

# Glossary of Terms for the Youth Program



## Achievement Pathways

The Achievement Pathways are an individual journey of personal development recognition, characterised by the pathway around, along and up a mountain in the new program. These achievements are recognised through progressive series of uniform badges. Achievement Pathways consist of the Program Essentials, the Outdoor Adventure Skills, the Special Interest Areas, and additional requirements for the Peak Award.

## Adventurous Journey

The Adventurous Journey is one of the additional requirements to complete the Peak Award in any section. Varying between section the Adventurous journey requires the youth member to Plan and Lead a Journey which is the application of leadership skills they have developed through that section.

## Adult Leaders

Adult Leaders are part of the support for youth members in the Scouting Program. They support youth through decision making, leadership coaching and mentoring members in the Scouting Program to become the best possible version of themselves. The role of the Adult throughout the program is not to be the voice of the section, more to empower and guide the youth to be the voice and leaders of their Scouting journey.

## Additional Awards

All the Awards that don't fit into the Achievement pathways, i.e. Their Service our Heritage, Scouts of the World Award, World Scout Environment Badge, Messengers of Peace, First Aid, Amateur Radio Operator, etc.

## Assistant Patrol Leader

Supports the Patrol Leader in leading their patrol and assists the Patrol Leader with their duties when needed.

## Challenge Areas

The four challenge areas (Outdoor, Personal Growth, Community, and Creative) are used to support program planning to ensure it is engaging and diverse.

## Goal Setting

Goal setting is about each individual scout being able to think about projects or tasks they want to carry out across their Scouting journey and then being able to set stages along that path to reach those Projects (goals). Goal setting is a skill in life that we AIM to foster and develop in our youth members through Scouting.

## Group

The organisational level, which delivers the Scout Program in the local Community. This is our key delivery level of the Scouting Program.

## "I" Statements

"I" Statements refer to the educational objectives of the Scouting Movement and how the individual should have developed through the Scouting Program. Each section has particular "I" statements through the SPICES for example; **'I consistently demonstrate appropriate behavior in different situations'** is a Scout Section "I" statement for Social development.

## Introduction to Scouting

This is an introductory stage of the Achievement Pathway that all Scouts who are new to Scouting must undertake. It marks the beginning of a Scout's journey in the Movement and is represented by the World Scout badge.

## Introduction to Section

When a Scout progresses to a new age section, the Introduction to Section is the first step of the Achievement Pathway that all Scouts complete. It introduces the Scout to the new a different way in which the section works. Completing the Introduction to Section is represented by a special badge, which replaces the Link Badge from the old Program.

## Leader

Any person with a leadership role, whether youth or adult.

## Mentor

A more experienced Scout, an adult or subject matter expert. Mentoring is a key part of the New Youth Program and members through project patrols, Outdoor Adventure Skills, Adventurous Journeys or any component if the Program can use Mentors as support.

## Milestones

The Milestones are the stages within the Program essentials that symbolise the progression of each Scout through the program taking on roles of Participating, Assisting, and Leading program components. Milestones are a big achievement for every youth member and shows their development and active Engagement in the Scouting Program.

## Outdoor Adventure Skills (OAS)

The Outdoor Adventure Skills provide youth members with the opportunity to experience and then pursue activities of interest in the great outdoors. There are nine skill areas, and each skill area has nine areas. Some skill break into different streams, as the levels get more specialised. Once a Scout has earned an OAS stage, they retain that stage throughout their Scouting journey as a youth member. Adult Leaders don't earn Outdoor Adventure Skill badges.

## OAS Streams

After completing the basic stages of the Outdoor Adventure Skills, the stages break into specialized streams, where Scouts are able to specialize and further develop their skills in an OAS area.

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## **One Program, One Journey**

This refers to the One Program symbolic framework of the New Youth Program. Through this the youth at the youngest age starts to discover adventure and by the time they are a Rover Scout they are looking beyond the horizon at opportunities and experiences they would like to have: Joey Scouts; Discover Adventure, Cub Scouts; Create the Path, Scouts; Explore the Unknown, Venturer Scouts; Look Wide, Rover Scouts; Beyond the Horizon.

## **Participate – Assist – Lead**

Scouts participate in a range of activities. They assist in the organising and running of activities to gain team working skills, and they lead age appropriate activities, to gain leadership skills. These contribute to a Scout's Milestone achievements in the Program Essentials components of the Achievement Pathways and are facilitated through the Challenge Areas.

## **Patrol System**

A way to develop interpersonal and leadership skills through teamwork, responsibility and belonging, It is an element of the Scout Method. A small group of Scouts within a Section, who work together and experience Scouting together, led by a Patrol Leader, with the help of an Assistant Patrol Leader (or two).

## **Patrol Leader**

Leads their Patrol and guides the other Scouts through their section journey. Patrol Leaders are active members of the Unit Council.

## **Peak Award**

The highest award that can be achieved in each section, within the framework of the Achievement Pathways.

