

Scouts Australia

New Program Overview



The Benefits

New Program Overview

This, is
our new
program.

Adventurous

Fun

Challenging

Inclusive



A person wearing a dark jacket and a cap is seen from behind, looking up at a large, snow-capped mountain peak. The sky is dark and filled with stars, suggesting a night scene. The mountain's peak is illuminated, possibly by moonlight or a light source, creating a bright contrast against the dark sky. The overall mood is one of awe and challenge.

Designed for
Australian youth
Learning new
skills outdoors

Are you
up for the
challenge?

Are you ready to take the lead?

How does it all fit together?

The new program is just one element of the Scouts Australia Strategic Plan. If all elements of the Plan are achieved successfully then we have the potential to achieve beyond the targets. Collaboratively we have the potential to go beyond 100,000 members of Scouts Australia. We will be making a positive contribution to the development of active young citizens, growing up in 21st Century Australia. What else do we need to do, to prepare our members for a new youth program, and to accommodate a growth in membership?



Burning Platforms

for the Program Review



1979



Youth members: 114,500
AUS Population: 14,000,000

1990



Youth members: 93,000
AUS Population: 17,000,000

2014



Youth members: 52,000
AUS Population: 23,000,000

2018



Youth members: 55,730
AUS Population: 25,000,000

Why Kids Leave

Scouting a lower priority

Not enough outdoors

Society has changed, we haven't

Inconsistent delivery

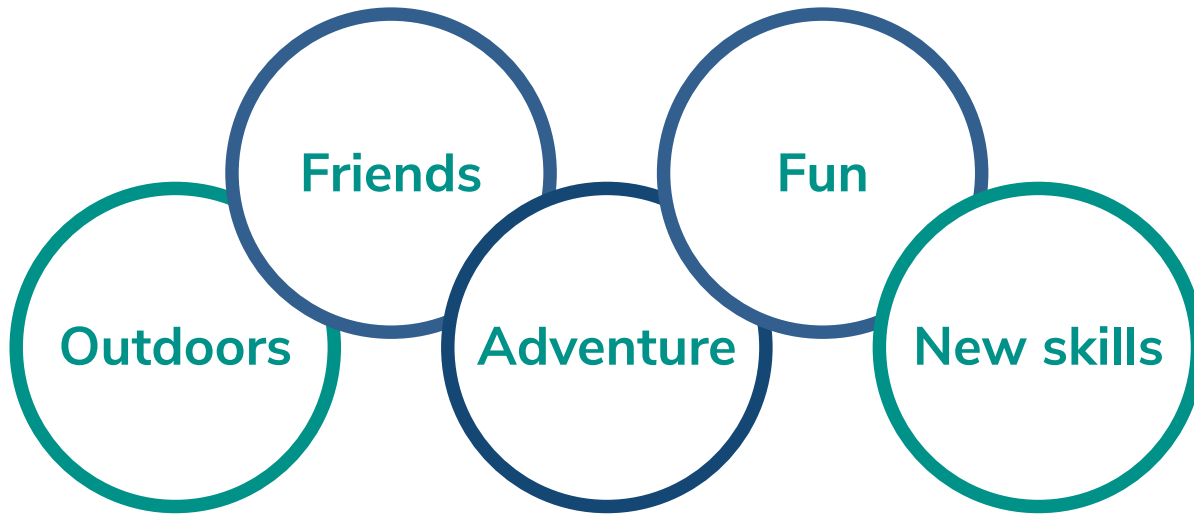
Prepared adults

Youth need to see a purpose

"The organisation must be promotive rather than restrictive. There is evidence that Scouting is failing to adapt to the modern world because it is far too rigid in structure"

– Design for Tomorrow, a review of Australian Scouting, 1970

What Keeps Youth in Scouting?



Barriers to Joining Scouts



39%
Having other
interests



25%
Already involved in
other programs



20%
Too busy



18%
Scouting is too
expensive

Strengths and Weaknesses of Scouting

Strengths

Youth	Skills development	Learning by doing
Leaders	Friendships gained	Volunteers
Activities undertaken	Values of association	Events
Community engagement	Camps	Scouting history

Weaknesses

Some Leaders	Branch	Cost
Group management	The general public's view of Scouting	Politics
Movement	Program	Risk
Communication	Paperwork	Bullying
Organisation		

**Society is changing,
education is changing**



The Journey So Far

A Timeline

2012

March 2012: All Sections Review approved for commencement

2013

January 2013: AJ2013 – Burning Questions survey run by NYC

Stage 1 kicked off

November 2013: World Scout Education Congress in Hong Kong

Program review networking begins

2014

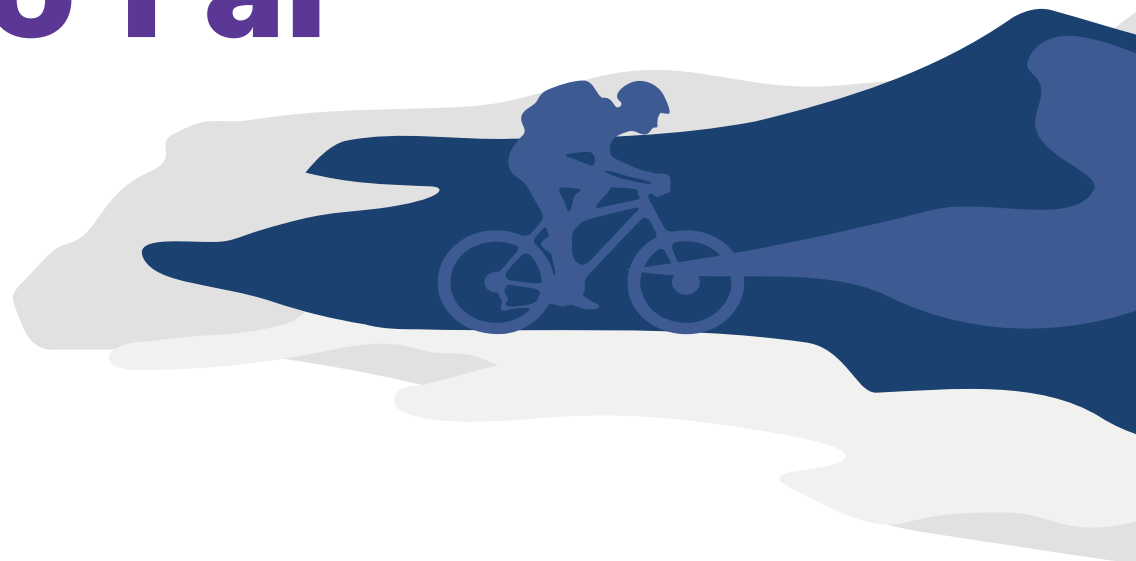
January 2014: WAM – Surveys

BDRC Jones Donald: Why Kids Leave?

