



An Introduction to the Youth Program Achievement Pathways

ONE DEVELOPMENTAL PROGRAM ACROSS FIVE SECTIONS



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This is an introduction guide only for leaders, parents and youth members. For full details of the Youth Program Achievement Pathways please consult the relevant Youth Member Section Guide and the Outdoor Adventurous Skills Progression Handbook. Each state in Australia has rolled out the YP (Youth Program) differently. Please consult your State Branch for more details.

This guide was developed by Yvo "Yoda" Cleyman (10th April 2020) Kawana Scout Group, Queensland.

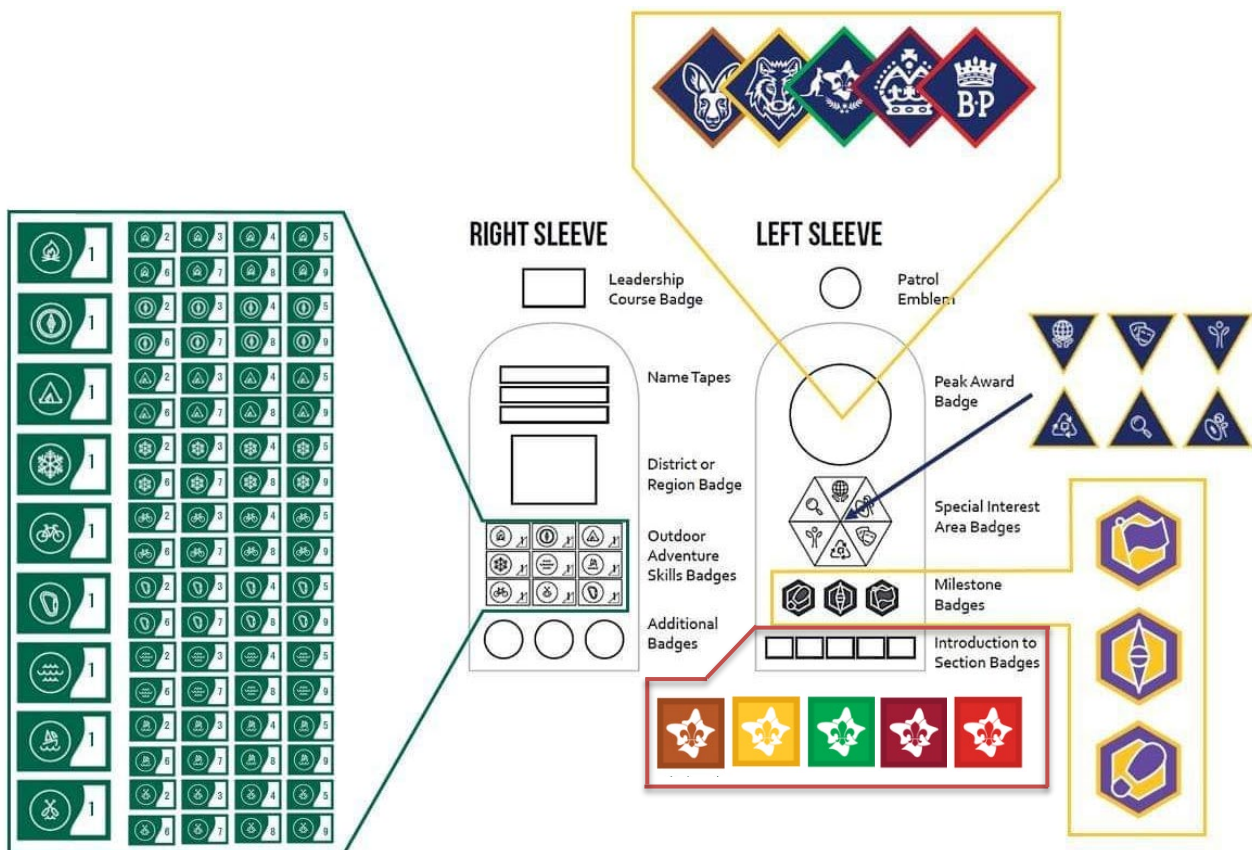
An Overview of the Australian Scout Achievement Pathways

The Australian Scout Movement has just undergone a review into the Scouting Award Scheme. It has developed an Achievement Pathway that will be the same across all Scouting sections.

