

Factsheet

Program Essentials



Program Essentials is about Scouts' active engagement in their Unit and Patrol's weekly Scout Program. We define Program Essential as the 'base camp' of all the aspects of the Achievement Pathways. Through active engagement Scouts are encouraged to develop new skills and take on new challenges, and through this they will be recognised for their learning and development. It is important to remember as Scouts we aim to develop active citizens in the community, reflecting our SPICES and fulfilling the Purpose of Scouting.

The first step in Program Essentials is to complete the Introduction to Scouting (if a youth member is new to the Movement) and the Introduction to Section. These assist youth members to understand Scouting, to meet others in the Unit, and to set their initial goals for what they wish to get out of their time in Scouting and the section. These are completed before the new member is invested or re-affirms their Promise

Program Essentials are then divided into a series of Milestones within each section. Each Milestone should take approximately 6-12 months, and recognises the active participation in the program with peers of the same age section, and personal development that has occurred during that time. It should not be viewed as something extra to work on, but rather represents the experience of participating in a weekly Scouting program.

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 the utilisation of the SPICES and the Scout Method
 - » What you actively did to make inclusion of others part of your program, and
 - » Actions that you took to incorporate elements of the 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 age section, refer to Scouts | Terrain, Section Guide, Record Book or Program Handbook.



**Peak
Award**

**Outdoor
Adventure
Skills**

**Special
Interest
Areas**

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Milestone Requirements

The requirements for each Milestone are the same across all age sections, however how youth members demonstrate participating, assisting and leading, and their personal reflections, will be developmental. There are three Milestones in each age 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 age 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 replace easier requirements with more difficult requirements. That is, a Scout can do more Assisting and Leading if they wish to, and therefore less participating.

For example, a Scout who is working towards Milestone 2 leads four activities, which is two more than required. They can reduce their Assist or Participate count by two in the corresponding Challenge Areas. Be aware that in Scouts | Terrain, this will mean that the Scout will need to be marked in the attendance and Review component of the activity as a "Participate", otherwise the system won't calculate it as a Participate towards that Milestone.

A Scout may also commence participating in activities 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.

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Achieving Program Essentials in Other Sections

Sometimes Scouts in older age sections help out in younger age sections. Often, this provides opportunities for those Scouts to lead (or assist) running a game or a more advanced activity for the other Unit. However, it is important to remember that the Program Essentials (including all the Milestone requirements) are about active participation in a Unit or Patrol program of the Scout's own age section.

It is also important to realise that assisting and leading in a different age section is not peer leadership, which is the intention of the leadership development aspect of the Scouts Australia youth program. Leading an activity in another age section is a great experience and should be attempted if the opportunity arises, however it is not participating in the program designed for the Scout and their developmental stage.

The Milestones requirements are about working with and leading a Scout's peer group. The activities will be focused on the types of development that that cohort of Scouts are currently mastering. This includes Scouts working across different Units or Patrols in different Groups.

For these reasons, Scouts who are leading and assisting in different age sections than their own Unit's age section are not able to be awarded Milestone Participates, Assists, and Leads.

The exception to this is if the activity is a planned joint activity between two Units, or a group of Patrols from Units of different age sections. In this case, the Scouts from both sections are actively participating, assisting, and leading across the whole developmental age range. This could also be an example where a patrol of Scouts from one Unit follows the Plan>Do>Review> cycle to run an activity for another age section. In this case, the patrol of Scouts is leading and assisting within their own age section.

An alternative approach for recognising achievement in another age section is for the Scout to propose a Special Interest Area project about the skills they wish to learn or develop by helping in a different age section. This then gives opportunities to develop a skill that could be not so much about leading, but perhaps another area of personal interest to grow. This could also apply to Outdoor Adventure Skills, including the two-down approach to assessing skills and knowledge. Remember, teaching someone a skill or understanding helps you to improve in that area yourself!

Note: Original versions of some of the Youth Member Guides and Record Books implied that it was ok to include leading in other age sections. This was incorrect. We apologise for this error.

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Program Essentials on Camps and other Overnight Events

“Nature and the outdoors” is an element of the Scout Method because we know how much quality personal development can occur on outdoor adventures, working in patrols. Therefore, Scouts can be recognised for their personal growth in the Program Essentials in a number of ways when participating in camps and other overnight adventures. However, we should remember that it is never about “ticking off” as much as possible on a camp. Personal growth takes time and therefore it doesn’t make sense to “fast-track” a Scout over the course of a weekend camp.

Joey Scouts, Cub Scouts, and Scouts doing Milestone 1

Scouts working on these Milestones are expected to Plan>Do>Review> an activity, as a Participate, Assist, or Lead. Examples could be an overnight hike, or one of the activities on a weekend camp, like a Scouts’ Own.

- All youth members who actively participate in the camp or nights away earn one Participate.
- If one, or a patrol of youth members, Led or Assisted the overall planning, doing, and reviewing of the camp or nights away, then they would earn a Lead or Assist instead of the Participate.
- The Challenge Area is decided upon by the Unit Council

Scouts can then earn Leads and Assists when they Plan>Do>Review> different activities on the camp.

Lead	Assist	Participate
For example, a project patrol might run a Scouts’ Own to occur on the Saturday evening of a weekend away. Members of this planning team would be eligible for a Lead and Assists.		All youth members’ Participates would remain as <u>one</u> for the whole camp.
In this case, the Challenge Area might be different from the overall camp’s Challenge Area, and would be chosen by the project patrol.		Since all the Scouts on the camp are participating in the Scouts’ Own as one of many things they might do as part of the overall camp program, they would <u>not</u> get an additional Participate for it.

Scouts doing Milestone 2 or 3, Venturer Scouts, and Rover Scouts

Scouts working on these Milestones are expected to Plan>Do>Review> larger scale events. Examples could be a weekend standing camp, a trip to a ski resort, or a base at a multi-day major event like a Cuboree. These Scouts would typically work in patrols of peers to achieve the event’s goals, and others might join in as participants.

- All youth members who actively participate in the camp or nights away created by the project patrol earn one Participate.
- The project patrol members earn a Lead and Assists as appropriate.
- The Challenge Area is decided upon by the Unit Council or project patrol.

Earning Milestones for participants on Major Events

For youth members who attend as participants on major events, it becomes more difficult to apply Program Essentials to. Major events are large scale activities that run for more than one day and are organised for many Units or Patrols to attend, usually by a Region, Branch, or Scouts Australia nationally. Mainly these are national Jamborees, Ventures, Moots, Branch Cuborees, or large events organised within a Branch.

As more thought is being put into these events given the opportunities for recognition of personal growth offered by the Achievement Pathways, Milestone recognition is becoming more readily available for Scouts to earn. The best thing to do is to listen to the communication from the event organisers regarding the Program Essentials and other elements of the Achievement Pathways, to know how to appropriately award Scouts’ involvement in major events. Similarly, international events such as World Jamborees will have information provided by contingent leaders.