



THE ADVENTURE BEGINS



Plan>Do>Review> means better activities, and a great time with your Unit as you take control of the program and learn heaps along the journey.

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

Sometimes, the process of **Plan>Do>Review>** isn't always linear. It may be that the nature of the activity you are embarking on requires you to revisit the plan stage multiple times. Perhaps when you go to do the activity, you find that it just isn't working and you need to do a mini review with those involved, before going back to the plan stage, and having another go.

Plan>Do>Review> should be thought of as a flexible process. Use it to your advantage, the way that works best for you, your team, and your adventure.

But, never forget the review stage. This is where the learning is embedded.

Have you noticed how **Plan>Do>Review>** always has an arrow at the end? This is to remind us that after the review stage, you are ready to start the process again. Maybe to run the same activity again some time later, or maybe because you have learnt some valuable lessons from that experience, and you are ready to use this knowledge again for something new.

VENTURER SCOUTS
PLAN>DO>REVIEW>
FACTSHEET



Venturer Scouts

- Venturer Scouts are Planning, Doing, and Reviewing all aspects of their Unit's program, in detail.
- The Unit Council meets with the whole Unit on a regular basis to develop ideas for the next program cycle, the next big adventure, and to progress members' Venturer and Queen's Scout Awards. A program cycle need not be a term in length. Sometimes the Unit builds their program around a major event, expedition, or project, and that is their program cycle.
- The Unit Council is meeting regularly to develop ideas into more detailed plans.
- The Unit Council reviews the success of the program cycle. They consider things like enjoyment, challenges, successes and failures, and SPICES development. Usually, the Unit Council involves the participants in the program in the review, in some way.
- When a group of Venturer Scouts come together to plan an expedition, project, or attend an event, the group works as a Patrol using the **Plan>Do>Review>** process.
- At the end of each night or activity, the program organisers ask the Unit to review the night's program. Usually it involves asking some good, open-ended questions, or using an activity or tool. It could be a few moments, sitting in a circle, and allowing everyone to give feedback. Sometimes, the Unit Council asks members to complete a survey a few days later.
- At the end of any adventure, such as a camp or expedition, the Unit is taking the time informally reviewing what they have achieved and experienced.
- Reviewing activities helps Venturer Scouts identify their contributions to the success of activities, to think about their preferences and those of the other members of the Unit, and to reflect on their development in an age-appropriate way.
- To help with program planning, Venturer Scouts use **Plan>Do>Review>** cards, which have helpful, creative questions, ideas, and guides for their planning.
- But most importantly, always use the steps listed on the front of this card.

Resources To Help You

Heaps of resources have been developed to support the **Plan>Do>Review>** process. There's stacks of **P>D>R>** cards and clips to explain the process.

Check them out on Scout Central or scouts.com.au



THE
ADVENTURE
BEGINS