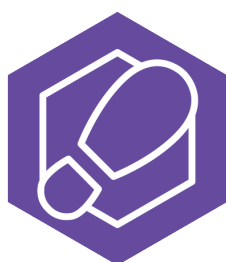# Guide for Participate-Assist-Lead Introduction

Having all Scouts actively involved in a program is one indicator of a successful program.

This program is well-planned with an engaging mix of Challenge Area-related activities, offers Scouts the opportunity to develop leadership skills through experience and provides Scouts the opportunity to assist and lead irrespective of their level of experience.

In 2020 we will record all Scouts actively participating, assisting and leading their program.

But what is Participate-Assist-Lead?

- Participate-Assist-Lead is
  > About all Scouts being engaged and involved in their program. A program that
    - Is Adventurous, Fun, Challenging and Inclusive
    - Is based on the Scouts own ideas and suggestions
    - Provides a balance of Challenge Area-related activities
    - Delivers on the Purpose of Scouting by developing a youth member's Areas of Personal Growth
    - Uses The Scout Method to support the development of young people.
  > A framework for Scouts to develop interpersonal and leadership skills through teamwork, responsibility and belonging as they lead age appropriate activities
  > An environment where Scouts can plan their personal Scouting Journey whilst being guided and supported by adults
- Participate-Assist-Lead recognises that
  > Scouts are individuals with a wide range of experiences, levels of confidence and aspirations
  > A Scout's Personal Progression is a learning journey focussed on challenging them to do their best through a range of new and challenging experiences
- The number of Participate-Assist-Leads will evidence a Scout's involvement in their program, their leadership development and personal progression
  > The number of Participate-Assist-Leads contribute to a Scout's Milestone achievements

Joey and 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.

Guide for Participate-Assist-Lead Introduction

Scouts, Venturers and Rovers

	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 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 Patrol Leader for a Challenge Area-based project.

Assisting and Leading should challenge the Scout, Venturer and Rover, the number of assists and Leads will be greater for each milestone and the challenges should be greater than the previous milestone.

The Program Cycle

Using the Challenge Areas, Scouts work together to plan their activities and programs. A strong program theme may lead to several programs being created. The planning, running and reviewing of this group of programs becomes the Program Cycle.

Plan for PAL requirements using Challenge Areas

CREATIVE   **COMMUNITY**   **OUTDOORS**   **PERSONAL GROWTH**

Review using SPICES
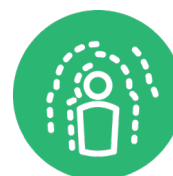
SOCIAL   **PHYSICAL**   **INTELLECTUAL**   **CHARACTER**   **EMOTIONAL**   **SPIRITUAL**

All programs will be adventurous, fun, challenging, and inclusive.

For more information visit the 'Our Program' page of the website or email michael.wong@scoutsvictoria.com.au.