

ROLE DESCRIPTION
Youth Commissioner - Adventure

Title	Youth Commissioner - Adventure
Reports to	Assistant Chief Commissioner - Adventure
Direct Reports	None
Measurement	Membership, Quality and Participation.

This is a voluntary position open to youth members and young leaders 18 – 29 years old with a three-year term.

Scouts Victoria is a Child Safe organisation. Scouts Victoria is inclusive of all, regardless of gender, sexuality, race, religion, or abilities and does not tolerate any form of harm, abuse or neglect.

Youth Commissioner - Adventure will share in the Chief Commissioner's leadership focus and will be a member of the State Program Team.

Scouts Victoria aims for best practice while meeting obligations to Scouts Australia (National), Asia-Pacific Region of WOSM (APR) and World / WOSM (The World Organisation of the Scouting Movement).

PRIMARY RESPONSIBILITIES

1. Quality program delivery

- To promote the importance of the Adventure in engagement and retention.
- Facilitate an active program to promote the Activity Leader role to the Rover Section, Regions, Districts and Groups.
- Work with the Section Councils' and State Commissioner – AA to ensure Stage 6 & above OAS youth members are offered roles in the AA teams.
- Work with the State Commissioner – AA and their team to begin the process of upskilling youth members to ultimately achieve Guide status in their chosen AA field.
- Work with the State Commissioner – ATD to get more qualified youth members as part of training in the Outdoor skills area and promote the AA teams to new Leaders as a secondary role.



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- Work with the State Commissioner – OAS and their team to ensure the view of youth are well represented in how OAS is rolled out and supported in Victoria.
- Work with the Youth Commissioner – Program on matters relating to youth in the Program and Adventure areas.
- Develop and lead a team of Youth Members to help advise the ACC-Adventure and Youth Commissioner - Adventure on how to improve the Adventure experience for youth members.
- Recognizing the principles of Youth Leading, Adult Supporting, as much as possible, encourage and allow youth leadership to be at the forefront in the delivery of the workshops, training and forums.
- As required stand in for ACC – Adventure at meetings and events where necessary.
- Provide regular updates to the Assistant Chief Commissioner – Adventure.

2. Achievement Pathways

- Possess and share a deep understanding of Outdoor Adventure Skills for all age sections.

3. Development

- Be an advocate for youth input and involvement in the delivery of the program in Victoria.
- Develop the skills of youth to deliver the program within their Section.

4. Facilitate

- Encourage a process, through the Regions and Districts that enables proactive support to youth and leaders implementing Adventure in the program.
- Support will be open, honest and timely.
- Facilitate workshops to upskill youth and adults in the Adventure aspect of the program.

5. Membership

- Represent the Adventure portfolio at the State Program Team, which meets monthly.

6. Communication

- Convey Outdoor Adventure Skill elements enthusiastically.
- Actively identify examples of 'best practice implementation' of Adventure in our Program for marketing purposes.
- Work collaboratively with the State Leadership Team as required.



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- Liaise with other members of the State Program Team, OAS team & Section Councils to ensure implementation status and comfort with the new program is understood.
- Liaise with the Assistant Chief Commissioner – Youth on relevant youth issues.
- Other duties as required by the Chief Commissioner Scouts Victoria.

ATTITUDE, SKILLS and KNOWLEDGE REQUIRED

Attitude

1. Be enthusiastic with a strong commitment to Scouting Principles and the importance of the Scout method in delivering the program.
2. Have a commitment towards the importance of activities and the 'out' in Scouting.
3. Be inclusive in leadership style encouraging their teams to excel.
4. Be respectful of all their team accepting individual differences as a resource.
5. Uphold and demonstrate a commitment to the implementation of Child Safe Scouting.

Skills

1. Have, or be willing to develop, a good working knowledge of the new program.
2. Be able to motivate, lead, communicate with and motivate youth and adult leaders and work harmoniously to grow the program.
3. Have planning and delegation skills.
4. Demonstrate risk management, work health and safety (WHS) and Scoutsafe skills.
5. Maintain confidentiality.

Knowledge

1. Have a sound knowledge and strong commitment to the aims, objectives and philosophy of the Scout Movement, its policies and procedures and have a clear understanding of the methods which make it distinctive from other youth organizations.
2. Understand and demonstrate the role and responsibilities of a Youth Commissioner – Adventure and a commitment to that role.
3. Have completed Scouting Management (formerly Basic Training) LoA training within twelve months and Scouting Leadership LoA training within two years of appointment.

