One Program, One Journey

Scouts

Explore the Unknown



Scouts





Cub

Scouts

Create the Path





Venturer

Scouts





Scouts

Beyond the Horizon

Challenging

Adventurous

Inclusive

Scout Method

The Scout Method has eight elements that support the development of young people.

The Scout Method is unique to Scouting and Scouting is unique because of this Method, and the way in which it educates and develops young people. The Method is the same across all Sections, providing for continuous development. Are all of these

included in your Program?



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.



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



Promise and Law Scouting values and ideals that underpin all activities and interactions.



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.



Youth Leading, Adults Supporting A way to develop interpersonal and A youth movement guided by adults, where youth are increasingly self-managing. leadership skills through teamwork, responsibility and belonging.



awareness and development of an individual's personal journey.

Purpose of Scouting The Purpose of Scouting provides the movement with a focus – it identifies the key elements



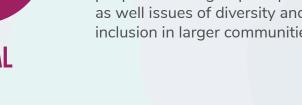
that Scouting seeks to achieve through the experiences and program offered. The purpose of the Scout Movement is to contribute to the education of young people in achieving their full physical, intellectual, emotional, social and spiritual potentials as individuals, as responsible citizens and as members of their local, national and international communities.

SPICES

Taken directly from the Purpose, the personal development areas of social, physical, intellectual, emotional and spiritual make up the fundamental basis of a person's character, making 6 areas all up! We refer to this as SPICES, which helps us remember the six areas These are the outcomes that are achieved through Scouting.



Social development refers to belonging to a group, one's relationships with others, and understanding differences between people in small groups of peers, as well issues of diversity and inclusion in larger communities.



Physical development refers to one's understanding of their body, including active care for health, wellbeing, and the pursuit of physical skills and fitness.





Challenge Areas

The Challenge Areas are

the core of the program

areas which all sectiona

programming fit under.

The Challenge Areas assist in

developing great programs,

requirements for participation

and achievement in each

of participate-assist-lead,

Scouts can track their

progress in the program

Section. Through a process

and form part of the

They are four broad

Intellectual development refers to one's ability to think, plan, innovate, review and be creative, applying information, knowledge, and skills in new and different circumstances.

Our Challenge Areas are

Community

Personal

Growth



Spiritual development refers to the development of a person's beliefs regarding their purpose in life, connection to others, place in the world around them, while respecting the spiritual choices of others.

Some ideas are

Diversity &

Inclusion

Environment

Inventing

Designing

Planning

Partnerships Active Citizenship

Getting out into

Projects &

Time in Nature

Resilience New skills Mental Health Interests

to the pursuit of personal best.

an effort beyond what benefits

the self. It encapsulates personal

growth in the five other SPICES.

Emotional development refers to

own emotions and the emotions

of others. It includes awareness of

how a person is feeling, expressing

emotions in a positive manner, as

well as respecting and supporting the emotional needs of others.

the need for understanding of one's

responsibility, respect, and making

It includes positive attitude,



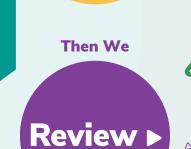
They could be

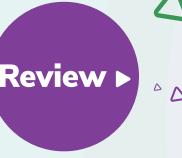
International Service

Plan>Do>Review>

Character development refers







 Decide who's going to lead and Work out what is needed

 Find out what skills you need Make some plans

Test out new skills

 Have fun Work as a team

Review>

 At the end of an activity, take a Ask good guestions of each What did you hear, see,

• What didn't go to plan? What would you do differently next time?

 Thank everyone who participated



Adult Leaders are really

Unit Councils

Unit Councils meet regularly to create adventurous, youth led, adult supported programs.

Do >

Plan 🕨

Unit Councils assist you to: 1. Plan and Review the program

4. Solve problems

. Meet the personal progression needs of all members 3. Delegate tasks

and ownership of, the program 5. Call the program your own

important in their role of that is adventurous, fun, challenging and inclusive guidance and support as they work with Scouts to plan, do 7. Provide input into the and review their program. Section's program 8. Encourage engagement with,

Patrol System

The Scout movement began through the natural formation of small teams of youth. Across all Sections, we call these 'Patrols'.

Patrols is an important aspect of the Scout Method, providing a powerful learning environment, leadership A range of ages

of teamwork and

communication skills.

