Guide for Program Essentials and Milestones
Introduction

Program Essentials

Program Essentials is the "base camp" of all aspects for the Achievement Pathways and is a Scouts core Scouting experience.

Program Essentials involves 3 main parts: -

- Introduction to Scouting
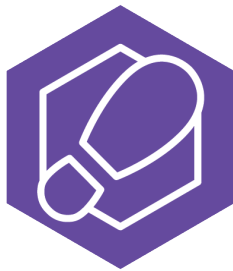- Introduction to Section
- Milestones

Participate-Assist-Lead is an integral part of Milestones so let's explore Milestones first. Further information and resources about Introduction to Scouting and Introduction to Section will be provided at a later date.

So, what are Milestones?

- Milestones are a core component of the program experience, Program Essentials and it is expected that all Scouts will achieve their Program Essentials Milestones regardless of their interest in exploring other aspects of the framework
- Milestones involve Scouts being actively involved in a diverse range of Challenge Area-related activities over a 6 to 12 month period and each Scout will take on roles of Participating, Assisting and Leading
- There are 3 Milestones in the program and each Section's requirement for Participate-Assist-Lead for each Milestone will vary
- Scouts gain Milestone achievements by participating, assisting and leading and will be presented with a Milestone badge to wear on their uniform

As you read through what constitutes a Participate-Assist-Lead for each Section's Milestones note: -

- How as the Scout progresses through the Unit the challenge for the next Milestone also increases
- How the requirement for an Assist or Lead is a natural progression from the previous Milestone
- As a Scout journeys to the next Section, the underlying theme of an Assist or Lead is the same as the previous Section but with heightened challenge
- This demonstrates a Scouts personal progression and development along their Scouting journey

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Use the following as guiding definitions of a Scout's Participate-Assist-Lead as they progress through the Milestones within your Section.

Joey Scouts	Milestone 1	Milestone 2	Milestone 3
Participate	Attendance and involvement in the activities of the Unit.	Attendance and involvement in the activities of the Unit.	Attendance and involvement in the activities of the Unit.
Assist	Assist with a game.	Assist with a game or small activity.	Assist in a game or small activity, including assisting with the planning or reviewing.
Lead	Take a leading role in a game or small activity.	Lead a game or small activity.	Lead a game or small activity, including helping plan and review.

Cub Scouts	Milestone 1	Milestone 2	Milestone 3
Participate	Attendance and involvement in the activities of the Unit.	Attendance and involvement in the activities of the Unit.	Attendance and involvement in the activities of the Unit.
Assist	Assist in planning, doing and reviewing a game.	Assist in planning, doing and reviewing a small activity.	Assist in planning, doing and reviewing a larger activity.
Lead	Lead a game and take a leading role during either planning or reviewing it.	Lead an activity or larger game and take a leading role during both planning and reviewing.	Lead the planning, doing and reviewing for a Section activity.

Scouts	Milestone 1	Milestone 2	Milestone 3
Participate	Attendance and involvement in the activities of the Unit.	Active participation in a Challenge Area-related activity reviewing your learning.	Active participation in a Challenge Area-related activity reviewing your learning.
Assist	Assist in planning, doing and reviewing an activity.	Assisting the organisation of a Challenge Area-related event, including delivery of at least one activity.	Assisting the organisation of a Challenge Area-related event, including delivery of at least one activity.
Lead	Lead an activity and take a leading role during in planning and reviewing it.	Organising the program for a Challenge Area-related event (eg. A Unit night or camp) and leading the running of it, including arranging multiple activities. This may include acting as a Project Patrol Leader for a Challenge Area-based project.	Organising the program for a Challenge Area-related event (eg. A Unit night or camp) and leading the running of it, including arranging multiple activities. This may include acting as a Project Patrol Leader for a Challenge Area-based project.

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Venturer Scouts	Milestone 1	Milestone 2	Milestone 3
Participate	Active participation in a Challenge Area-related activity, reviewing your learning.	Active participation in a Challenge Area-related activity, reviewing your learning.	Active participation in a Challenge Area-related activity, reviewing your learning.
Assist	Assisting in the organisation of a Challenge Area-related event, including delivery of at least one activity.	Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This may include taking on delegated tasks from the Patrol Leader or running an activity at an event.	Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This may include taking on delegated tasks from the Patrol Leader or running an activity at an event.
Lead	Organising the program for a Challenge Area-related event (eg. A Unit night or camp) and leading the running of it, including arranging multiple activities. This may include acting as a Project Patrol Leader for a Challenge Area-based project.	Organising the program for a Challenge Area-related event (eg. A Unit night or camp) and leading the running of it, including arranging multiple activities. This may include acting as a Project Patrol Leader for a Challenge Area-based project.	Organising the program for a Challenge Area-related event (eg. A Unit night or camp) and leading the running of it, including arranging multiple activities. This may include acting as a Project Patrol Leader for a Challenge Area-based project.

Rover Scouts	Milestone 1	Milestone 2	Milestone 3
Participate	Active participation in the Challenge Area-related activity, reviewing your learning.	Active participation in a Challenge Area-related activity reviewing own learning.	Active participation in a Challenge Area-related activity reviewing own learning.
Assist	Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This may include taking on delegated tasks from the Patrol Leader or running an activity at an event.	Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This may include taking on delegated tasks from the Patrol Leader or running an activity at an event.	Assisting in the organisation of a Challenge Area-related event (like a Unit night or camp). This may include taking on delegated tasks from the Patrol Leader or running an activity at an event.
Lead	Organising the program for a Challenge Area-related event (eg. A Unit night or camp) and leading the running of it, including arranging multiple activities. This may include acting as a Project Patrol Leader for a Challenge Area-based project.	Organise and run the program for multiple Challenge Area-related activities (eg. Three activities with a continuing theme across a program cycle) or large-scale events such as Moots, RoVentures, Group camps etc.	Organise and run the program for multiple Challenge Area-related activities (eg. Three activities with a continuing theme across a program cycle) or large-scale events such as Moots, RoVentures, Group camps etc.

A factsheet will be provided which explains what is involved in a Participate-Assist-Lead