It consists of four components that link together to allow a youth member to achieve a top award in each section.

- Milestones
- Special Interest Areas
- Outdoor Adventurous Skill
- Leadership Course, Adventurous Journey and a Personal Reflection

Each section's Achievement Pathway is suited to the capabilities of youth members of the age in that section. Our programs are built to encompass elements of the Achievement Pathways in our activities but to achieve the highest awards in each section youth members will need to put in extra effort and coordinate their activities. A brief summary of the different components of the Achievement Pathway will follow.



Introduction to Section

The Introduction to the Joey Scouts or Cub Scouts or Scouts or Venturer Scouts or Rover Scouts Section Badge is the first badge to be completed when the youth member either joins the Scouting movement or links up from the preceding section.

Most of this can be covered through discussions with your fellow youth members and adult leaders. It covers topics like: Scouting in Australia and the World, The Achievement Pathway, How that Section Functions, The Patrol System, Plan-Do-Review, Scout Promise and Law, Investiture, Opportunities, Achievements and Goal Setting.

-  Introduction to Joey Scouts
-  Introduction to Cub Scouts
-  Introduction to Scouts
-  Introduction to Venturer Scouts
-  Introduction to Rover Scouts

Milestones

Milestones are designed to allow a youth member to get involved in the activities that are being planned and executed within the section. Each Milestone will take approximately 1 year to complete.

So, to achieve each milestone, a youth member will need to:

- Participate** in a set number of activities
- Assist** in leading a number of activities
- Lead** some activities that they are passionate about

Milestone 1

- 6 Participates in **each** Challenge Area (24 in total)
- 2 Assists across at **least 2** Challenge Areas
- 1 Lead across any Challenge Area



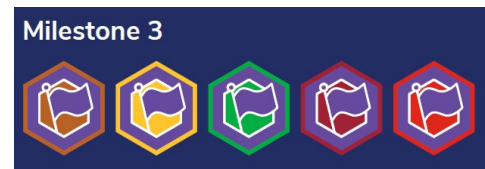
Milestone 2

- 5 Participates in **each** Challenge Area (20 in total)
- 3 Assists across at **least 2** Challenge Areas
- 2 Leads across any Challenge Area



Milestone 3

- 4 Participates in **each** Challenge Area (16 in total)
- 4 Assists across at **least 2** Challenge Areas
- 4 Leads across any Challenge Area



The activities will be spread across the four Challenge Areas:

<p>Community Challenge Getting out into your community Engagement Involvement International Projects Partnership Development Service</p> 	<p>Personal Growth Challenge Leadership Beliefs & Values Health & Wellbeing Growth Interests Skills Individual Commitment</p> 
<p>Creative Challenge Expression Arts Making Creating Inventing Designing Planning</p> 	<p>Outdoors Challenge Adventurous activities Time in nature Water activities Environment Camping Journeys Exploring</p> 

More details can be found in each Section Record Book or Youth Member Guide



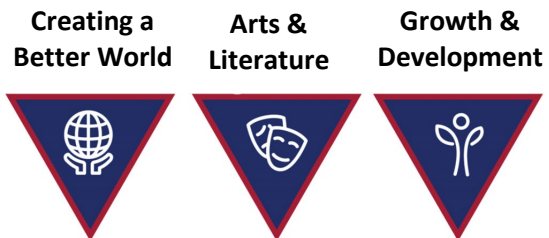
Special Interest Areas

The Special Interest Areas (SIAs) encourage Scouts from all sections to try new things and pursue existing interests. Scouts set their own goals, enabling them to design a project that interests and challenges them personally.

Special Interest Areas are encouraging Scouts to pursue a diversity of interests and to ensure any activity a Scout could possibly think of can be included. Outcomes are always measured against an individual's personal best.

