

Participate, Assist, Lead Venturer Scout Examples



Guidelines:

Activity

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Milestone 1	Assist Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This might include taking on delegated tasks from a Project Patrol Leader, or running an activity at an event.
	Lead Organising the program for a Challenge Area-related event (e.g. a Unit night or camp) and leading the running of it, including arranging multiple activities. This may also include acting as a Project Patrol Leader for a Challenge Area-based project.
Milestone 2	Assist Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This might include taking on delegated tasks from a Project Patrol Leader, or running an activity at an event.
	Lead Organising the program for a Challenge Area-related event (e.g. a Unit night or camp) and leading the running of it, including arranging multiple activities. This may also include acting as a Project Patrol Leader for a Challenge Area-based project.
Milestone 3	Assist Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This might include taking on delegated tasks from a Project Patrol Leader, or running an activity at an event.
	Lead Organising the program for a Challenge Area-related event (e.g. a Unit night or camp) and leading the running of it, including arranging multiple activities. This may also include acting as a Project Patrol Leader for a Challenge Area-based project.

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Venturer Scout Examples



Venturer Scout - Jack	Activity
Milestone 1	<p>Assist Jack is a young and shy Venturer Scout who has just moved up from Scouts to join their local Venturer Scout Unit. For their Milestone 1 assist, Jack wants to help out another Venturer Scout run a night of pottery. In the lead up to the night, Jack helps to borrow some pottery wheels and other equipment from a school nearby. Jack's friend leads the activity, and some nice clay mugs are made. Afterwards, Jack assists the review.</p>
	<p>Lead For his Milestone 1 lead, Jack leads a Unit night that fits into the Personal Growth Challenge Area, a night all about Latin and jazz dancing. Jack has taken some Latin and jazz classes and wants to share his knowledge with the Venturer Unit. In the leadup to the event, Jack prepares a few practice routines etc. with his Latin and jazz dance coach. During the Unit night, Jack makes sure it all goes smoothly and afterwards he facilitates a review.</p>
Milestone 2	<p>Assist Jack is starting to become a bolder and more outgoing member of the Unit, and take some leadership positions formally. For his Milestone 2 assist, he wants to be the key assist person involved in a Project Patrol to re-seed the native plants that are local to a national park near to their hometown. Jack and the Project Patrol head out to a hardware store and purchase a number of the plants they are interested in. During the activity, Jack helps coordinate the planting, and placing the protective covers around the seedlings. Afterwards, Jack supports the review as it happens and is led by the Project Patrol Leader.</p>
	<p>Lead For his Milestone 2 lead, Jack wants to lead a Project Patrol to provide maintenance to the Scout Hall that he attends. He organises with a number of youth members from different sections into a few teams. He plans a different area of responsibility of the Scout Hall for each of these teams, and coordinates maintenance lists for each team/area. During the weekend where the maintenance is to occur, Jack leads the Project Patrol and they finish almost all the intended tasks off. On Sunday after the work is complete, Jack takes the lead in a review for all attending members.</p>
Milestone 3	<p>Assist When Jack joined the Venturer Scout Unit he was very introverted and shy, but is now 'coming out of his shell'. Jack wants to assist with a formal leadership position for a month in the Scout section. The Scout Unit that he would be involved with are preparing to attend an orienteering event, and Jack is quite adept at orienteering and navigation. As his Milestone 3 assist, the Unit Leader from the Scout Unit has asked for his to support the Scouts' skill development in the leadup to this event. Jack supports this skill development, and then attends the orienteering event in a supporting capacity. Afterwards, he supports the Unit Leader for the Scout section in leading a Unit review.</p>
	<p>Lead For his Milestone 3 lead, Jack wants to coordinate a base at another wide game/orienteering based event. He prepares a Project Patrol with some other Venturer Scouts and Rover Scouts, and then they start to plan the base. They create a series of games, challenges and activities based around the Outdoors Challenge Area. Jack needs to ensure that they have enough supplies for the activities to last the entire 4 days of the wide game/orienteering event. During the event, Jack coordinates the flow of base attendees and the activities and challenges that they participate in. Jack also creates a quick survey for random attendees to complete, to support the review process afterwards so that Jack can get a live feedback report of how the attendees are going. Afterwards, Jack uses this information to support the team review that he organises.</p>

