

Youth Program Upskill

Session 7

Special Interest Areas

Presented By:



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Recap – Achievement Pathways

So far, the elements of the Achievement Pathways we have covered are:

Program Essentials

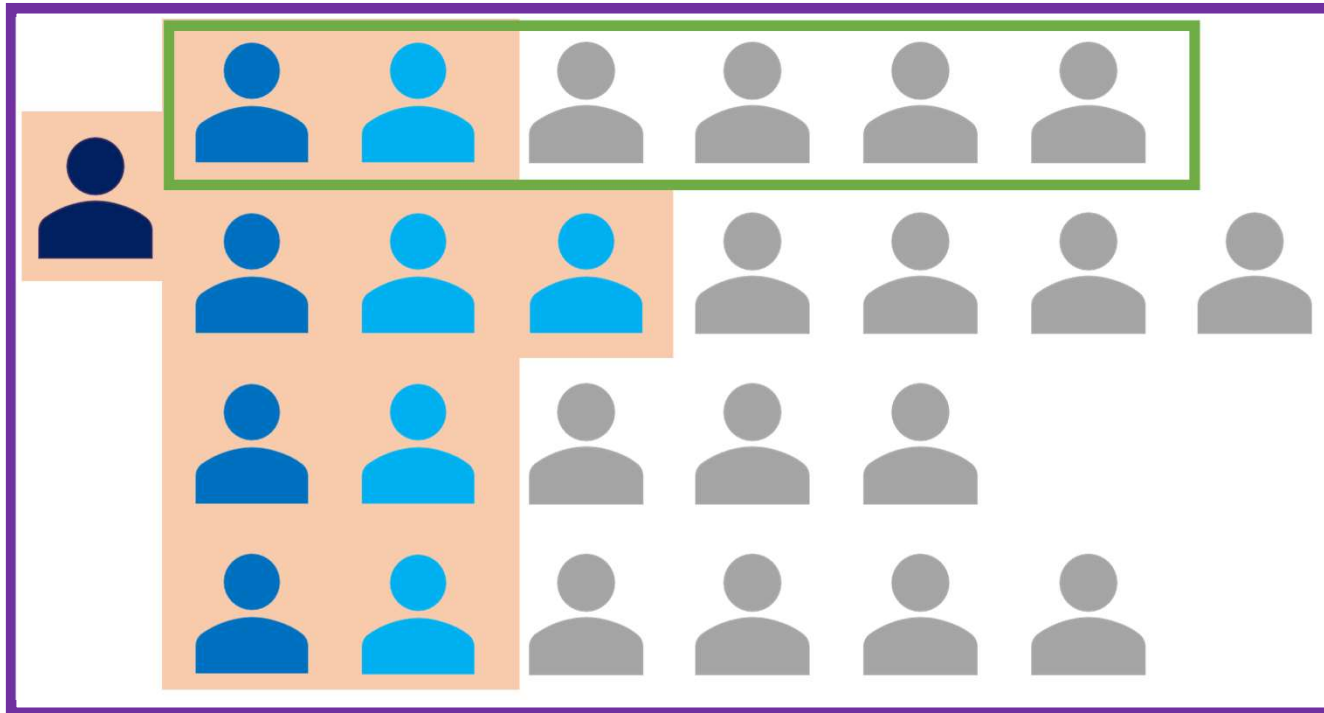
- Intro to Scouting and Intro to Section
- Milestones
- Participate Assist and Lead
- Starting your transition journey

Outdoor Adventure Skills

- Your popular Outdoor pursuits
- 9 skill areas, each with 9 Stages
- Based on Scouts ability



Terminology



UNIT

PATROL

UNIT
COUNCIL

UNIT
LEADER

PATROL
LEADER

ASSISTANT
PATROL
LEADER

SCOUT



Special Interest Areas



Overview

- Special Interest Areas
 - The Special Interest Area categories
 - Creative Thinking
 - Plan>Do>Review> in relation to Special Interest Areas
 - Mentors and Subject Matter Experts
- Transition Pt. 3



