One Program, One Journey

Fun
Adventurous
Challenging
Inclusive

Joey Scouts – Discover Adventure
Cub Scouts – Create the Path
Scouts – Explore the Unknown
Venturer Scouts – Look Wide
Rover Scouts – Beyond the Horizon

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.
- **Personal Progression** – A learning journey focused on challenging the individual to do their best through a range of experiences.
- **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.
- **Symbolic Framework** – A unifying structure of themes and symbols that facilitates the awareness and development of an individual's personal journey.
- **Learning by Doing** – Learning through practical experiences and activities.
- **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.
- **Youth Leading, Adults Supporting** – A youth movement guided by adults, where youth are increasingly self-managing.

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** – 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.
- **CHARACTER** – Character development refers to the pursuit of personal best. It includes positive attitude, responsibility, respect, and making an effort beyond what benefits the self. It encapsulates personal growth in the five other SPICES.
- **PHYSICAL** – Physical development refers to one's understanding of their body, including active care for health, wellbeing, and the pursuit of physical skills and fitness.
- **EMOTIONAL** – Emotional development refers to the need for understanding of one's 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.
- **INTELLECTUAL** – 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.
- **SPIRITUAL** – 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.

Plan>Do>Review>

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 something new.

First We: **Plan ▸**
Then We: **Do ▸**
Then We: **Review ▸**
Before starting the process again: **Plan ▸**

Plan>
- Decide what you're going to do
- Decide who's going to lead and who's going to do other jobs
- Work out what is needed
- Find out what skills you need
- Make some plans
- Use experts, like your Leaders, to help you

Do>
- Ensure everyone is involved
- Test out new skills
- Follow your plan, but it's ok to change it if you need to
- Have fun
- Work as a team

Review>
- At the end of an activity, take a moment to review it
- Ask good questions of each other
- What did you hear, see, notice and enjoy about your adventure?
- What didn't go to plan?
- What would you do differently next time?
- Talk about your achievements
- Thank everyone who participated

Plan ▸ Do ▸ Review ▸

Challenge Areas

The Challenge Areas are the core of the program. They are four broad areas which all sectional programming fit under.

The Challenge Areas assist in developing great programs, and form part of the requirements for participation and achievement in each Section. Through a process of participate–assist–lead, Scouts can track their progress in the program.

Our Challenge Areas are	They could be			Some ideas are	
Community	Local National International	Supporting Knowledge Service		Getting out into community Engagement Involvement Projects & Partnerships	Visits Volunteering Diversity & Inclusion Environment Active Citizenship
Creative	Unusual New Colourful	Bold Innovative Investigative		Expression Arts Making Creating	Inventing Designing Planning
Outdoor	Fast High Wide	Slow Deep Safe		Environment Camping Time in Nature	Water activities Adventurous Activities Journeys
Personal Growth	Individual Healthy Growing Resilience	Believing Commitment Understanding New skills	Health & Wellbeing Resilience Mental Health	Beliefs & Values Social Justice Skills Interests	

Unit Councils

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

Unit Councils assist you to:
1. Plan and Review the program
2. Meet the personal progression needs of all members
3. Delegate tasks
4. Solve problems
5. Call the program your own
6. Create a program that is adventurous, fun, challenging and inclusive
7. Provide input into the Section's program
8. Encourage engagement with, and ownership of, the program

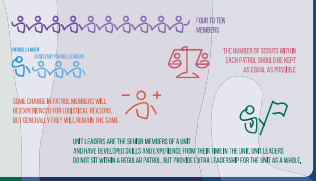
Adult Leaders are really important in their role of guidance and support as they work with Scouts to plan, do and review their program.

Patrol System

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

Scouts working in Patrols is an important aspect of the Scout Method, providing a powerful learning environment, leadership opportunities, and the development of teamwork and communication skills.

A Patrol is a small team ideally:
Consisting of 4–10 Scouts
A range of ages and genders
Led by a Patrol Leader (PL);
Supported by 1 or 2 Assistant Patrol Leaders (APLs).



Program Essentials

Introduction to Scouting

The Introduction to Scouting is the first element of the Achievement Pathways, and is completed at the start of a young person's journey in Scouting.

Broadly, the new youth member will discuss the following with their peers, supported by adults:
- The World Organisation
- Who founded Scouting
- What Scouting looks like at a global level
- When Scouting commenced in Australia
- The structure of Scouting in Australia
- When the Group was established
- The significance of the scarf
- Other important Scouting symbolism in the area
- The Scout Method
- SPICES
- Key symbols, traditions and ceremonies
- Plan>Do>Review>
- Personal progression, individual goals and achievement

Introduction to Section

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
- What is new in the Section from the previous one
- The Patrol System and how it works in this Section
- The opportunities and achievements
- Record Keeping
- The Symbolic Framework
- The Promise and Law
- The Unit Code

Milestones (Participate/Assist/Lead)

Milestones are significant achievements within each section.

Program Essentials are divided into a series of Milestones.

Each Milestone should take 6–12 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.

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.

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.

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.

Milestone One
Milestone Two
Milestone Three

Participate–Assist–Lead is the way you measure your engagement and experience of the program on a week-to-week, activity-to-activity basis. The experience and engagement in the program contributes to the achievement of Milestones.

Think about:
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?