McCrindle: Community Expectations of Scouting

July 2014: Stage 3 Kick-off

International Gathering – sharing experiences from Australia, Canada, and Ireland



2015

January 2015: AV2015 – theCrate

February 2015: Stage 3 concludes, making recommendations on:

The Fundamentals of Scouting

Duty to God and Spiritual Development

Areas of Personal Growth (SPICES)

The Scout Method

Leadership For All

An Adventurous Program

Award Scheme

July 2015: Stage 4 commences – bringing it all together into one program

2016

January 2016: AJ2016 – theCrate

February 2016: Stage 4 concludes

New Program Concepts Document was shared for the first time

March 2016: Promise and Law consultation

July 2016: Scouts Australia's Educational Proposal version 1 released for feedback

September 2016: Program Concepts Workshops commence around the country

2017

January 2017: The Moot

June 2017: Groundbreaker Scout Groups commenced new program trials in Victoria

July 2017: New Australian Scout Promise and Law approved

August 2017: Program Concepts Workshops conclude

September 2017: New Australian Scout Promise and Law becomes official

2018

January 2018: AV2018

February 2018: The Adventure Begins commences, preparing everyone for the new program

March 2018: Pioneer Scout Groups become early adopters of the new program, in most states

April 2018: Scouts Australia's Educational Proposal Version 2 released for feedback

July 2018: Program approved. Branches begin planning their implementation schedule

2019

January 2019: AJ2019



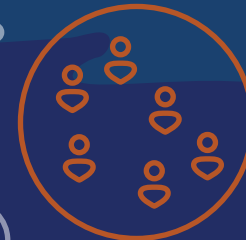
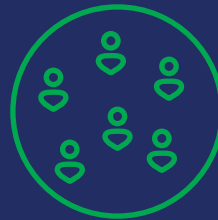
Statistics

from the Youth Program Review

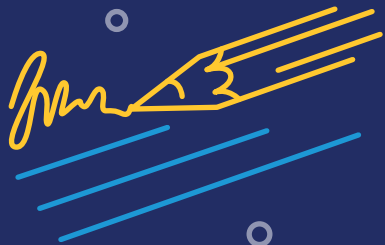
70,000 volunteer hours



70 focus groups



12,000 people surveyed



45 surveys



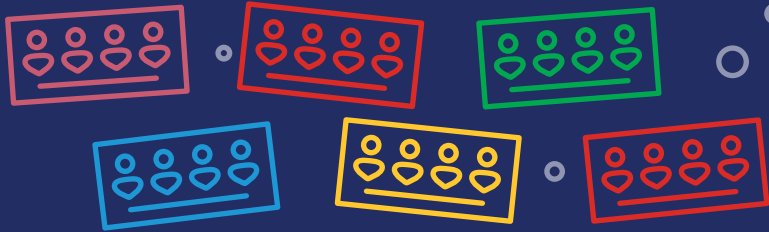
120 team members



40 presentations



**17 research and
development teams**



14 major events



**6 years of
review and
development**



**2 extended
consultation
periods**



1 common goal...

**...One Program,
One Journey**

Setting the Scene

A global youth Movement

- 50+ million members
- 7 million adult supporters
- Over 160 National Scout Organisations
- Shared Purpose, Mission, Principles and Method
- World's largest non-formal youth education movement
- Messengers of Peace

Scouting is a Movement OF young people, supported by adults; it is not an organisation FOR young people, managed by adults.

As a youth Movement, we need to be forward-thinking, adaptable, and focused on the meaning behind our Purpose



Young people at the centre



About non-formal education



Develop active citizens



Locally adapted, globally united



Up to date & relevant



Open to all



Attractive, challenging and meaningful

Learning from other National Scout Organisations



...and we are learning together with other National Scout Organisations



Singapore
Scout
Association

Scouting Ireland



One Programme

- Reformed as an organisation
- Reviewed and consolidated programmes
- A program built around Plan>Do>Review>
- Program cycles
- One Programme



SCOUTS[®]
New Zealand

Scouts
New
Zealand

Scouts Canada



The Canadian Path

- Youth-Led
- Adventure
- SPICES
- Plan, Do, Review
- Outdoor Adventure Skills
- One Programme

...and leading the way in the Asia-Pacific Region



YOUTH INVOLVEMENT
APR WORKSHOP
AUSTRALIA, JULY 2018

A changing Australian Society

Gen **Z** Est. 1995

Gen Z are:

Visual **Digital**
Educational
Global **Social**
Mobile

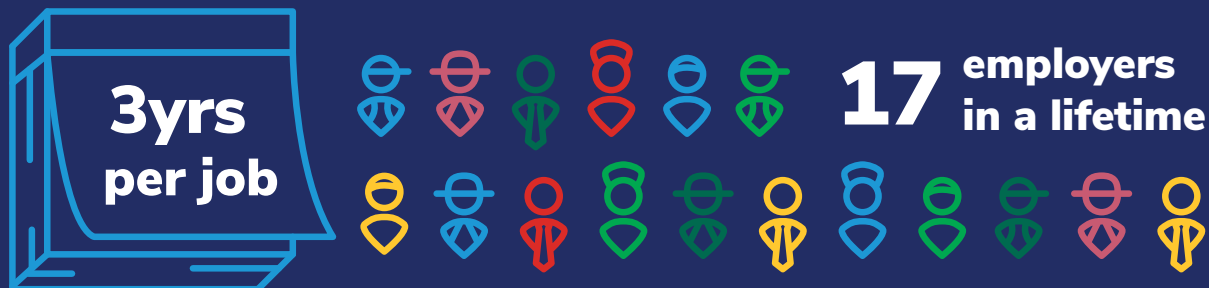
University degrees



Effective Engagement

Boomers	Gen Z	Boomers	Gen Z
Verbal	→ Visual	Books & Paper	→ Devices & Glass
Sit & Listen	→ Try & See	Curriculum Centered	→ Learner Centric
Teacher	→ Facilitator	Closed Book Exams	→ Open Book World
Job Security	→ Flexibility		

Vocational



Social Media

5,900,000,000 searches/day 

4,000,000,000 views/day 

1,400,000,000 active users 

500,000,000 tweets/day 

Health

% likely to struggle with obese/overweight when all Gen Z have reached adulthood



Gen **a**

Est. 2010

Gen Y: The parents of Gen Alpha



2.5 Million

Gen alpha's born
each week



29.7

Age of first
marriage



80.1

Life
Expectancy



1.7

Total fertility
rate



27.7

Age of
first birth

Scouts Australia Education Proposal

Being a young person in today's world has a number of opportunities and a number of challenges, some of them peculiar to the 21st Century, and some that have been the case for many years.