Achievement Pathways – Special Interest Areas

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Pg. 84-86



What Are the Special Interest Areas



ADVENTURE AND SPORT



ARTS AND LITERATURE



CREATING A BETTER WORLD



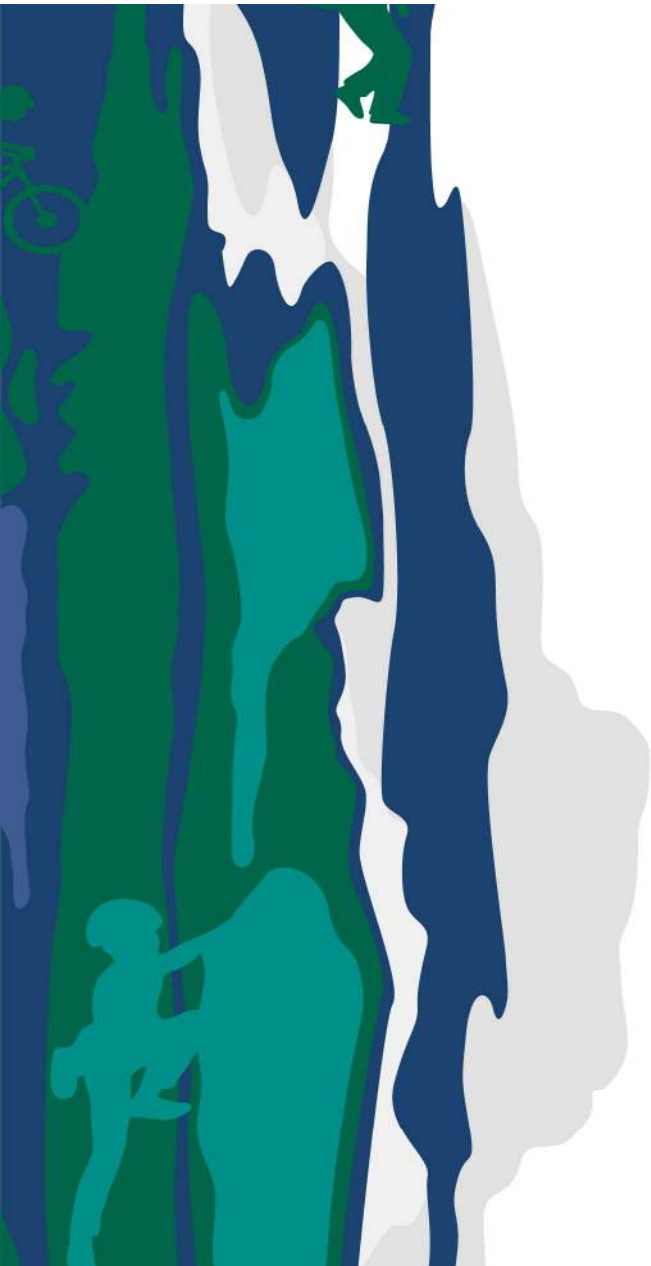
ENVIRONMENT



GROWTH AND DEVELOPMENT



STEM AND INNOVATION

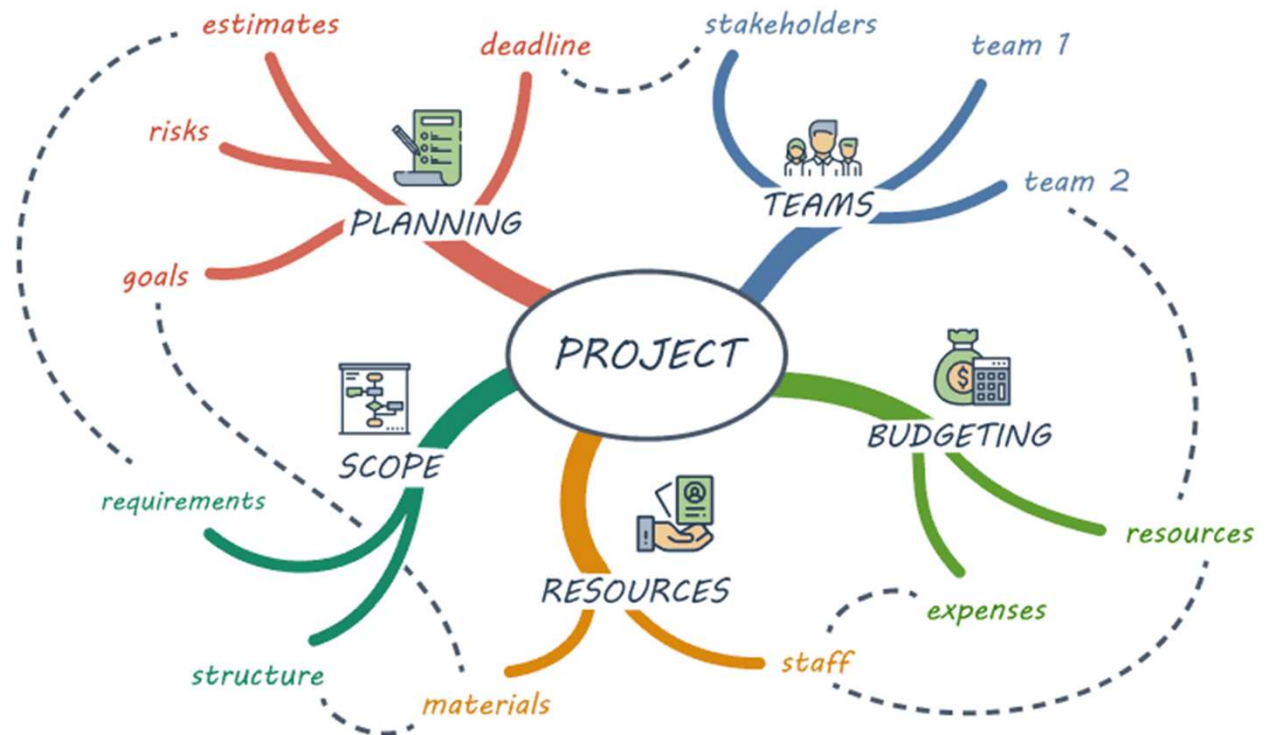


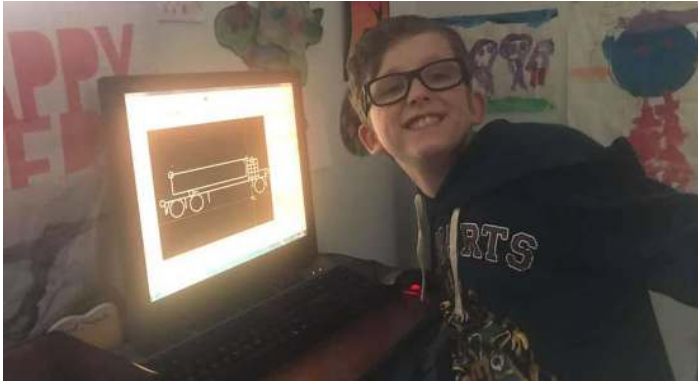
SUSTAINABLE DEVELOPMENT GOALS

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24-25

Plan>

- Creative Thinking
- Pick your Special Interest Area
- Outline your project
- Present to your Unit Council
- Unit Council Approves Plan before starting on your Project





Do>



Review>

- Provide a record of your project
- Reflect on how you have grown through your project with your Unit Council
- It's about the journey not the destination



Special Interest Area in practice

- Bigger projects can be broken down into multiple Special Interest Areas
- One project or topic may fit into multiple Special Interest Areas (e.g. Photography)
- External and Extra-curricular activities
- Access and Inclusion
- Crossovers



Mentoring and Subject Matter Experts

- Can be a fellow Scout
- A Leader with expertise in an area
- A Parent
- A Member of the Community
- A Teacher or Tutor
- And anyone else you can think of!



Length of Project

Section	Time Requirement
Joey Scouts	2 hours each project
Cub Scouts	4 hours each project
Scouts	8 hours each project
Venturer Scouts	12 hours each project
Rover Scouts	18 hours each project



An example of how an SIA project might Evolve

1. Tom plays baseball for a local club;
2. Tom tries out for, and is subsequently accepted into the regional baseball development program;
3. Tom considers what he wants to achieve through the development program, and writes them down as goals in his SIA Planning Template;
4. Tom seeks the support of one of the coaches on the development program, as his subject matter expert. The coach helps him set realistic goals that relate to Tom's own progression;
5. Tom proposes his Adventure and Sport Special Interest Area Special Interest Area to the Unit Council for approval;
6. Tom commences working on his goals, through his involvement in the regional development program;



An example of how an SIA project might Evolve

7. After spending two months in the program, running two hours a week, Tom realises he can achieve two of his goals, but is unlikely to achieve his third goal, as this will take more time. He reflect on this with his coach;
8. After three months, Tom presents his update to the Unit Council, along with comments from his coach;
9. If he was a Scout, Venturer Scout or Rover Scout, the Unit Council may have asked Tom to keep a simple logbook of his hour of work towards his goals. However, they would have set this expectation at the commencement of the project.
10. The Unit Council decides that Tom has demonstrated an appropriate level of personal growth and progression in baseball. They Award him an Adventure and Sport Special Interest Area Badge.