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Venturer Scout - Isla	Activity
Milestone 1	<p>Assist</p> <p>Isla is a young Venturer Scout who has joined off the street, and has never been in Scouting before. She is really interested in developing her leadership skills, and for her Milestone 1 assist, she will be supporting another Venturer Scout to run an engineering challenge where they build bridges to support a 3kg weight. Her friend Melissa is leading the activity, because engineering is a topic she is very passionate about. Isla is responsible for running the testing session on the day, as Melissa and her think that this will hone her leadership and public speaking skills significantly. After Isla leads a series of individual reviews for each team.</p>
	<p>Lead</p> <p>For her Milestone 1 lead, Isla wants to lead the Cub Scout Unit to perform an Easter play. She works with the Cub Scout Unit Leader to choose a script, and then spends a few Unit nights with the Cub Scouts to practise the play contents. During the play, Isla stands at the back and supports the Cub Scout Unit Leader to keep the play in motion. The Cub Scouts do really well, and Isla runs a very excited group of them afterwards in their review of the play.</p>
Milestone 2	<p>Assist</p> <p>Isla plans to assist another Venturer Scout Project Patrol Leader to run a Project Patrol. For her Milestone 2 assist, she will help to improve the paddling Outdoor Adventure Skills of the youth members in this Project Patrol. Isla helps out with the logistics, and making sure everyone meets up to work on these skills together. Over the course of a few of these sessions where Isla is assisting, many skills are learnt, and lots of fun is had by all Venturer Scouts. Afterwards, Isla supports the review to occur.</p>
	<p>Lead</p> <p>Isla has been working on her leadership skills, and is ready to undertake her Milestone 2 lead. For this, she wants to lead an overnight hike during the week for her Venturer Scout Unit. This little 'micro-adventure' is designed to occur overnight, so that the Venturer Scouts can head out on a night hike, camp overnight in a nice little spot, and then hike back the following morning all ready for their daily commitments. She has support from the Unit Leader on this lead, and together they plan and execute the hike smoothly. On the return trip back the hall the morning after, Isla leads a review with the team.</p>
Milestone 3	<p>Assist</p> <p>For her Milestone 3 assist, Isla is going to help her fellow Venturer Scout Sam organise a canoe adventure. This canoe trip will go over Friday and Saturday night. As part of her leadership role for this Milestone she will help to organise a gear list for the participants, and will take leadership over the food supplying. During the event, Isla helps Sam lead the adventure to success. Afterwards, she assists with the review by making sure that all participants had an opportunity to speak and express themselves.</p>
	<p>Lead</p> <p>Isla's leadership skills have been slowly and steadily improving over her time in Venturer Scouts, and she wants to help other Venturer Scouts and older Scouts develop their own leadership skills. For her Milestone 3 Lead, Isla will run a weekend of leadership training. She leads a team of Venturer Scouts to organise many sessions and activities. Afterwards, she leads an energetic review for all attendees for the weekend.</p>

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Venturer Scout - Nick	Activity
Milestone 1	<p>Assist</p> <p>For his Milestone 1 assist, Nick is not sure what he wants to do. His Venturer Scout friend Sally is running a tennis tournament during a Unit night and asks him to help out. As his assist, Nick receives the equipment list and general logistical information from Sally, and shares this with the Unit. During the night, he helps to show other Venturer Scouts how to swing. Afterwards, Nick assists Sally as she runs a game which has a review component.</p>
	<p>Lead</p> <p>Nick wants to organise a mountain bike hike for his Milestone 1 lead. For this event, he plans to lead the Unit in riding for two and a half hours along a mountain biking trail near their Scout hall. Nick has to make sure that all the Venturer Scouts have mountain bikes that are in working order, and also relevant safety gear. During the ride, Nick allocates another Venturer Scout to stay in backstop position, while Nick leads the front of the ride. After the ride when they reach their destination, Nick leads a review.</p>
Milestone 2	<p>Assist</p> <p>For his Milestone 2 assist, Nick has the opportunity of helping out his Venturer Scout friend Miles when he runs a bullying and teamwork workshop for a Cub Scout Unit. Nick helps design some of the activities, and helps Miles run them with the Cub Scouts. The workshop happens over two Unit nights, with each session about 1 hour long. Nick and Miles are really happy with the outcome and the Cub Scouts responded well. Afterwards, Nick helps the Unit review.</p>
	<p>Lead</p> <p>As his leadership skills grow, Nick wants to run a more complicated adventure on his own. For his Milestone 2 lead, he plans to run an 'intro-to-hiking' hike, where he leads a Patrol of inexperienced hikers (with support from an adult Leader) through a 20km walk over the weekend. They walk through a well-known trail in the Blue Mountains, and it's a great introduction to walking for those youth members. Just before the end of the walk, Nick takes a moment to sit down with the Patrol and reflect on how the adventure has gone.</p>
Milestone 3	<p>Assist</p> <p>Nick is helping out his friend Melanie as she runs a sailing weekend. He does this as his Milestone 3 assist, as Melanie asks him to help coordinate the Project Patrol responsible for prepping the sailboats before the weekend starts, and also roaming around in the powered dingy to provide medical aid and emotional support throughout the weekend as required. The event goes well and Nick's organising of this Project Patrol goes smoothly. The week after the event, Nick assists Melanie as she facilitates a Unit wide review of how the sailing went, what people learnt, etc.</p>
	<p>Lead</p> <p>For his Milestone 3 lead, Nick wants to help out in a leadership position at a state wide camp. His leadership position here is organising the program for a Challenge Area-related event (e.g. a Unit night or camp) and leading the running of it, including arranging multiple activities. This may also include acting as a Project Patrol Leader for a Challenge Area-based project.</p>