

# Your Scouting Journey, Your Achievement Pathway



**Joey Scouts**

Discover Adventure



**Cub Scouts**

Create the Path



**Scouts**

Explore the Unknown



**Venturer Scouts**

Look Wide



**Rover Scouts**

Beyond the Horizon

## Program Essentials - Milestones (Participate/Assist/Lead)

Milestone One    Milestone Two    Milestone Three



Milestones are significant achievements within each Section and recognises a Scout's active participation in the program and personal development that has occurred during that time.

There are two key elements to each Milestone:

1. Participating, assisting and leading in the four different Challenge Areas-related activities.
2. Personal reflection on development through the SPICES, and understanding of the Promise and Law and inclusion of others.

## Program Essentials - Introduction to Scouting

The first element of the Achievement Pathways completed at the start of a young person's journey in Scouting.

The new youth member will discuss the core elements of Scouting such as its history, structure and fundamentals with their peers.



Introduction to Scouting

Introduction to Section

Milestones (Participate/Assist/Lead)

Outdoor Adventure Skills

Special Interest Areas

Adventurous Journey

Leadership/Personal Development Course

Personal Reflection

Peak Award

## Program Essentials - Introduction to Section

The first component of the Achievement Pathways completed in each Section. When moving into the next Section, the youth member will discuss the following with their peers:

- How the Section operates and how it differs from their current Section.
- How the Patrol System works.
- Record keeping
- The symbolic framework.
- The Scout Promise, Scout Law and Unit Code.



## Outdoor Adventure Skills (For release July 2021)

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

- A progressive pathway to access and build skills for a range of activity streams and areas.
- There are detailed requirements for each stage. Once all requirements within a stage have been assessed by a qualified person, a Scout will be presented with the badge for that stage.

### Core Areas

- BUSHCRAFT**  
PIONEERING, SURVIVAL SKILLS
- BUSHWALKING**
- CAMPING**

### Specialist Areas

- AQUATIC**  
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 (For release July 2021)

Special Interest Areas are tailored to an individuals' own interests and require a Scout to set their own goals for an area of interest. Key considerations include:

- The Scout's existing level of knowledge, what they are interested in pursuing or learning about.
- The challenges are set by using Plan>Do>Review> all within a set time frame.
- Whilst the intention for Special Interest Areas is to enable Scouts to pursue topics or activities that specifically interest them, 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.



<b>Joey Scout Challenge Award</b>	<b>Grey Wolf Award</b>	<b>Australian Scout Award</b>	<b>Queen's Scout Award</b>	<b>Baden-Powell Scout Award</b>
- Milestone 3	- Milestone 3	- Milestone 3	- Milestone 3	- Milestone 3
- Outdoor Adventure Skills	- Outdoor Adventure Skills	- Outdoor Adventure Skills	- Outdoor Adventure Skills	- Outdoor Adventure Skills
- Special Interest Areas	- Special Interest Areas	- Special Interest Areas	- Special Interest Areas	- Special Interest Areas
- Adventurous Journey	- Adventurous Journey	- Adventurous Journey	- Adventurous Journey	- Adventurous Journey
- Personal Reflection	- 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.

## Peak Award - Adventurous Journey

Adventurous journeys are completed as an outdoor adventure, an opportunity to explore, apply skills learned through the Achievement Pathways and demonstrate planning and leadership skills.

## Peak Award - Personal Reflection

The Personal Reflection is the final component in the Peak Award and an opportunity for the Scout to consider their time in the Section, what has been learned and what goals have been achieved.

## Peak Award - 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. Courses may be an internal:

- Section course, an extension course (e.g. You + Lead) or an external course (e.g. RYLA or RYPEN)
- Problem solving and communication
- Task management and leadership
- Leadership, planning and community involvement



**Scouts**  
VICTORIA