Getting Started with SIAs

- To start introducing SIAs, maybe decide to start doing a Special Interest Area project in Patrols.
 - But each youth member should set their own goals.
- Ideas could include:
 - Cub Scouts investigating the SDGs
 - Scouts creating Patrol Billy Carts
- Encouraging Individual Projects & Goals
 - Theme some meeting nights around the Areas (e.g. Arts & Literature or Environment night)
 - Use the Matrix of Project Suggestions
 - Use the Planning Templates



Some Project Suggestions

Adventure & Sport	Arts & Literature	Creating a Better World
<ul style="list-style-type: none"> • Learn to Ride a Bike • Enhance your skills in a sport you plat • Try a new Sport • Learn slack Linning and push your skills • Build & Use a Challenge Course 	<ul style="list-style-type: none"> • Write a poem, play or short story • Make a piece of art using a technique you haven't tried before • Learn how to use photo editing or digital design software 	<ul style="list-style-type: none"> • Run a project to reduce plastic waste at your School • Volunteer at a soup kitchen • Learn Auslan • Learn about and assess the accessibility of your Scout hall or other building and work on improvements
Environment	Growth & Development	STEM & Innovation
<ul style="list-style-type: none"> • Explore the impact your local community has had on its native flora and flora • Lead a project to restore a natural area • Build nesting boxes • Go spotlighting for wild animals 	<ul style="list-style-type: none"> • Explore different mediation and/or mindfulness methods • Learn about the effects of drugs and alcohol on your body • Undertake a fitness program 	<ul style="list-style-type: none"> • Design & Build a Billy Cart • Build a robot • Make mousetrap cars • Create an App • Create a simple program using coding

Discussion & Live Q&A Opportunity

Supporting the Special Interest Areas



More Resources

Topic: Special Interest Areas

- Your Handbook: Pages 84 – 86
- <https://pr.scouts.com.au/>
 - Guide to Special Interest Areas
 - SIA Project Planning Tool
 - Special Interest Areas Flowchart
- Scouts | Terrain (New Digital Platform)
- Other Scouts NSW members around you

PATHWAY TO A GREAT SIA PROJECT

PICK ONE SIA

ADVENTURE & SPORT | ARTS & LITERATURE | CREATING A BETTER WORLD | ENVIRONMENT | GROWTH & DEVELOPMENT | STEM & INNOVATION

WHAT ACTIVITIES DO YOU LIKE TO DO INSIDE THAT SIA? | HOW CAN THIS PROJECT BE DIFFERENT OR SPECIAL TO YOU? | WHAT CHALLENGES YOU IN THIS AREA OF THE SIA? | HOW SHOULD YOU RESEARCH OR GET EXPERT HELP?

SIA Project Planning Development Tool - Scouts, Venturer Scouts, Rover Scouts

Name: | Date: | Section: Rover Scouts | How long will it take? |

What is your Special Interest Area idea/ideas? | Outline what you aim to achieve within the Special Interest Area

Goal 1: | Goal 2: | Goal 3: |

This will be a: ☐ Patrol Project

Who is participating in this project with you? (Who else is involved?) |

How do you hope to personally grow by doing this project? |

The person that is supporting me feels comfortable assessing the success or quality of achievement in this project because of the following: |

SIA Project Planning Development Tool - Joey Scouts & Cub Scouts

Which Special Interest Area? (Circle One)

Goal | Project Patrol | Who will be supporting this project?

Individual |

Plan> Your Project

Who else will be involved? |

What will I/we do? |

What will I/we learn? |

How will I/we do it? |

☐ The plan outlined above has been approved and agreed upon by an adult Leader/mentor as well as the Joey or Cub Scout (if a Project Patrol, then they must also agree).

May 2020 - Version 2.2 - Scouts Australia Official Resource

May 2020 - Version 2.1 - Scouts Australia Official Program Resource

Transition pt. 3



Transition - Special Interest Areas

- No disadvantage
- S2P Converter
- Joey Scouts
 - Challenges
- Cub Scouts
 - Challenge Badges
- Scouts
 - Proficiency Badges
- Venturer Scouts
 - Varies
- Rover Scouts
 - Varies





Recap – Session 7

This Session:

- Special Interest Areas
 - 6 categories
 - Sustainable Development Goals
 - Plan>Do>Review>
 - Time requirements
- Transition Pt. 3

Thankyou!

See you next week!



Scouts
AUSTRALIA