

Factsheet

Program Essentials



Program Essentials are all about Scouts' active engagement in the weekly Scout Program. We define Program Essentials as the 'base camp' of all aspects of the **Achievement Pathways**. Through active engagement, youth members are encouraged to develop new skills and take on new challenges. They will be recognised for their learning and personal development (as described by the **SPICES** educational objectives), and it is important to remember that, as Scouts, we aim to develop active citizens in the community, fulfilling the **Purpose of Scouting**.

The first step in Program Essentials is to complete the **Introduction to Scouting** (for youth members new to the Movement) and the **Introduction to Section**. These assist youth members with understanding Scouting, the Section, and to set initial goals for what they wish to get out of Scouting while in the Section. These are completed before the youth Member is invested or re-affirms their Promise

Program Essentials are divided into a series of **Milestones** within each Section. Each Milestone should take approximately 6-12 months, and recognises active participation in the program, and personal development that has occurred during that time. It should not be viewed as something extra to work on, but rather represents what regular and active participation as a Scout looks like.

There are two key elements to each Milestone in Program Essentials:

- **Participating, Assisting and Leading** in the four **Challenge Areas**
- Personal reflection at the completion of each Milestone.
- This reflection should include
 - » An assessment of how you developed through SPICES, and the utilisation of the **Scout Method**;
 - » What the Scout actively did to make inclusion of others part of the program; and
 - » Actions that were taken to incorporate elements of the **Australian Scout Promise and Law**.

It is expected that all Scouts will achieve the Program Essentials Milestones, regardless of their interest in exploring the rest of the Achievement Pathways elements. Program Essentials should always be tailored to individuals, with the individual demonstrating their personal development, providing their reflections, and exhibiting their personal best during participating, assisting and leading. For a more in-depth understand of participating, assisting and leading in the Section, refer to the youth member digital system, Section Guide, Record Book or Program Handbook..



Milestone Requirements

The requirements for each milestone are the same across all Sections, however how Scouts demonstrate participating, assisting and leading, and their personal reflections, will be developmental. There are three Milestones in each Section.

Milestone One (total 27 activities or nights):

- Participate in six activities in each Challenge Area
- Assist in two activities from any two Challenge Areas of your choice.
- Lead in one activity from any Challenge Area of your choice.
- Personal reflection; see milestone reflection guidance sheet.

Milestone Two (total 25 activities or nights):

- Participate in five activities in each Challenge Area
- Assist in three activities from at least 2 Challenge Areas of your choice.
- Lead in two activities from any Challenge Area(s) of your choice.
- Personal reflection; see milestone reflection guidance sheet.

Milestone Three (total 24 activities):

- Participate in four activities in each Challenge Area.
- Assist in four activities from at least two Challenge Areas of your choice.
- Lead in four activities from any Challenge Area(s) of your choice.
- Personal reflection; see milestone reflection guidance sheet.

Although the total number of activities decreases, as the later milestones require more effort in assisting and leading they are likely to require more time commitment. Milestones are expected to take 6–12 months to complete across Joey Scouts through Venturer Scouts, **and will take 12–18 months in Rover Scouts.**

If a youth member joins part way through any Section they do not need to start at milestone one. A good guide for where youth members should start in different Sections is:

Start at Milestone One, if a:

- Scout transitions into the Section from the Section below

Start at Milestone Two, if a:

- Scout commences in the Section between one-third and two-thirds through a Section's length

Start at Milestone Three, if a:

- Scout commences in the Section in the final third of the Section's length

Scouts cannot count the assisting and leading components of a higher milestone until they have finished the lower one, however they are able to substitute harder requirements for easier – that is, a Scout can do more assisting and leading if they wish to, and therefore less participating. For example, a Scout working towards Milestone Two leads in four challenges, which is two more than required, so they can reduce their assist or participate count by two in the corresponding Challenge Areas. A Scout may commence participating in 'challenges' for a higher milestone prior to completing the leads and assists of a previous milestone. The milestone badge, however, may not be awarded until all assists and leads of the previous milestone have been completed.

Completing a Milestone

A Scout has completed the milestone once they have completed all requirements and should be awarded the badge. Their Patrol Leader or Unit Council (with assistance from adults, where required) should review their assisting and leading, discussing briefly with the Scout what they felt they learnt from the process and how they developed since their last milestone. This discussion may occur as a small component of the overall reflection discussion, or separately, but should not be seen as a merits review of the effort the Scout has put in. As the milestones are designed to reward active participation in the Scouting program, relative to the individual's own capabilities and personal development journey, there should be no benchmarking against other Scouts.

The Patrol Leader(s), Unit Leader(s) or, if they were not present, adult(s) who engaged in the overall reflection should note the completion of the task and date. There is no need for the Scout to present evidence to Unit Council or any other body of the contents of these reflective discussions – they are for the Scout's personal development. They may wish to record for themselves what was discussed, but should not be asked for evidence beyond the signature of those they had a discussion with.