## **Personal Reflection**

The final step for achieving a Milestone and the Peak Award. It gives a Scout the opportunity to reflect on what they have learnt on their journey to the Peak Award. This supports the scout member to understand how they have developed through the SPICES.

## **Plan>Do>Review>**

Plan>Do>Review> is a means of planning, doing, and reviewing all the activities that you do. It means you are constantly evolving your activities, making them better all of the time.

## **Program Cycle**

A program cycle is an identified period of time in a Unit's program. It may be based on a school term or based on the time taken to complete an activity, eg. a Rover Patrol planning and completing an expedition, or a Cub Scout Unit completing a Community Challenge together. It could also be based around themed activities over a period of weeks or months. The Symbolic framework of

a section should be considered in a program cycles. The planning, doing and monitoring of the Program cycle is the responsibility of the Unit Council with both Youth and Adults engaged.

## **Program Essentials**

The Program Essentials form the base of the Achievement Pathways Mountain. They are the Introduction to Scouting, Introduction to Section and Milestones. These Program Essentials are achieved through active participation in a diverse program, with personal progression and leadership development. All Scouts should be able to progress in the Program Essentials through regular attendance in and engagement with the Unit's program.

## **Project Patrol**

A small team of Scouts who share an interest in a project or activity, so they form a Patrol and elect a project Patrol Leader. The Patrol disbands once the activity is complete. Project Patrols can be across sections and across groups.

## **SAIT**

The Scouts Australia Institute of Training (SAIT) offers formal recognition of qualifications based on learning gained by participating in the youth program or adult training. SAIT is the Enterprise Registered Training Organisation (RTO #5443) of Scouts Australia that maps learning gained through Scouts Australia to industry recognised qualifications.

## **SPICES**

The six areas of personal growth that Scouting's Purpose aims to develop young people in: Social, Physical, Intellectual, Character, Emotional, Spiritual.

## **Scout**

Any invested member of the Scout Movement, no matter. We are all Scouts.

## **The Scout Method**

The Scout Method is the "how" of the Scouting Program, how we conduct our youth program so our youth members get the most out of their experiences. There are 8 elements to the Australian Scouting Method, all of which hold equal importance in the development of our youth members.

## **Special Interest Areas**

Six areas for Scouts to COME up with their own challenges and projects through self set goals and Plan>Do>Review>. Scouts set personal goals to learn new things or to gain more skills in an area that interest them. Special Interest Areas are divided into six areas: Adventure and Sport; Arts and Literature; Creating a Better World: Environment; Growth and development; STEM and Innovation.

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## **Subject Matter Expert**

A person who is qualified in or has particular skills and knowledge of an area that a Patrol of Scout is needing guidance in order to complete a goal. The person could be a youth or adult member in scouting or a support person outside of scouting. If outside of scouting we should make sure they have a working with children's volunteer check and fit with the ethos of scouting so our youth members are safe.

## **Two Down Assessment**

The Two Down assessment method is the way in which young people can assess and mentor other youth in the skill and knowledge content of the Outdoor Adventure Skills. A person can mentor and assess a young person who is working on a stage two down from their own stage in that skill/stream.

## **Unit**

A group of youth members within a Scout Group, from the same section. i.e. Joey Scout Unit, Cub Scout Unit, Scout Unit, Venturer Scout Unit, Rover Scout Unit.

## **Unit Council**

As the main decision making body within the Unit, the Unit Council mentors project patrols, deals with issues within the Unit, reviews programs, supports Achievement Pathways, and much more. The Unit Council is chaired by the Unit Leader and supported by youth and adults in all sections. The Unit Council is the main body who supports the development and running of the program and supports making sure there is a well-rounded program for the Unit.

## **Unit Leader**

Youth Member(s) who lead the Unit Councils and are responsible for maintaining a balanced program. The Unit Leader is the primary leadership role within the Unit, so they don't have a home patrol but will be encouraged from the Cub Scout Section and above, in the Scout and Venturer Section you may have multiple Unit Leaders.

## **United Nations Sustainable Development Goals**

The 17 United Nations SDGs build on the good work of the previous set of goals, known as the Millennium Development Goals. 197 countries signed up to the Agenda for Sustainable Development in 2015, including Australia. WOSM has become a global partner of the SDGs, and Scouts Australia supports this by incorporating the SDGs into the Special Interest areas and Challenge Areas of the Youth Program. Members are encouraged to register their SDG projects on the Messengers of Peace website [scdut.org](http://scdut.org) and to view all the projects around the world on [scout.org/worldmap](http://scout.org/worldmap).

## **WOSM**

The World Organisation of the Scout Movement.

## **Youth Leading, Adults Supporting**

Youth Leading, Adults Supporting is young people taking charge of their Scouting journey while being assisted and mentored by Adults. It is an element of the Scout Method, and thus should be evident in all the Scouting that you do.