other religions / cultures	Ideals
Careers	Take up a course in mindfulness
Charity	
Fitness	
Debating	
Languages	





## Creating a Better World

Projects might be about...

Taking action	Engaging
Changing	Community
Impacting	Networking
Collaborating	Global
Making a difference	Social justice

Some ideas are...

- Volunteering & charity
- Learn about the experience of refugees
- Relay for Life
- Festivals/fetes/carnivals/markets
- Local, national, global
- Citizen science
- World Scout Environment Badge
- Scouts of the World
- Messengers of Peace



## Adventure & Sport

Projects might be about...

Exploring	Physical
Moving	Developing skills
Challenging	Emotional
Taking risks	Spiritual
Growing	Exciting

Some ideas are...

Expeditions	Cycling	Training
Individual sports	Paddling	Ballooning
Team sports	Flying	Sailing
Journeys	Swimming	Riding
Walking	Skiing	Skating
	Climbing	



## Arts & Literature

Projects might be about...

Creating	Creative
Investigating	Performing
Appreciating	Producing
Crafting	Directing
Designing	Expressing

Some ideas are...

Gang shows	Debating
Instruments & voice	Photography
Art work	Performing arts
Creative writing	Short films

# SUSTAINABLE DEVELOPMENT GOALS



[www.sdgs.scout.org](http://www.sdgs.scout.org)

The Special Interest Areas are six broad categories of possibility. They are to encourage you to try new things and expand on your existing interests. You set your own goals, designing projects that interest and challenge you. The six areas are broad, encouraging you to pursue a diversity of interests and to ensure any activity you could possibly think of can be covered.

# Peak Awards



## Joey Scout Promise Challenge

**To achieve the Peak Award in the Joey Scout section, a youth member must:**

**Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas**



**Reach Stage 1 in the three core Outdoor Adventure Skills**



**Undertake six Special Interest Area projects, in at least two different areas, with each project being two hours long.**



**Participate in an Adventurous Journey of at least three hours duration**

**Finally, complete a Personal Reflection with some of your peers, supported by an adult.**



## Grey Wolf Award

To achieve the Peak Award in the Cub Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 3 in the three core Outdoor Adventure Skills, and achieve at least eight stage progressions in total



Undertake six Special Interest Area projects, in at least two different areas, with each project being at least four hours long.



Lead an Adventurous Journey of at least four hours duration

Complete a Leadership or Personal Development course that runs for at least a day.

Finally, complete a Personal Reflection with some of your peers, supported by an adult.



## Australian Scout Medallion

To achieve the Peak Award in the Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 5 in the three core Outdoor Adventure Skills, and complete at least 10 stage progressions in total



Undertake six Special Interest Area projects, in at least three different areas, with each project being eight hours long.



Lead an Adventurous Journey of at least three days and two nights duration

Complete a Leadership or Personal Development course that runs for at least a weekend.

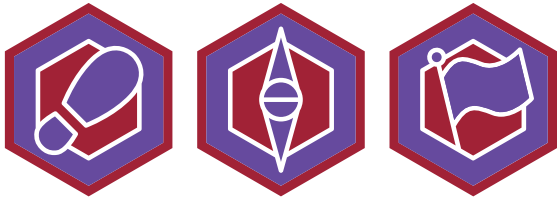
Finally, complete a Personal Reflection with some of your peers, supported by an adult.



# Queen's Scout Award

To achieve the Peak Award in the Venturer Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 5 in the three core Outdoor Adventure Skills, and achieve 12 progressions in total



Undertake six Special Interest Area projects, in at least three different areas, with each project being twelve hours long.



Lead an Adventurous Journey of at least four days and three nights duration

Complete a Leadership or Personal Development course that runs for at least a weekend.

Finally, complete a Personal Reflection with some of your peers, supported by an adult.



# Baden-Powell Scout Award

To achieve the Peak Award in the Rover Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 5 in the three core Outdoor Adventure Skills, and achieve 14 progressions in total



Undertake six Special Interest Area projects, in at least three different areas, with each project being eighteen hours long.



Lead an Adventurous Journey of at least four days and three nights duration

Complete a Leadership or Personal Development course that runs for at least thirty hours

Finally, complete a Personal Reflection with some of your peers.

# Whats Changed:

## When Old Meets New

### Past experiences

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Each age section has a program

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Tradition is at the centre

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Patrol system in Cub Scout and Scout sections

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Joey Scouts do lots of craft

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The program is planned around the award scheme

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Sections aim to get as many peak awards as possible

### New program experiences

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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



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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

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Each section uses different terminologies, structures and award schemes

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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

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

---

All Scouts Plan> Do> and Review> their activities

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

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All sections have:

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

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SPICES are used to plan the program

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Some activities are “saved” for later sections

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Section transition is based purely on age

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Rover Scouts are booted at 26

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Venturer Scouts finish the section when they turn 18

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Some Scouts disengage from the program

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Scouts don't realise they're learning

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Changing sections means starting afresh

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

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

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Every Scout explores the challenges they are ready for

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

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

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

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We talk with Scouts about how we can be more inclusive

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

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Your Outdoor Adventure Skills stay with you all the way

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

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

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Community Involvement means service

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Service is mainly for Rovers

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Local rules are everywhere

---

Some Scouts feel unsure or uncomfortable about some traditions

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Spiritual development is about religion

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

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

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Community Involvement is for all Scouts

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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

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Spiritual development is about finding meaning in life's experiences

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**What other differences do you see in the new program?**





**Scouts**  
AUSTRALIA