What is most important to youth?

1

Family

2

Education

3

Friends

4

Food,
Water,
Shelter

5

Play and
Recreation

UNICEF Australia, 2014

What sorts of challenges and opportunities face Australian young people in the 21st Century?

Changing
Religious
Beliefs

Young adults (18-34yrs) were more than **three times** as likely as those in 1976 to report **no religion** (39% compared with 12%)

Australian Bureau of Statistics, 2017

Positive
Social
Influences

Social
Needs

Having
a Voice

Mental
Health

1 in 5 15-19 year-olds (21%) meet the criteria for a probable **serious mental illness**

Australia's Mental Health Report 2014

LGBTIQ
Young
People

Cigarettes,
Alcohol
& Drugs

In **2001**, **24%** of
18-24 year olds **smoked**.
In **2010** it decreased to **16%**

Smoking rates of
adolescents aged 12-15
has **decreased** from
20% to **6%** in
10 years.

Illicit drug use is more prevalent
among the following groups:

Males: **17%**
Younger people (20-29yrs): **28%**
Unemployed people: **25%**
LGBT people: **36%**

Australian Institute of Health and Welfare, 2014

Body
Image

Bullying and
Harassment

Sexual
Activity

In 2008, **27%** of
Australian Year 10
students, and **56%** of Year
12 students had **experienced
sexual intercourse**.

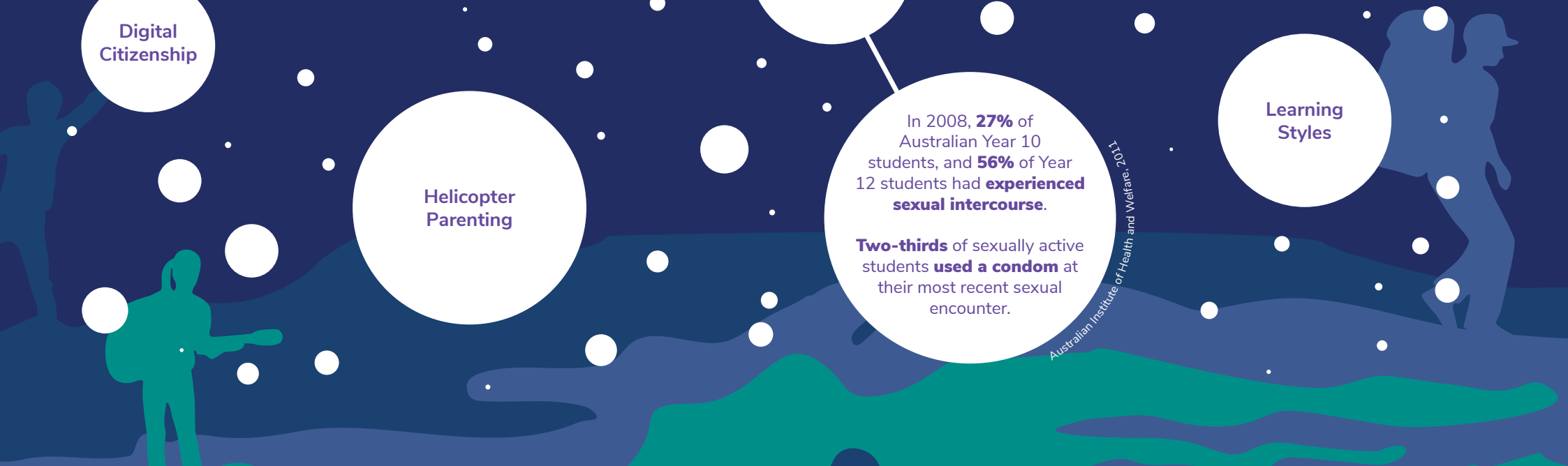
Two-thirds of sexually active
students **used a condom** at
their most recent sexual
encounter.

Australian Institute of Health and Welfare, 2012

Digital
Citizenship

Helicopter
Parenting

Learning
Styles



One Program, One Journey

DISCOVER ADVENTURE



CREATE THE PATH



EXPLORE THE UNKNOWN



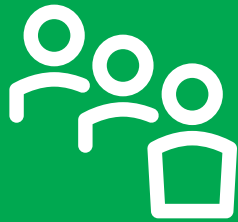
LOOK WIDE



BEYOND THE HORIZON



The Scout Method



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.





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.



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.



Symbolic Framework

A unifying structure of themes and symbols that facilitates the awareness and development of an individual's personal journey.





Personal Progression

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



Youth Leading, Adults Supporting

A youth movement, guided by adults, where youth are increasingly self-managing.



The SPICES



SPICES are the Review> tool that we use to get closer to our full potential.

The Purpose of Scouting 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.

When we reach a new achievement, we should reflect on our development across the different SPICES. This achievement could be:

- Completing a Milestone
- Finishing in a section
- Reflecting on your personal development
- Assisting or Leading an adventure



Social
Development



Physical
Development



Intellectual
Development



Character
Development



Emotional
Development



Spiritual
Development

SPICES in Action!



Social Development

- Becoming aware
- Interacting with others
- Developing relationships and networks



Character Development

- Developing identity
- Showing autonomy
- Demonstrating commitment



Physical Development

- Being healthy and fit
- Being adventurous



Emotional Development

- Being emotionally aware
- Expressing one's feelings
- Showing respect



Intellectual Development

- Acquiring new information
- Showing initiative
- Being adaptable
- Planning and reviewing



Spiritual Development

- Exploring beliefs
- Stopping for reflection
- Respect for others
- Being thankful



Plan>Do>Review>

What is Plan>Do>Review>?

Through Scouting, we often use a process called Plan>Do>Review>.

