



Milestones - Overview

Venturers gain Milestone achievements by participating, assisting and leading in activities based on the four Challenge Areas.

There are three Milestones; each Milestone should take around 6 – 12 months to complete. The Milestones have Venturers running a vast range of Programs for their Unit and for other Sections or their Group.

Milestones are part of the Venturer program and not something extra for the Venturer to work on. Venturers gain the Milestone achievement for active participation and personal development through their Scouting journey.

There are two parts to each Program Essentials Milestone:

1. Participating, assisting and leading activities in the Challenge Areas.
 - a. This is about the Venturers doing their best.
2. Personal reflection at the completion of each Milestone.
 - a. This is about the Venturer reflecting on how they have developed their SPICES, because of what they did in the program.

Milestones involve Venturers being actively involved in a diverse range of Challenge Area-related activities over a 6-to-12-month period and each Venturer will take on roles of Participating, Assisting and Leading.

Participate – Assist – Lead

Participate – Assist – Lead is the way we measure how involved a Venturer is in the Venturer program. Their involvement and experience in the program will help them achieve their Milestones.

Part of the process is for the Venturer to think about:

- What is/was their involvement in the program?
- Did they have input into the preparation for the program?
- What did they learn from their involvement in the program?
- What are the improvements that could be made for future attempts at the activity?