Achievement Pathways

Joey Scout Challenge Award	Grey Wolf Award	Australian Scout Award	Queen's Scout Award	Baden-Powell Scout Award
Joey Scouts	Cub Scouts	Scouts	Venturer Scouts	Rover Scouts
Milestone 3	Milestone 3	Milestone 3	Milestone 3	Milestone 3
Outdoor Adventure Skills Bushcraft 1, Bushwalking 1, Camping 1	**Outdoor Adventure Skills** Bushcraft 3, Bushwalking 3, Camping 3, Eight stage progressions in total	**Outdoor Adventure Skills** Bushcraft 5, Bushwalking 5, Camping 5, ten stage progressions in total	**Outdoor Adventure Skills** Bushcraft 5, Bushwalking 5, Camping 5, Four progressions Stage 4 or above, (twelve progressions in total)	**Outdoor Adventure Skills** Bushcraft 5, Bushwalking 5, Camping 5, six progressions Stage 4 or above, (fourteen progressions in total)
Special Interest Areas Six activities in at least two different areas	**Special Interest Areas** Six activities in at least two different areas	**Special Interest Areas** Six activities in at least three different areas	**Special Interest Areas** Six activities in at least three different areas	**Special Interest Areas** Six activities in at least four different areas
Adventurous Journey Three Hours Duration	**Adventurous Journey** Four Hours Duration	**Adventurous Journey** Three days, two nights Duration	**Adventurous Journey** Four days, three nights Duration	**Adventurous Journey** Four days, three nights Duration
Personal Reflection	**Leadership/ Personal Development Course**	**Leadership/ Personal Development Course**	**Leadership/ Personal Development Course**	**Leadership/ Personal Development Course**
	Personal Reflection	**Personal Reflection**	**Personal Reflection**	**Personal Reflection**

Peak Award

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

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 and to experience a high number of personal challenges. Normally it'll involve Scouts completing some challenges in their own time as well as being involved in the Unit program.

Adventurous Journey

Adventurous journeys are exploration of the outdoors in a way that stretches or tests personal limits.

Adventurous journeys are:
- An opportunity to explore
- An opportunity to apply skills learned through the Achievement Pathways
- An opportunity to demonstrate planning and leadership skills
- An opportunity to stretch personal limits
- A special journey completed as an outdoor adventure

Example activities might include:
- Bushwalking
- Cycling
- Kayaking
- Canoeing
- Ski touring
- Sailing

Adventurous journeys will:
- Very in length and requirements for each Section
- Likely satisfy some of the requirements for an Outdoor Adventure Skill
- Involve planning, leading and reviewing

Leadership/Personal Development Course

Leadership and personal development are an important part of growing as a person, and an important part of the Scout program.

Assists Scouts to:
- Learn personal and leadership skills
- Become active citizens
- Learn new ways of thinking or approaches
- Confirm learning from experiences
- Share with peers
- Reflect on individual leadership experiences and development

Courses may be:
- Internal Section course
- An extension course (e.g. You + Lead)
- An external course (e.g. RYLA or RYPEN)

Courses will cover some or most of the following concepts:
- Problem solving
- Communication
- Task management
- Leadership
- Planning
- Community involvement

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
- An opportunity to consider:
  - Time in Section
  - What has been learned
  - Achievement of goals
- Reflect on development
  - What was enjoyable
  - What was challenging
- Key milestones
- Key decisions
- Activities completed
- Contribution to creating a better world

Outdoor Adventure Skills

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

Outdoor Adventure Skills
- 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

Simply put:
- 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 that stage.

Core Areas
Bushcraft, Bushwalking and Camping are the three core Scouting OAS.
- Skill areas that are the basis for Outdoor Adventure Skills
- Provide the base for other skill areas
- Accessible to all localities
- Key skills required to complete the Peak Awards

- **BUSHCRAFT** – FIREMAKING, SURVIVAL SKILLS
- **BUSHWALKING**
- **CAMPING**

Specialist Areas
Alpine, Aquatics, Boating, Cycling, Paddling and Vertical are the six specialist OAS.
- Multiple streams in each activity area
- Streams added at Stage 4 and Stage 7
- Some activities may be locality restricted

- **AQUATIC** – LIFESAVING, RESCUE, SNORKELING, SCUBA, SURFING
- **ALPINE** – CROSS COUNTRY SKIING, SNOW SHOEING, SNOW CAMPING
- **BOATING** – SAILING, WINDSURFING
- **CYCLING** – CYCLE TOURING, MOUNTAIN BIKING
- **PADDLING** – CANOEING, KAYAKING, SEA KAYAKING, RAFTING
- **VERTICAL** – ABSEILING, CAVING, CANYONING, CLIMBING

Special Interest Areas

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

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.
- 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/is to enable you to pursue topics or activities that specifically interest you, work may be completed individually, in patrols or as a whole section.
- No matter how the goals are being pursued, it should continue to be about an individual doing their best.

	They could be		
ADVENTURE & SPORT	Exploring Moving Exciting Searching	Chasing Adventuring Growing Spiritual	Daring Personal Challenging
ARTS & LITERATURE	Creating Crafting Investigating	Drawing Designing Making	Directing Performing Thinking
CREATING A BETTER WORLD	Taking action Supporting Constructing	Talking Sharing Community based	Teaching Inspiring Building
ENVIRONMENT	Caring Experimenting Monitoring	Watching Growing Taking action	Citizen science Looking after Planting
GROWTH & DEVELOPMENT	Wellbeing Health Discussing	Relationships Exploring Traveling	Caring & sharing Personal skills Leadership
STEM & INNOVATION	Designing Creating Problem Solving	Modelling Inventing Discovering Building	Researching Thinking outside the box