

# Youth Program Upskill

Welcome Back  
Presentation by



Gai



Liam



# Recap

**So far this weekend:**

**Session 1** - Overview & Fundamentals

**Session 2** – Unit Councils & Patrols

**Session 3** – Goal Setting

**Session 4** – Challenge Areas &  
Our Programming Process

**Session 5** – Program Essentials

**Session 6** – Outdoor Adventure Skills

**Session 7** – Special Interest Areas



# Recap

## Need to refresh yourself?

You can re-visit any of the sessions by re-clicking the original link.

The Session link will also be placed on MS Teams for this training.

## Questions?

- On the Teams site or
- NSW New Youth Program (NYP) Implementation – ALL Sections Facebook group
- Use the Q&A Function during Today's Live Events
- Breakout rooms: 10am & 1245pm (same link yesterday)







# One Program, One Journey

Fun  
Adventurous  
Challenging  
Inclusive

## Scout Method

The Scout Method has eight elements that support the development of young people.



**Community Involvement**  
Active exploration of an individual's commitment and responsibility to their community and the wider world.

**Personal Progression**  
A learning journey focused on challenging the individual to do their best through a range of experiences.

**Nature and the Outdoors**  
The outdoors is the primary setting for learning and encourages a two-way relationship between the individual and the natural world.

**Symbolic Framework**  
A unifying structure of themes and symbols that facilitates the awareness and development of an individual's personal journey.

**Learning by Doing**  
Learning through practical experiences and activities.

**Promise and Law**  
Living values and laws that underpin all Scout activities.

**Patrol System**  
Working in small groups, known as patrols, to develop interpersonal and leadership skills.

**Youth Leading, Adults Supporting**  
A measurement guided by adults, where young people are increasingly self-managing.

## Purpose of Scouting



The Purpose of Scouting provides the movement with a focus. It identifies the key elements that Scouting seeks to achieve through the experiences and program offered. The purpose of the Scout Movement is to contribute to the education of young people in achieving their full physical, intellectual, emotional, social and spiritual potential as individuals, as responsible citizens and as members of their local, national and international communities.

## SPICES

Taken directly from the Purpose, the personal development areas of social, physical, intellectual, emotional and spiritual make up the fundamental basis of a person's character, making 6 areas at all. We refer to this as SPICES, which helps us remember the six areas. These are the outcomes that are achieved through Scouting.



**SOCIAL**  
Social development refers to belonging to a group, one's relationships with others, and understanding differences between people in social groups of peers, as well as issues of diversity and inclusion in larger communities.



**CHARACTER**  
Character development refers to the pursuit of personal goals. It includes positive attitudes, responsibility, respect, and making an effort beyond what benefits the self. It encompasses personal growth in the five other SPICES.



**PHYSICAL**  
Physical development refers to one's ability to think, plan, execute, review and be creative, applying information, knowledge, and skills in new and different circumstances.



**EMOTIONAL**  
Emotional development refers to the need for understanding of one's own emotions and the emotions of others. It includes awareness of how a person is feeling, experiencing emotions in a positive manner, as well as learning and supporting the emotional needs of others.



**INTELLECTUAL**  
Intellectual development refers to the development of a person's ability to learn, understand, and apply knowledge, and the pursuit of the spiritual choices of others.



**SPIRITUAL**  
Spiritual development refers to the development of a person's beliefs, values, and the pursuit of the spiritual choices of others.

## Challenge Areas

The Challenge Areas are the core of the program. They are four broad areas with all sectional programming fit under.

Our Challenge Areas are:

- Community
- Local National International
- Supporting Knowledge Service
- Building Innovation Creativity
- Outdoor
- Fast High Wide
- Slow Deep Safe
- Environment
- Camping Time in Nature
- Water activities
- Adventure
- Personal Growth
- Individual Healthy Growing Resilience
- Believing Commitment Understanding New skills
- Health & Wellbeing
- Beliefs & Values
- Social Justice
- Skills
- Interests

They could be:

- Getting into community
- Engagement
- Projects & Partnerships
- Volunteering
- Diversity & Inclusion
- Active Citizenship
- Imagination
- Arts
- Making
- Creating
- Inventing
- Planning
- Water activities
- Adventure
- Personal Growth
- Individual Healthy Growing Resilience
- Believing Commitment Understanding New skills
- Health & Wellbeing
- Beliefs & Values
- Social Justice
- Skills
- Interests

## Unit Councils

Unit Councils meet regularly to create adventures, youth led, adult supported programs.

1. Plan and Review the program
2. Meet the personal progression needs of all members
3. Delegate tasks
4. Solve problems
5. Call the program your own
6. Create a program that is adventurous, fun, challenging and inclusive
7. Provide regular updates to the Section's program
8. Encourage engagement with, and ownership of the program

## Patrol System

The Scout movement is a patrol system in which youth, through the Patrol System, work in small groups, known as Patrols.



# Achievement Pathways



## Adventurous Journey

Adventurous journeys are exploration of the outdoors in a way that stretches or tests personal limits.

- An opportunity to explore
- An opportunity to apply skills learned through the Achievement Pathways
- An opportunity to demonstrate planning and leadership skills
- An opportunity to stretch
- A special journey through the outdoors

## Leadership/Personal Development Course

Leadership and personal development are an important part of growing as a person, and an important part of the Scout program.