This process helps us:

- Continuously improve
- Plan great Scouting activities that are adventurous, fun, challenging, and inclusive
- Recognise our learning and development through SPICES
- Make sure what we're doing is really Scouting, and uses the Scout Method
- Provide a diverse range of experiences through the Challenge Areas
- Emphasise learning by doing
- Progress the role of youth leading, adults supporting
- Critically evaluate how we're delivering and facilitating the program



PLAN ▶
DO ▶
REVIEW ▶

Essentially, Plan>Do>Review> reminds us to stop and think, in order to make the program the best it can be, and fully deliver on the purpose of Scouting.

Plan>

- Decide what you're going to do
- Delegate responsibilities
- Work out what gear is needed
- Discover what skills you need
- Make plans
- Use experts


Do>

- Make sure everyone's involved
- Test out new skills
- Follow your plan
- Have fun
- Work as a team

Review>

- Take a moment
- Ask good questions
- Check your achievements
- Recognise participation





Plan>Do>Review> looks different for each age section, so the role of youth and adults will vary.

Scouts

- Meet with patrols to develop program ideas
- Plan their individual progression
- Plan>Do>Review> games, activities, programs and camps
- Identify successes, challenges, enjoyment and development
- Ask open-ended questions to gain feedback

Adults

- Encourage and support Scouts to achieve success
- Provide experience and knowledge
- Know when to step in to coach or guide
- Allow youth to give it a go
- Ensure risk assessments are completed
- Skill youth to successfully lead Plan>Do>Review>

The Sections

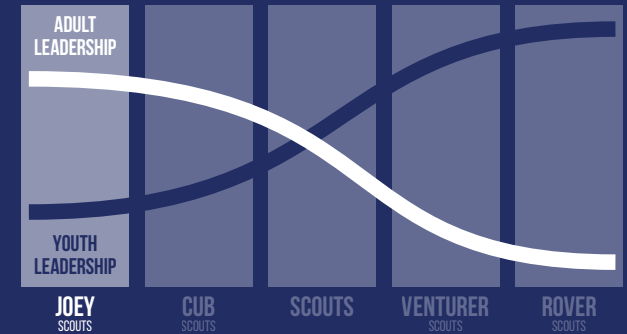
Joey Scouts

Ages 5, 6 & 7

Joey Scouts ideally progress to Cub Scouts after their 8th birthday

This age group are:

- Discovering the world around them
- Developing friendships
- Experiencing greater interactive experiences
- Physically active
- Using broad imagination and play



Discover Adventure

Joey Scouts in the new program:

- Discover what challenge means for them
- Explore the world around them
- Start to be active in the community
- Share new adventures with others
- Start to develop outdoor skills
- Discover what teamwork means
- Begin to learn how to lead activities
- Participate in a Unit Council, supported by adults

The Patrol System

Four to seven members



The number of Joey Scouts within each Patrol should be kept as equal as possible.

Patrol membership is flexible and may change as required even as frequently as weekly



Leadership may change frequently, even between activities or on a week to week basis

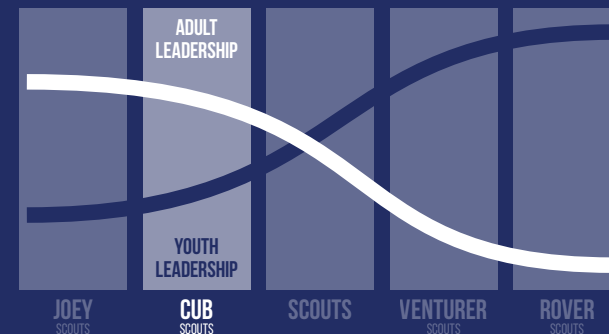
Cub Scouts

Ages 8, 9 & 10

Cub Scouts ideally progress to the Scout section after their 11th birthday

This age group are:

- Creating their own paths
- Developing their sense of place
- Exploring the world around them
- Encountering new experiences
- Expanding perspectives
- Determining their own adventures
- Building upon friendships



Create the Path

Cub Scouts in the new program:

- Set their own challenges
- Lead some activities on their own
- Give back to their local community
- Become more confident in outdoor skills
- Assist in the running of their Unit Council
- Form long term Patrols
- Develop resilience when faced with challenge
- Talk about what's important to them

The Patrol System



Four to Eight members



The number of Scouts within each Patrol should be kept as equal as possible

Some change in Patrol members will be experienced for logistical reasons, but generally they will remain the same



Led by a Patrol Leader, normally a more experienced Scout showing good leadership abilities. Patrol Leader is supported by 1–3 Assistant Patrol Leaders.

Patrol Leader

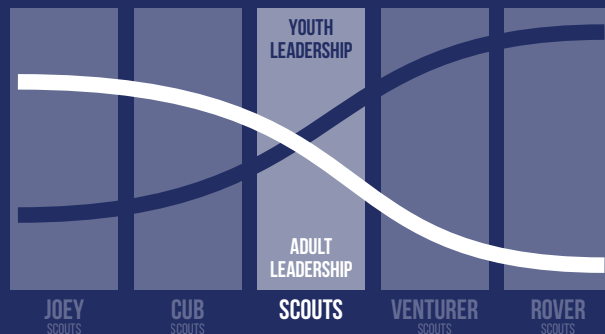


Assistant Patrol Leaders

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.



Scouts



Ages 11, 12, 13 & 14

Scouts ideally progress to the Venturer Scout section before turning 15

This age group are:

- Experiencing big changes
- Exploring their changing sense of self
- Focusing more on peer networks
- Transitioning from Primary to Secondary School
- Finding new ways to express themselves
- Exploring and forming their personal identity

Explore the Unknown Scouts in the new program:

- Take charge of their own expeditions
- Lead the Unit Council
- Develop more complex outdoor skills
- Support their local communities
- Start to be active in their national communities
- Form teams that last for life
- Build Project Patrols
- Develop their life perspective

The Patrol System



Four to Eight members



The number of Scouts within each Patrol should be kept as equal as possible

Some change in Patrol members will be experienced for logistical reasons, but generally they will remain the same



Led by a Patrol Leader, normally a more experienced Scout showing good leadership abilities. Patrol Leader is supported by 1–3 Assistant Patrol Leaders.



Patrol Leader
Assistant Patrol Leaders



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.

Project Patrol

A Project Patrol is a temporary group formed for a specific camp, activity or project.



