Programming & Challenge Areas



Scouting offers a varied and diverse program for our youth members. Through active engagement in the program youth members develop in our educational objectives (SPICES) outlined in our Purpose. We brainstorm and categories the activities in our programs with Challenge Areas.

The Challenge Areas are four broad activity areas that are used to support programming and ensure a balanced program. Youth members with the support of their Sectional adults make sure the program has a balance of Challenge Area activities across a program cycle, or series of program cycles. Activities that don't fall within any of the Challenge Areas may not be appropriate to include in the program, or may only be appropriate occasionally.

Challenge Areas support the generation of ideas that young people want to do, providing a connection to the Scouting program, and enabling a greater scope of experiences to complement, rather than be dictated by, the SPICES. For instance, thinking of "community activities" rather than thinking of "activities that develop you spiritually" encourages a broader array of opportunities. This also acknowledges that different individuals will develop in different ways from the same activity. Challenge Areas, in conjunction with Plan>Do>Review>, will enable each youth member to consider their growth as a result of their personal experiences and reflect on how they have developed. There is more provision for broader flexibility and scope of individual development in a communal activity or experience.



CREATIVE



COMMUNITY



OUTDOORS





Using Challenge Areas

At the plan stage of programming, Scouts work together, with support from adults, to develop a program that involves activities from each of the Challenge Areas. A variety of resources and key words assist in this process across each of the Sections. Scouts use a variety of means to write their program using the Challenge Areas. Scouts may brainstorm, work in Patrols, use imagination aids, focus on any of the key word categories, and think of activities they would like to do personally or as a group. Through this process, Scouts are encouraged to make sure every activity is **fun, challenging, adventurous** and **inclusive**.

An activity may cross over more than one Challenge Area. For example, a Patrol of Cub Scouts helping run an activity in a community art exhibition – this could be both a Creative and a Community Challenge. Every activity is, in itself, unique, so it's not always possible to 'box' it into one Challenge Area! The Unit or Patrol may choose to collectively nominate the experience as one challenge or another, or it may be at the discretion of the individual youth members to determine where the activity best fitted for them.

Challenge Areas are best used to support the development of balanced program cycles – but what does this mean?

Firstly, a program cycle is the length of time that a medium-term plan exists for. You might like to think of it as the school term, but it is best described as the time for which a specific theme is followed within the Section. Ensuring that each program cycle contains a mix of the Challenge Areas will mean that no area becomes a specific focus too frequently.

Program activities through the Challenge Areas will mainly be facilitated in Patrols, through the guidance of the Unit Council. Multiple program cycles may be underway at the same time, where multiple Patrols or individuals are running different activities at varying times. It is important to be flexible and with proper planning not everyone needs to be doing the same activity at the same time.



But does that stop us from focusing on outdoor skill development in one cycle, and then focusing on community in another?

No – it is about making sure that the experiences are balanced, and that there is opportunity for engaging the other Challenge Areas, even if there is a heavy focus on a specific one. Across the course of a number of program cycles, you should be reviewing to ensure that all Challenge Areas have had equitable focus.

How do we use the prompting words for each of the Challenge Areas?

The prompting words have been designed to help spark imagination for activities that fit within each of the Challenge Areas. These can be used to stimulate thoughts, by asking 'what is something 'high, fast or wide' we can do?' if searching for outdoor ideas, or 'unusual, new or colourful' for something creative.

For some groups, programming using Challenge Areas will come naturally. Having the four areas displayed, activity ideas will be generated and labelled under each area. For other groups, ideas will be generated first, then categorised by Challenge Area.



When reviewing the planned program, the Unit Council need to take into consideration the development of the individuals. Have we provided all Scouts with enough opportunities to develop in each of the Challenge Areas? Are we supporting the ongoing development of the Unit through a range of opportunities and a variety of members assisting and leading in the Unit schedule?

Every Scout will participate, assist and lead a range of activities across all the Challenge Areas. Through this involvement, each individual Scout will develop in different ways through different SPICES. For one Scout, participating in an outdoor rock climbing adventure could be purely a physical development activity; another who, through the same activity, conquers their fear of heights, may find that they develop emotionally and spiritually. The Challenge Areas ensure that everyone has the opportunity to encounter different experiences through Scouting, to participate in and learn through a balanced program of activities. Through personal reflection at the review stage, however, progress through each of the SPICES will be developmental, responsive and, above all, very individual.

It is important to Review> the program cycle success with the use of aids such as the SPICES question cards or the Review Ball.

Can the Challenge Areas overlap with other aspects of the program?

In short, yes! You might find that some youth members are participating in Challenge Areas and simultaneously completing Outdoor Adventure Skills or Special Interest Area components. The most common overlaps will be with Outdoor Challenges and Outdoor Adventure Skills, but that is not to say that the same may not occur with Special Interest Areas and any of the Challenge Areas.





Our Challenge Areas are

Community

Creative

Outdoors

Personal Growth

Some ideas are

GETTING OUT IN THE COMMUNITY

ENGAGEMENT

INVOLVEMENT

PROJECTS & PARTNERSHIPS

VISITS

VOLUNTEERING

DIVERSITY &

INCLUSION

ENVIRONMENT

ACTIVE CITIZENSHIP

EXPRESSION

ARTS

MAKING

CREATING

INVENTING

DESIGNING

PLANNING

ENVIRONMENT

CAMPING

TIME IN NATURE

WATER ACTIVITIES

ADVENTUROUS

ACTIVITIES

JOURNEYS

HEALTH & WELLBEING

RESILIENCE

MENTAL HEALTH

BELIEFS & VALUES

SOCIAL JUSTICE

SKILLS

INTERESTS

They could be

LOCAL

NATIONAL

INTERNATIONAL

SUPPORTING

KNOWLEDGE

SERVICE

UNUSUAL

NEW

COLOURFUL

BOLD

INNOVATIVE

INVESTIGATIVE

FAST

HIGH

WIDE

SLOW

DEEP

SAFE

INDIVIDUAL

HEALTHY

GROWING

BELIEVING

COMMITMENT

UNDERSTANDING

NEW SKILLS

We'll make sure they are:

Inclusive

Challenging

Fun

Adventurous

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