A Patrol is a small team ideally: Consisting of 4-10 Scouts Led by a Patrol Leader (PL). Supported by 1 or 2 Assistant Patrol

Leaders (APLs).

SOUR TO TEN MEMBERS



Milestones (Participate/Assist/Lead)

Milestones are significant achievements within each section.



EACH PATROL SHOULD BE KEPT

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.

Plan>Do>Review> means better activities, more fun, and your Patrol and Unit getting to choose its own adventures, and to be involved in organising them! Plan>Do>Review> helps ensure everyone has a fun and adventurous time in Scouting, and gets to learn







Decide what you're going to do

 Use experts, like your Leaders to help you

• Ensure everyone is involved • Follow your plan, but it's ok to

change it if you need to

6. Create a program

notice and enjoy about your

• Talk about your achievements



Outdoor Adventure Skills

Outdoor Adventure Skills (OAS) are the link between adventurous activities experienced through the youth program

Outdoor Adventure Skills

Joey Scout Challenge Award

Bushcraft 1, Bushwalkir

Special Interest Area

Six activities in at lea

Adventurous Journ

rree Hours Dura

Personal Reflection

Adventurous journeys are

An opportunity to explore

An opportunity to apply skills

learned through the Achievemen

An opportunity to demonstrate

planning and leadership skills

A special journey completed as

An opportunity to stretch

an outdoor adventure

personal limits

Adventurous Journey

way that stretches or tests personal limits.

Adventurous journeys are exploration of the outdoors in a

o different area

1, Camping 1

 Provides a progressive pathway to build skills

 Enables access to basic skills for a range of activities Uses multiple streams to provide opportunities to specialise

 The OAS are divided into 9 broad areas with 23 activity streams;

 There are detailed requirements for each stage; Once all requirements within a stage have been assessed by a "qualified" person, you will be presented with the badge for





Alpine, Aquatics, Boating, Cycling,

Paddling and Vertical are the six specialist OAS.

be locality restricted

 Multiple streams in each activity area Streams added at Stage 4 and Stage 7 Some activities may

LIFESAVING, RESCUE, SNORKELING, SCUBA, SURFING CROSS COUNTRY SKIING, SNOW SHOEING, SNOW CAMPING SAILING, WINDSURFING

Core Areas

Bushcraft, Bushwalking

core Scouting OAS.

and Camping are the three

Outdoor Adventure Skills

Accessible to all localities

the Peak Awards

• Skill areas that are the basis for

Provide the base for other skill

Key skills required to complete

CYCLING CYCLE TOURING, MOUNTAIN BIKING CANOEING, KAYAKING, SEA KAYAKING, RAFTING

ABSEILING, CAVING, CANYONING, CLIMBING

Baden-Powell Scout Awa

Rover Scouts

Milestone 3

Personal Reflection

Outdoor Adventure Ski

Bushcraft 5, Bushwalkin

Camping 5. six progress

hree days, two nights Dura _eadership/ Perso **Development Cou** Personal Reflectio

Australian Scout Awar

Milestone 3

Outdoor Adventure

Bushcraft 5, Bushwa

5, Camping 5. ten st

Six activities in at least t

ecial Interest Ar

ferent areas

dventurous Journ

Outdoor Adventure Skills

Bushcraft 3, Bushwalking

3, Camping 3. Eight stage

progressions in total

Special Interest Areas

Six activities in at least two

different areas

Adventurous Journey

Four Hours Duration

Leadership/Persona

Development Course

Personal Reflectio

Example activities might include:

Bushwalking

Cycling

Ski touring

Adventurous journeys will:

Likely satisfy some of the

for each Section

Adventure Skill

Vary in length and requirements

requirements for an Outdoor

Involve planning, leading and

Sailing

pecial Interest Are activities in at least t

Personal Reflection

Leadership/Personal

Development Course

a person, and an important part of the Scout program.

Leadership and personal development are an important part of growing as

Courses may be:

Internal Section course

An extension course (e.g. You +

An external course (e.g. RYLA or

Courses will cover some or most

of the following concepts

Problem solving

Communication

Task management

Community involvement

Leadership

Planning

Assists Scouts to:

approaches

experiences

Share with peers

Learn personal and leadership

Learn new ways of thinking or

Reflect on individual leadership

experiences and development

Become active citizens

Confirm learning from

ing's Scout Awar

venturous Journ Four days, three nights Duration velopment Cours

Stage 4 or above, (fourte ressions in total ecial Interest Areas activities in at least f different areas Adventurous Journey Four days, three nights Dur eadership/ Personal **Development Course**

Peak Award

The peak award for each section represents the highest level of achievement across all fields of personal progression.