Can involve Scouts from outside the Unit, and from other sections



Has a Patrol Leader and 1–3 Asst. Patrol Leaders

Project Mentors (youth or adult) can help support and advise the Patrol on technical details



- Project Patrols should:
- ✓ Be approved by Unit Council
 - ✓ Have clear goals
 - ✓ Use Plan>Do>Review>

Scouts can be in more than one Project Patrol at once



Venturer Scouts

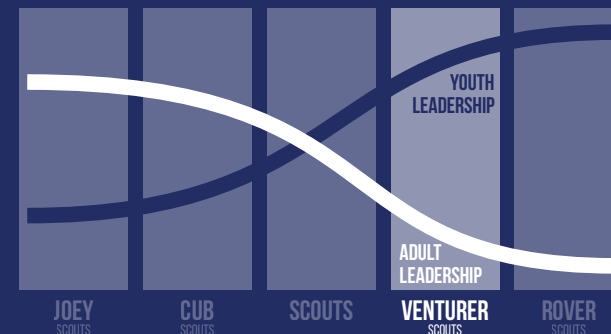
Ages 15, 16 & 17*

Scouts ideally progress to the Rover Scout section after turning 18.

**Scouts who turn 18 during year 12 can wait to progress until they complete year 12*

This age group are:

- Discovering and exploring independence
- Broadening their perspectives
- Securing their interests and priorities in life
- Relying strongly on peer support
- Taking on more responsibilities
- Seeking purpose, challenge and risk



Look Wide

Venturer Scouts in the new program:

- Take the lead in their Units
- Take on bigger challenges with Scouts from other Units, sections and non-Scouts
- Specialise in areas they're passionate about
- Mentor people with less experience
- Find new communities interstate and overseas
- Help make decisions at more levels of Scouting
- Discover more independence
- Discover their roles in the wider community
- Build resilience and find the meaning of courage in day to day life
- Discover the strength of their voice and stand up for what they believe

The Patrol System

A Project Patrol is a temporary group formed for a specific camp, activity or project.



Has a Patrol Leader and 1-3 Asst. Patrol Leaders

Project Mentors (youth or adult) can help support and advise the Patrol on technical details

Can involve Scouts from outside the Unit, and from other sections



Project Patrols should:

- ✓ Be approved by Unit Council
- ✓ Have clear goals
- ✓ Use Plan>Do>Review>

Scouts can be in more than one Project Patrol at once



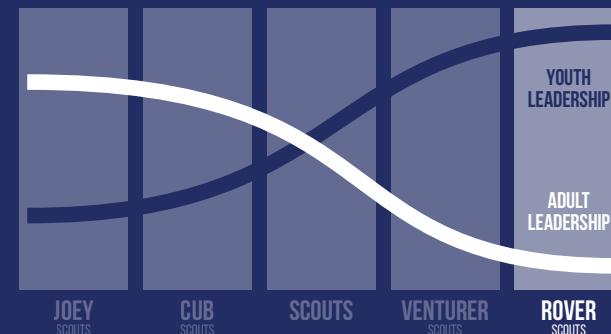
Rover Scouts

Ages 18–25

Rover Scouts will complete the program no later than their 26th birthday.

This age group are:

- Experiencing new levels of independence
- Responsible for themselves and others
- Adapting to changing circumstances
- Specialising and expanding their interests
- Exploring global citizenship
- Adventuring beyond the horizon



Beyond the Horizon

Rover Scouts in the new program:

- Are completely autonomous in their Unit
- Overcome complex challenges
- Refine specialist skills across areas they're passionate about
- Build long term relationships as mentors and advisors
- Form the leadership of their section nationally
- Contribute to the leadership of Scouting in Australia
- Refine their global and personal perspectives
- Build personal strength in their voice, ideals and health
- Develop and support their local, national and international communities

The Patrol System

A Project Patrol is a temporary group formed for a specific camp, activity or project.



Has a Patrol Leader and 1–3 Asst. Patrol Leaders

Project Mentors (youth or adult) can help support and advise the Patrol on technical details

Can involve Scouts from outside the Unit, and from other sections



Project Patrols should:

- ✓ Be approved by Unit Council
- ✓ Have clear goals
- ✓ Use Plan>Do>Review>

Scouts can be in more than one Project Patrol at once



Challenge Areas

Community Challenge



- Getting out into your community
- Engagement
- Involvement
- Knowledge
- Projects
- Partnership
- Development
- Service
- Visits
- Diversity & Inclusion
- Environment
- Local
- Country
- International
- Supporting
- Contributing
- Engaging



Creative Challenge



- Expression
- Arts
- Making
- Creating
- Inventing
- Designing
- Planning

- Unusual
- New
- Colourful
- Bold
- Innovative



Outdoors Challenge



- Environment
- Camping
- High
- Time in nature
- Slow
- Water activities
- Fast

- Adventurous activities
- Deep
- Journeys
- Wide
- Safe



Personal Growth Challenge

- Leadership
- Beliefs & Values
- Health & Wellbeing
- Growth
- Interests
- Skills
- Individual
- Healthy
- Growing
- Commitment
- Resilient
- Response
- Believing



Unit Code

Overview

The Unit Code is the shared understanding of behaviours and values for your Unit or section.

Each year, the Unit will review the Unit Code or maybe develop a new one.

It is about:

- How we treat each other
- Respecting our environment
- Looking after possessions and property – both ours and everyone else's

How do we make it?

Plan>

- Identify when the previous Unit Code will be reviewed
- Identify an opportunity to gather the ideas from all Unit members – this may work better in small groups
- Make sure the leaders of each group knows what to do/what is expected of them