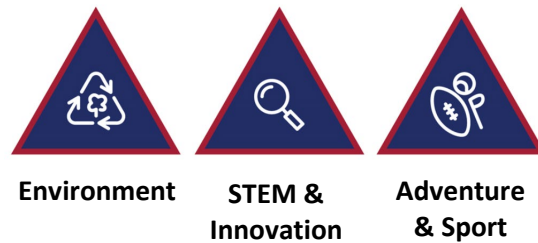
When proposing a Special Interest Area project, Scouts will consider:

- Existing level of knowledge
- Skills
- Experiences
- Personal interests
- New challenges they want to explore



The project or activity must be linked to one of 6 interest areas:

- Creating a Better World
- Arts & Literature
- Growth & Development
- Environment
- STEM & Innovation
- Adventure & Sport



These areas are wide reaching and allow almost anything to be set as a Special Interest Area.

Each Scouting section has a required number of hours to be incorporated into each project.

- Joey Scouts – 2 hours
- Cubs Scouts – 4 hours
- Scouts – 8 hours
- Venturer Scouts – 12 hours
- Rover Scouts – 18 hours

Special Interest Areas and their Peak Awards

To achieve the peak award for each section, each scout must complete six Special Interest Areas and have covered a number of different interest areas.

- Joey Scouts – 2 different interest areas as a minimum with 6 SIAs in total
- Cubs Scouts – 2 different interest areas as a minimum with 6 SIAs in total
- Scouts – 3 different interest areas as a minimum with 6 SIAs in total
- Venturer Scouts – 3 different interest areas as a minimum with 6 SIAs in total
- Rover Scouts – 4 different interest areas as a minimum with 6 SIAs in total

We are setting young people up for success in life. We are supporting them to achieve the Purpose and Mission Outcomes are always measured against the individuals personal best.

Outdoor Adventurous Skills

The Outdoor Adventure Skills (OAS) are a new and exciting way of packaging the many Adventurous Activities that we build into our Youth Program. They encourage more of the outdoor experiences we already know and love, but they also extend into areas that might be new for your Unit - meaning more adventure, and fun more often.

There are three Core Area Skills



Bushcraft

Pioneering
Survival Skills



Bushwalking



Camping

And six Speciality Skill Areas



Alpine

Cross Country Skiing
Downhill Skiing
Snowboarding
Snowshoeing
Snow Camping



Aquatics

Snorkelling
Lifesaving
Surfing
Scuba



Boating

Sailing
Windsurfing



Cycling

Cycle Touring
Mountain Biking



Paddling

Canoeing
Kayaking
Sea Kayaking
Rafting



Vertical

Abseiling
Caving
Canyoning
Climbing

There are nine speciality areas within the Outdoor Adventurous Skills and each area has nine stages. These areas can also be broken into different streams from stage 4 onwards. When combining the different areas with the different stages and different streams, are 162 different opportunities available in the Outdoor Adventurous Skills.

The early stages of all Outdoor Adventure Skills are for those who want to try out the activity and establish foundational skills. The later stages are geared towards the Scout who wishes to explore these pursuits in more depth and gain greater expertise.

The Outdoor Adventure Skills carry through all Sections. The lowest stages have been written with the younger youth members in mind, however keen or skilled Scouts in these Sections can progress ahead.

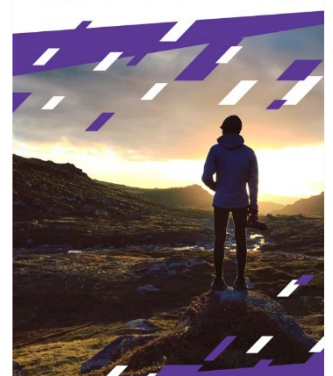
To keep track of what skills must be completed the "Outdoor Adventure Skills Progression Booklet" will need to be purchased.