Achievement Pathways

and to experience a high involved in the Unit program.

Each Section has their own Peak Award, and a range of requirements for each one.

It is designed for individual Scouts who want to give a whole range of things a try number of personal challenges. Normally it'll involve Scouts completing some challenges in their own time as well as being

Personal Reflection

Personal reflection involves taking time to look back on the past and analyse goals, achievements, development and learning.

The Personal Reflection is: The final component in the Peak Award

What has been learned

Achievement of goals

> What was challenging An opportunity to consider Key milestones Time in Section Key decisions

> Activities completed • Contribution to creating a

Reflect on development

What was enjoyable



Spiritual

Drawing

Designing

Making

Constructing Community Building

Watching

Taking action Planting

based

Taking action Talking

Directing

Performing

Thinking

Citizen scienc

Personal skills

Looking afte

Special Interest Areas

Special Interest Areas are six broad skill areas that you may choose to explore. They could be

Special Interest Areas are tailored to an individuals' own interests, and require you to set your own goals for the area you are pursuing or looking to complete a project in. The challenges are set by you using Plan>Do>Review> all within a set time frame. Self set goals.

to pursue topics or activities that

specifically interest you, work

individual doing their best.

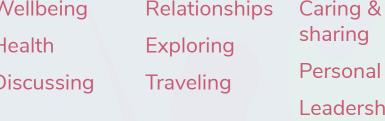
 Take into account your existing level of knowledge, what you are interested in pursuing or learning about. • The Plan section will cover how

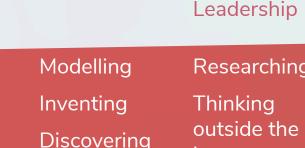
you will develop your new skills. • The Do section will be where you try out your new skills

 The Review section you will consider what you learnt and how it could be improved upon next time. Whilst the intention for Special Interest Areas is to enable you

may be completed individually in patrols or as a whole sectio No matter how the goals are being pursued, it should continue to be about an







Researching

Participate-Assist-Lead is the way

Think about:

you measure your engagement and experience of the program on a weekto-week, activity-to-activity basis. The experience and engagement in the program contributes to the achievement of Milestones.

What is/was your involvement in the program? Did you have input into the preparation for the program? What have you learnt from your involvement in the program? What are the improvements that could be made for future attempts at the activity?

Program Essentials

Introduction to Scouting The Introduction to Scouting is the first element of the Achievement Pathways,

• The World Organisation Who founded Scouting

When Scouting commenced in Australia

 The significance of the scarf Other important Scouting symbolism in the

 The Scout Method SPICES Key symbols, traditions and ceremonies



The Introduction to Section is the first component of the Achievement Pathways completed in each Section.

Broadly, the youth member when moving into the next Section will discuss the following with their peers, supported by adults: How the Section operates

works in this Section The opportunities and achievements

The Unit Code

Program Essentials are divided into a series of Milestones. Each Milestone should take 6-12

There are two key elements to each Milestone in Program Essentials: Participating, assisting and leading in the four different Challenge Areas Personal reflection at the completion of each milestone, reflecting on development through the SPICES, and understanding of the Promise & Law and inclusion of others.

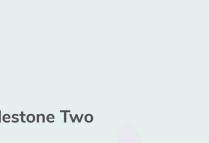






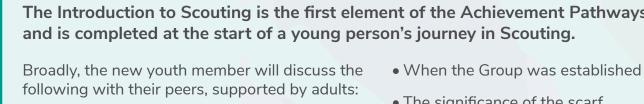












What Scouting looks like at a global level

• The structure of Scouting in Australia Plan>Do>Review> Personal progression, individual goals and achievement

 What is new in the Section from the previous one

The Patrol System and how it

 Record Keeping The Symbolic Framework

The Promise and Law

months, (except for Rover Scouts where it is expected to take 18months to 2 years) and recognises the 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 details what participating

as a Scouting member looks like.

The exact requirements for each Milestone are inside the record books / digital system. Milestones are developmental, so later Milestones within each Section require more assisting and leading than earlier.

achieve the Program Essentials milestones, regardless of their interest in exploring the rest of the Achievement Pathways elements.







