

# Service within Scouting – Community Involvement

**VA CI.4:** 10 hours service, completing items 1, 2 and 3 below.

**QS CI.6: (Alternative 2):** 30 hours service over a 4 month period, completing items 1 to 7 below.

**Purpose of 'on the job training':**

- Understand the basic principles of Scouting through the eyes of a young Leader.
- Experience practical SECTION Scouting through involvement in the Section activities.
- Identify the role of a section Leader and Instructor/Helper.
- Demonstrate competencies needed to carry out their role as an Instructor/Helper.
- Undertake In-Service training (Youth Helper eLearning modules) to prepare for the role  
(See <https://scoutsvictoria.com.au/age-sections-adults/venturers/courses-and-visits/> for list of modules to complete)

<b>Name of Venturer:</b> .....	<b>Section assisted:</b> Joey / Cub / Scout (circle)
<b>Phone Number:</b> .....	<b>Section Leader:</b> .....
<b>Unit:</b> .....	<b>Date commenced:</b> .....

Details		Date completed	Leader signature
<b>1.</b>	<b>Award Scheme</b>		
	<b>Joey Scouts:</b>		
1.1	Has discussed the importance of Theming for the Joey Scout section		
	<b>Cub Scouts and Scouts:</b>		
1.1	Has discussed how the Award Scheme is used for development of a Cub or Scout		
1.2	Has explained the progressive nature of the Award Scheme		
1.3	Has discussed the difference in the standards relating to individual effort		
<b>2.</b>	<b>Games</b>		
2.1	Has explained the use of games as a training method		
2.2	Has listed some hints for running games successfully		
2.3	Has a personal Games Book, or knows how to obtain such resources		
2.4	Has run games successfully		
<b>3.</b>	<b>Ceremonies</b>		
3.1	Explain the purpose of the various ceremonies		
3.2	Describe the role of a helper in these events		
3.2	Has participated in ceremonies		
<b>VENTURER AWARD COMPLETED (minimum 10 hours)</b>			

<b>4.</b>	<b>Law and Promise</b>		
4.1	Recognise need to interpret Law/Promise in terms of age of the Joey/Cub/Scout		
4.2	Identified problems that might be encountered in explaining the Law/Promise or, Has run a Law and Promise game/activity successfully		
<b>5.</b>	<b>Instruction Skills - for Joey, Cub Scout or Scouts</b>		
5.1	Recognises the skills and resource material involved in training others		
5.2	Has run sessions applicable to the Award Scheme		
5.3	Has made or used resource equipment		
<b>6.</b>	<b>The Section</b>		
6.1	Discussed the structure and operation of the section from a leader perspective		
6.2	Has described the role of a helper within the section		
6.3	Understands the structure of the program within the section		
6.4	Complete relevant training course, or, if D/ZVC considers attendance impractical, it may approve the completion of course requirements by other methods.		
<b>7.</b>	<b>Service</b>		
7.1	Assist Mob/Pack/Troop on regular basis, 30 hours minimum over 4 month period.		
<b>QUEEN'S SCOUT (Alternative 2) COMPLETED (minimum 30 hours)</b>			

### **Some notes to assist the Venturer and the Section Leader of the selected section:**

- The Venturer is to submit their plan with details of Venturer Award or Queen's Scout Award, with details of the approved examiner to the Unit Council.
- The Examiner is then agreed to by:
  - the Unit Council for VA Cl.4; and
  - the Unit Council and the D/ZVC for QS Cl.6.
- After discussion with the approved Examiner, a "Service within Scouting" form is to be given to the Venturer to assist with recording keeping of their Section involvement activities.
- The Venturer and the Examiner are to discuss and agree on:
  - The level of attendance required at the section activities and meetings;
  - The role of the Venturer in the section program highlighted; and
  - For Queen's Scout level, they should undertake the Youth Helper eLearning modules (details on the Venturer website) or another similar training activity.
- At Queen's Scout level, Venturers should preferably be encouraged to undertake Service in a Joey / Cub / Scout section or in a Community organisation for the duration outlined in the Venturer Record Book, rather than accumulate hours from attendance / assistance at multiple State Events and Activities.
- For Major State events, the following service hours for participation apply at either Venturer Award or Queen's Scout Award levels:
  - Kangaree / Agoonoree – 15 hours
  - Cuboree – 20 hours
  - Jamboree – 30 hours
- For regular Scout Section events (Gilweroo, Stradbroke Cup, BayJam, Scout Hike, Cohen Shield, etc), service at these events should be part of involvement in the 30 hour Queen's Scout Section plan – eg. Attendance as a Troop Youth Helper at these activities.
- If a Venturer is involved as part of an organising committee or in a leading role within a major event, a higher level of hours may be applicable.

The decision on hours will be in agreement with the Event Director and the State Commissioner – Venturer Scouts.

**The ultimate reference document for the Venturer Award scheme is the current edition of the Venturer Scout Record Book**

**END OF DOCUMENT**