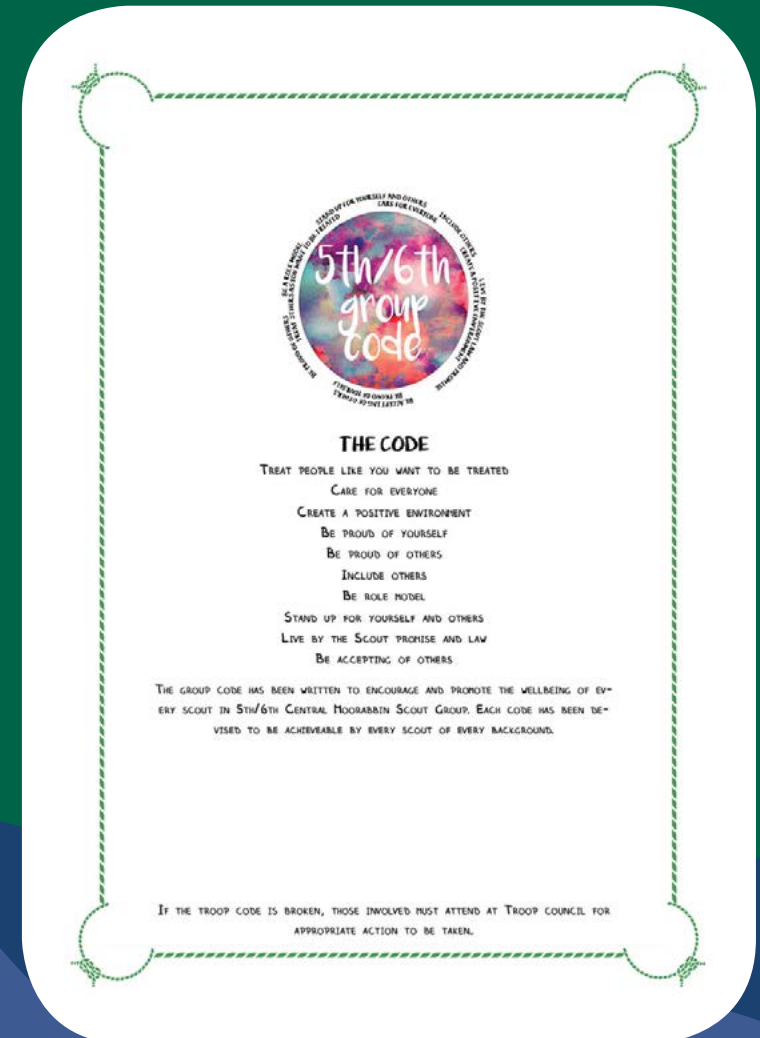
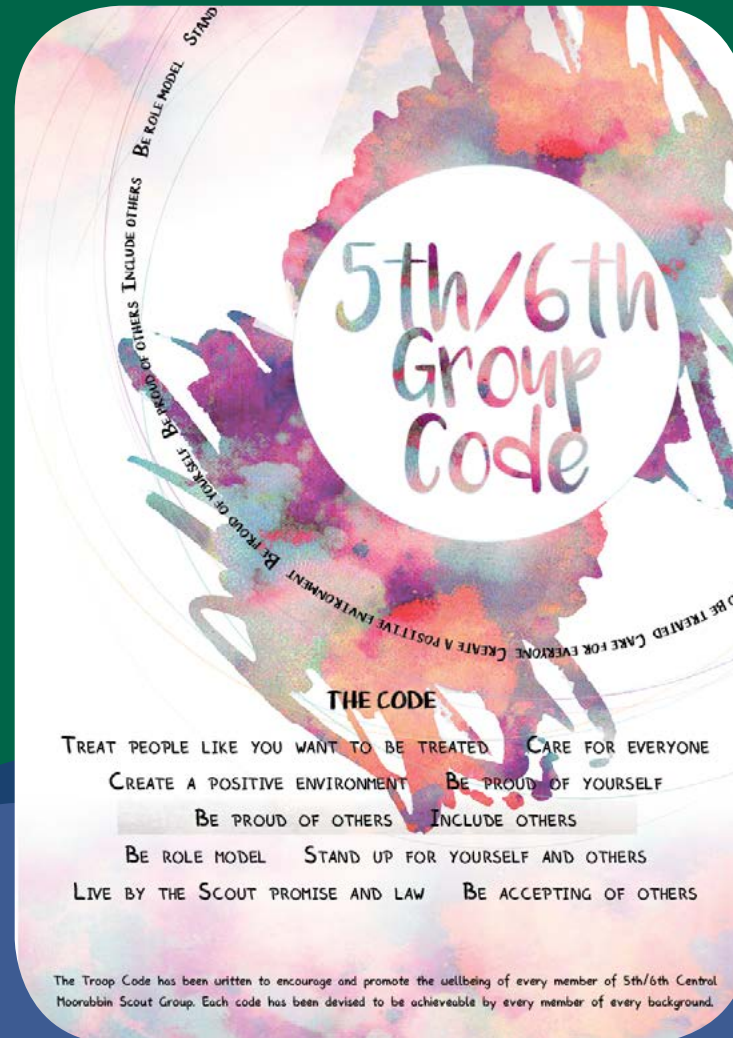
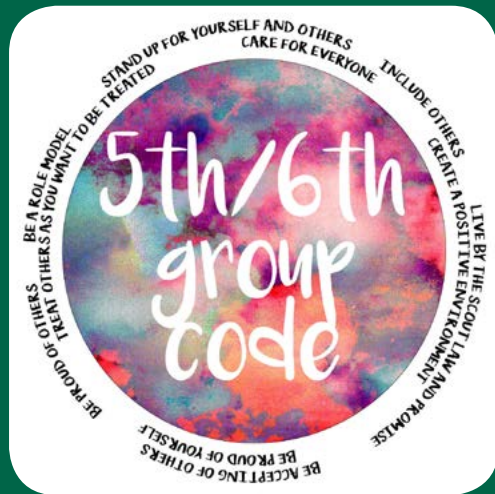
Do>

- Meet in small groups to identify key things for inclusion
- Make sure everyone has the opportunity to input

Review>

- Ensure the whole Unit are happy with what is included
- Have everyone sign the Unit Code
- Display your Unit Code
- Explain the Unit Code to new members

Unit Code Example



Program Essentials

Badges

Introduction to Scouting



Introduction to Section



Milestone 1



Milestone 2



Milestone 3



Introduction to Scouting & Introduction to Section

The Introduction to Scouting needs to be completed when you join the Movement for the first time or when you join Scouting again after having a break.

These requirements should be covered through discussions with your Patrol Leader or adult Leader.

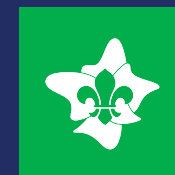
- The World Organisation
- Scouting in Australia
- Our Scout Group
- The Scout Method
- SPICES
- Australian Scout Promise and Law
- Symbols, Traditions and Ceremonies
- Plan>Do>Review>
- Personal Progression
- Introduction to Section
- Investiture



The Introduction to Section is to be completed when you first join a Unit, either by transitioning from the previous Section or when you first join the Movement.

These requirements should be covered through discussions with your Patrol Leader & Unit.