Outdoor Adventurous Skills and their Peak Awards

To achieve the peak award for each section, each scout must complete:

- Joey Scouts – Stage 1 in the three Core Areas
- Cubs Scouts – Stage 3 in the three Core Areas and 8 Progressions
- Scouts – Stage 5 in the three Core Areas and 10 Progressions
- Venturer Scouts – Stage 5 in the three Core Areas and 12 Progressions and 4 progressions must be Stage 4 or above
- Rover Scouts – Stage 5 in the three Core Areas and 14 Progressions and 4 progressions must be Stage 6 or above

Outdoor Adventure Skills
Progression Booklet



Peak Awards


Our programs are built to encompass elements of the achievement pathways in our activities but to achieve the highest awards in each section youth members will need to put in extra effort and coordinate their activities.

A brief summary of the Peak Awards for each section appears below. Detailed information can be found in the appropriate section handbook.



Joey Scouts - Joey Scout Challenge Award


For Joey Scouts to achieve their Peak Award, a Youth Member will need to have completed:

- Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas 
- Undertake six Special Interest Area projects, in at least two different areas, with each project being two hours long.
- Reach Stage 1 in the core skill areas within the Outdoor Adventure Skills.
- Participate in an Adventurous Journey of at least three hours in duration
- Finally, complete a Personal Reflection with some of your peers, supported by an adult.



Cub Scouts – Grey Wolf Award

For Cub Scouts to achieve their Peak Award, a Youth Member will need to have completed:

- Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas 
- Undertake six Special Interest Area projects, in at least two different areas, with each project being four hours long.
- Reach Stage 3 in the core skill areas within the Outdoor Adventure Skills and achieve 8 progressions in total
- Participate in an Adventurous Journey of at least four hours in 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.





Scouts

Scouts – Australian Scout Award

For Scouts to achieve their Peak Award, a Youth Member will need to have completed:

- Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas
- Undertake six Special Interest Area projects, in at least three different areas, with each project being eight hours long.
- Reach Stage 5 in the core skill areas within the Outdoor Adventure Skills and achieve 10 progressions in total
- Participate in an Adventurous Journey of at least 3 days and 2 nights in 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.

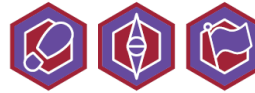


Venturer Scouts

Venturer Scouts – Queen Scout Award

For a Venturer Scout to achieve their Peak Award, a Youth Member will need to have completed:

- Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas
- Undertake six Special Interest Area projects, in at least three different areas, with each project being twelve hours long.
- Reach Stage 5 in the core skill areas within the Outdoor Adventure Skills and achieve 12 progressions in total and 4 progressions must be stage 4 or above
- Participate in an Adventurous Journey of at least 4 days and 3 nights in 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.



Rover Scouts

Rover Scouts – Baden-Powell Scout Award

For a Rover Scout to achieve their Peak Award, the Rover will need to have completed:

- Complete Milestone 3 by Participating, Assisting and Leading in the four Challenge Areas
- Undertake six Special Interest Area projects, in at least four different areas, with each project being eighteen hours long.
- Reach Stage 5 in the core skill areas within the Outdoor Adventure Skills and achieve 14 progressions in total and 4 progressions must be stage 6 or above
- Participate in an Adventurous Journey of at least 4 days and 3 nights in duration
- Complete a Leadership or Personal Development Course that runs for at least 30 hours.
- Finally, complete a Personal Reflection with some of your peers.



General Badges

Although not directly integrated with the Achievement Pathways outlined, there are a number of Additional Awards which members may earn and wear at certain times, listed below. The section leaders have details on how to attain these badges. Occasionally, the section as a whole may work together to complete the badge.



Messengers of Peace



Camper Award



Walkabout Award



Sectional Service



First Aid Badge



World Environment
Badge



Landcare Australia



Linguist Badge



Their Service Our
Heritage



Youth Helper



SES Uniform Badge



Lifesaving Badge



Scouts of the World



Amateur Radio
Operator Badge



Pilot Wings



The Duke of
Edinburgh Award