

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

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.



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.



Outdoor Adventure Skills

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



Specialist Areas



Joey Scout Challenge Award	Grey Wolf Award	Australian Scout Award	Queen's Scout Award	Baden-Powell Scout Award
- 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.

Leadership/Personal Development Course

Personal Reflection

Peak Award

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)

Courses will cover some or most of the following concepts:

- Problem solving and communication
- Task management and leadership
- Leadership, planning and community involvement



Scouts
VICTORIA