- How the Section operates
- What is new in this section, compared to the previous section
- The Patrol System
- Adventures, achievements, and interests
- Record keeping
- The Symbolic Framework
- The Australian Scout Promise and Law
- The Unit Code



Milestones



Milestone 1

- 6 Participates from each Challenge Area
- 2 Assists across at least 2 Challenge Areas
- 1 Lead across any Challenge Area



Milestone 2

- 5 Participates from each Challenge Area
- 3 Assists across at least 2 Challenge Areas
- 2 Leads across any Challenge Area



Milestone 3

- 4 Participates from each Challenge Area
- 4 Assists across at least 2 Challenge Areas
- 4 Leads across any Challenge Area

A personal reflection should occur at the end of each Milestone, before a Scout is awarded the relevant Milestone badge.

Milestone Examples



For the Milestone 1 Assist, William helped another Scout plan and lead a weekly night themed around Olympic sports, as well as assisting in the Review> after the activity



For his Milestone 1 Lead, William successfully planned and led an evening bushwalk near his Scout Hall, as well as running the Review> after the activity.



For William's Milestone 2 Assist, he supported another Scout with the planning and leading of a Unit mousetrap car competition which took place over a few weekly nights, as well as assisting in the Review> after the main competition itself.



William planned and led a Group campfire cooking night for his Milestone 2 Lead, as well as facilitating the Patrol-based Review> that occurred.



For his Milestone 3 Assist, William supported the planning and leading of a musical theatre performance from his Unit for the local community, as well as assisting in the Review> afterwards.



For his Milestone 3 Lead, William planned and led a Project Patrol to do a 4 day bike expedition along a series of mountain bike trails, as well as facilitating the Review> after the expedition occurred.

Achievement Pathways

Outdoor Adventure Skills

Core Areas

There are three core areas in Outdoor Adventure Skills: Bushcraft, Bushwalking and Camping.



Bushcraft



Bushwalking



Camping

These are key Scouting Skills that most Scouts will have the opportunity to complete.

Bushcraft allows you to split off into specialist areas, or 'streams' when you progress to later stages.

Specialist Areas

Land Based Skills

Some of the Outdoor Adventure Skills specialist areas might be more common in different locations. There are 3 land-based specialist areas.



Alpine



Cycling



Vertical

The streams to be found in each area are:

Alpine

Cross-country skiing, Downhill skiing, Snowboarding, Snow-camping and Snow-shoeing

Cycling

Cycle Touring, Mountain Biking

Vertical

Abseiling, Canyoning, Caving, Climbing

These Outdoor Adventure Skill areas allow you to split off into specialist areas, or 'streams' when you progress to later stages.

Specialist Areas

Water Based Skills

Some of the Outdoor Adventure Skills specialist areas might be more common in different locations. There are 3 water-based specialist areas.



Aquatics



Boating



Paddling

The streams to be found in each area are:

Aquatics

Snorkelling, Scuba Diving, Lifesaving, Swiftwater Safety, Surfing

Boating

Sailing, Windsurfing

Paddling

Canoeing, Kayaking, Sea Kayaking, White Water Canoeing, White Water Kayaking, White Water Rafting

These Outdoor Adventure Skill areas allow you to split off into specialist areas, or 'streams' when you progress to later stages.

Outdoor Adventure Skills important concepts:

- Focus on developing personal skills
- Human or nature powered
- Some split into specialisation streams in higher stages
- Involve significant interaction with the natural world
- Lead to extended journeys and expeditions
- Can contribute to your Peak Award in any section
- Could involve partnerships with other organisations
- Involve peer assessment through the "2-down" approach (e.g., Stage 4 can assist Stage 2)
- Are for all youth members in Scouting! (but not for adults other than Rover Scouts!)

Joey Scouts from the ACT had "the best day ever" tobogganing, making snowmen, snow angels, snowballs and having plenty of snow fights. Each Joey was able to demonstrate the skills to earn Alpine Stage 1.

Stage 7 Aquatics – Scuba Diving has been achieved with dive trips off Jervis Bay and the Queensland Coast. Next up, Vanuatu!

Which are you most excited to do?

Special Interest Areas

Think of something you've always wanted to achieve...

The Special Interest Areas are your chance to do just that!

There are 6 different areas and some resources to help you think of what to do.



Adventure
& Sport



Arts &
Literature



Creating a
Better World



Environment



Growth &
Development



STEM &
Innovation

Special Interest Areas can be done individually, or as a Patrol - everyone needs to have their own goals and the standard is their best!

The steps

1. Come up with a goal that will make up your project.
2. Plan> your project
3. Do> your project
4. Review> your project

If you're doing your Peak Award, you'll do a number of Special Interest Areas!



Environment

Projects might be about...

For and in the environment	Behaviour change
Caring	Citizen science
Taking action	Minimal impact
Experimenting	Sustainability
Monitoring	Advocacy

Some ideas are...

Clean water & clean air	Lead a sustainability campaign in your school community
Habitat & species	Volunteer with an environmental group researching native animal populations
Pollution & litter	World Scout Environment Badge
Environmentally-friendly practices	Clean Up Australia Day
Environmental hazards & natural disasters	
Climate change	
Ecological resilience	



STEM & Innovation

Projects might be about...

Designing	Finding
Building	Innovating
Problem solving	Modelling
Experimenting	Inventing
Investigating	Thinking outside the box

Some ideas are...

Designing / building gadgets	geography, physics, ecology, sociology
Experiments	Engineering
Tournament of Minds	Research
IT, apps, programming, robotics	Entrepreneurial
Geology, biology, chemistry,	Design a website
	Invent a gadget to solve a problem in your home



Growth & Development

Projects might be about...

Wellbeing	Relationships
Interests	Developing
Caring	Recognising
Understanding	Ethics

Some ideas are...

Mental Health	Professional skills, eg. negotiation, interpersonal relationships, project management
First Aid	
Volunteering	Emotional intelligence
Other religions / cultures	Ideals
Careers	Take up a course in mindfulness
Charity	
Fitness	
Debating	
Languages	



Creating a Better World

Projects might be about...

Taking action	Engaging
Changing	Community
Impacting	Networking
Collaborating	Global
Making a difference	Social justice

Some ideas are...

Volunteering & charity

Learn about the experience of refugees

Relay for Life

Festivals/fetes/carnivals/markets

Local, national, global

Citizen science

World Scout Environment Badge

Scouts of the World

Messengers of Peace



Adventure & Sport

Projects might be about...

Exploring	Physical
Moving	Developing skills
Challenging	Emotional
Taking risks	Spiritual
Growing	Exciting

Some ideas are...

Expeditions	Cycling	Training
Individual sports	Paddling	Ballooning
Team sports	Flying	Sailing
Journeys	Swimming	Riding
Walking	Skiing	Skating
	Climbing	



Arts & Literature

Projects might be about...

Creating	Creative
Investigating	Performing
Appreciating	Producing
Crafting	Directing
Designing	Expressing

Some ideas are...

Gang shows	Debating
Instruments & voice	Photography
Art work	Performing arts
Creative writing	Short films

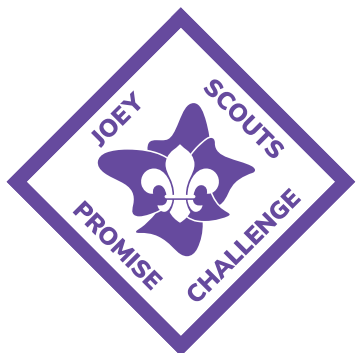
SUSTAINABLE DEVELOPMENT GOALS



www.sdgs.scout.org

The Special Interest Areas are six broad categories of possibility. They are to encourage you to try new things and expand on your existing interests. You set your own goals, designing projects that interest and challenge you. The six areas are broad, encouraging you to pursue a diversity of interests and to ensure any activity you could possibly think of can be covered.

Peak Awards



Joey Scout Promise Challenge

To achieve the Peak Award in the Joey Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 1 in the three core Outdoor Adventure Skills



Undertake six Special Interest Area projects, in at least two different areas, with each project being two hours long.



Participate in an Adventurous Journey of at least three hours duration

Finally, complete a Personal Reflection with some of your peers, supported by an adult.



Grey Wolf Award

To achieve the Peak Award in the Cub Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 3 in the three core Outdoor Adventure Skills, and achieve at least eight stage progressions in total



Undertake six Special Interest Area projects, in at least two different areas, with each project being at least four hours long.



Lead an Adventurous Journey of at least four hours duration

Complete a Leadership or Personal Development course that runs for at least a day.

Finally, complete a Personal Reflection with some of your peers, supported by an adult.



Australian Scout Medallion

To achieve the Peak Award in the Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 5 in the three core Outdoor Adventure Skills, and complete at least 10 stage progressions in total



Undertake six Special Interest Area projects, in at least three different areas, with each project being eight hours long.



Lead an Adventurous Journey of at least three days and two nights duration

Complete a Leadership or Personal Development course that runs for at least a weekend.

Finally, complete a Personal Reflection with some of your peers, supported by an adult.



Queen's Scout Award

To achieve the Peak Award in the Venturer Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 5 in the three core Outdoor Adventure Skills, and achieve 12 progressions in total



Undertake six Special Interest Area projects, in at least three different areas, with each project being twelve hours long.



Lead an Adventurous Journey of at least four days and three nights duration

Complete a Leadership or Personal Development course that runs for at least a weekend.

Finally, complete a Personal Reflection with some of your peers, supported by an adult.



Baden-Powell Scout Award

To achieve the Peak Award in the Rover Scout section, a youth member must:

Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas



Reach Stage 5 in the three core Outdoor Adventure Skills, and achieve 14 progressions in total



Undertake six Special Interest Area projects, in at least three different areas, with each project being eighteen hours long.



Lead an Adventurous Journey of at least four days and three nights duration

Complete a Leadership or Personal Development course that runs for at least thirty hours

Finally, complete a Personal Reflection with some of your peers.

Whats Changed:

When Old Meets New

Past experiences

Each age section has a program

Tradition is at the centre

Patrol system in Cub Scout and Scout sections

Joey Scouts do lots of craft

The program is planned around the award scheme

Sections aim to get as many peak awards as possible

New program experiences

We have one program with five age sections

Young people are at the centre

Patrol system in all sections

Joey Scouts go on lots of adventures in the outdoors

The program is planned around diverse and exciting experiences

Unit Councils support all Scouts to Participate, Assist and Lead in a range of experiences

Badgework nights cross off lots of boxes in the record book

We teach as much Scouting knowledge as possible

Achievements are prescribed and one size fits all

All Scouts are expected to promise to do their duty to their God

Younger scouts just join in activities

Almost all the program happens at a Mob, Pack, Troop, Unit or Crew level

Each section uses different terminologies, structures and award schemes

All Scouts learn by doing through challenging activities

Scouts develop skills relevant to the adventures and activities they choose – learning by doing

The program is youth led, and adults support Scouts to achieve their best

All Scouts promise to do their best to be true to their own beliefs

All Scouts Plan> Do> and Review> their activities

The program goes beyond just the Unit - even greater adventures happen in Project Patrols, as individuals, and with non-Scouts

All sections have:	- Achievement Pathways
- Patrols	- Plan>Do>Review>
- Units	- Scout Method
- Unit Councils	

SPICES are used to plan the program

Some activities are “saved” for later sections

Section transition is based purely on age

Rover Scouts are booted at 26

Venturer Scouts finish the section when they turn 18

Some Scouts disengage from the program

Scouts don't realise they're learning

Changing sections means starting afresh

Physical and mental limitations mean there's lots some Scouts can't achieve

Challenge Areas are used to plan the program, SPICES are used to Review>

Every Scout explores the challenges they are ready for

Sections transition is based partly on age, but happens when it is best for the Scout

Rover Scouts reach the horizon when they've reached the program's objectives and are ready to transition out

Transition to the Rover Scout section is flexible if a Venturer Scouts is in year 12

We talk with Scouts about how we can be more inclusive

Scouts help each other identify when they're learning so they can see the purpose

Your Outdoor Adventure Skills stay with you all the way

The Unit program is inclusive and Achievement Pathways are adaptable - the standard is personal best

The symbolic framework is vastly different for each section (and barely there in some)

Community Involvement means service

Service is mainly for Rovers

Local rules are everywhere

Some Scouts feel unsure or uncomfortable about some traditions

Spiritual development is about religion

The symbolic framework provides One Journey across all the sections and encourages Personal Progression

Community Involvement means being an active and present part of your community in every way

Community Involvement is for all Scouts

Scouts Australia has one program and the experience is reflected across the country

Traditions and ceremonies are inclusive, and co-designed with youth members - youth led, adult supported

Spiritual development is about finding meaning in life's experiences

What other differences do you see in the new program?