- A course that provides a structured opportunity for young people to develop their leadership and personal development skills
- A course that provides a structured opportunity for young people to develop their leadership and personal development skills
- A course that provides a structured opportunity for young people to develop their leadership and personal development skills

## Personal Reflection

Personal reflection involves taking time to look back on the past and analyze goals, achievements, development and learning.

- The final component in the Peak Award
- An opportunity to consider
- Time in Section
- What has been learned
- Achievement of goals
- Reflect on development
- What was enjoyable
- What was challenging
- Key milestones
- Key decisions
- Activities completed
- Contribution to creating a better world

## Outdoor Adventure Skills

Outdoor Adventure Skills (OAS) are the link between adventurous activities experienced through the youth program.

- Bushcraft
- Bushwalking
- Camping
- Canoeing
- Climbing
- Cycling
- Hiking
- Kayaking
- Mountaineering
- Orienteering
- Paragliding
- Rock climbing
- Rowing
- Sailing
- Skiing
- Snow sports
- Surfing
- Swimming
- Tug of war
- Water skiing
- Windsurfing
- Yachting

## Special Interest Areas

Special Interest Areas are six broad skill areas that you may choose to explore.

- Adventure & Sport
- Arts & Literature
- Creating a Better World
- Environment
- Growth & Development
- STEM & Innovation

## Introduction to Scouting

The Introduction to Scouting is the first element of the Achievement Pathways. It is completed at the start of a young person's journey in Scouting.

- The World Organization
- What Scouting looks like at a global level
- When Scouting commenced in Australia
- The structure of Scouting in Australia

## Introduction to Section

The Introduction to Section is the first component of the Achievement Pathways completed in each Section.

- The youth member who is moving into the next section will discuss the following with their peers, supported by adults:
- The significance of the scarf
- Other important Scouting symbols in the area
- The Scout Method
- When Scouting commenced in Australia
- The structure of Scouting in Australia

## Milestones (Participate/Assist/Lead)

Milestones are significant achievements within each section.

- The Patrol System and how it works in this Section
- The opportunities and achievements
- Record Keeping
- The Symbolic Framework
- The Promise and Law
- The Unit Code

## Session 5

There are two key elements to each Milestone in Program Elements:

- Participate, assisting and leading in the program
- The youth member who is moving into the next section will discuss the following with their peers, supported by adults:

Each Milestone should take 6-12 months to complete for Rover Scouts. It is expected to take 12 months to complete the program and personal development that has occurred during that time. It should be viewed as something extra to work on, but rather than a requirement for a Scoutmaster to complete.

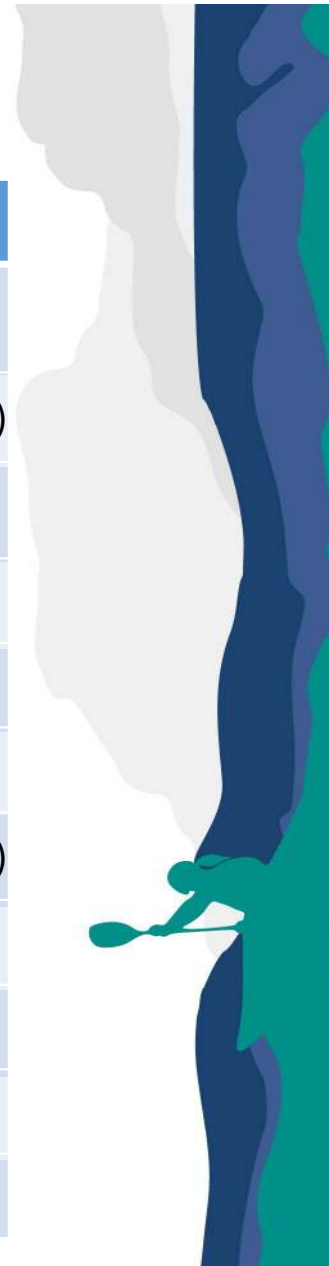
It is expected that all Scouts will complete the Program Elements milestones, regardless of their interest in exploring the rest of the Achievement Pathways elements.

Participate-Assist-Lead is the way you measure your engagement and experience of the program on a week-to-week, activity-to-activity basis. The experience and engagement in the program contributes to the achievement of Milestones.

Those about: What have you learned from your involvement in the program? What are the improvements that could be made for future attempts at the activity?

# Today's Plan

9:00:00 AM	Welcome Back Day Plan
9:10:00 AM	Peak Awards/ Recap on components & Additional Awards - including transition order process
10:00:00 AM	Break out - Discussion Groups, question from last 2 topics - sectional unpacking (Sections)
10:20:00 AM	A quick overview- Our Digital System (Scouts I Terrain) - How it helps your Units with the Program
11:00:00 AM	Morning Tea - Session Break
11:30:00 AM	Adults Supporting for a Youth Lead Program
12:15:00 PM	Communication with our Program
12:45:00 PM	Break out - Discussion Groups, question from last 2 topics - sectional unpacking (Sections)
1:00:00 PM	Quick break - leg stretch
1:15:00 PM	Implementation the ins and outs
2:00:00 PM	Final wrap up, Questions, etc, reminders etc
2:30:00 PM	Finish



# Youth Program Upskill

Session 10 (Sunday Morning)

Presentation by



Aaron  
Scout Leader



Ayla  
Venturer Leader





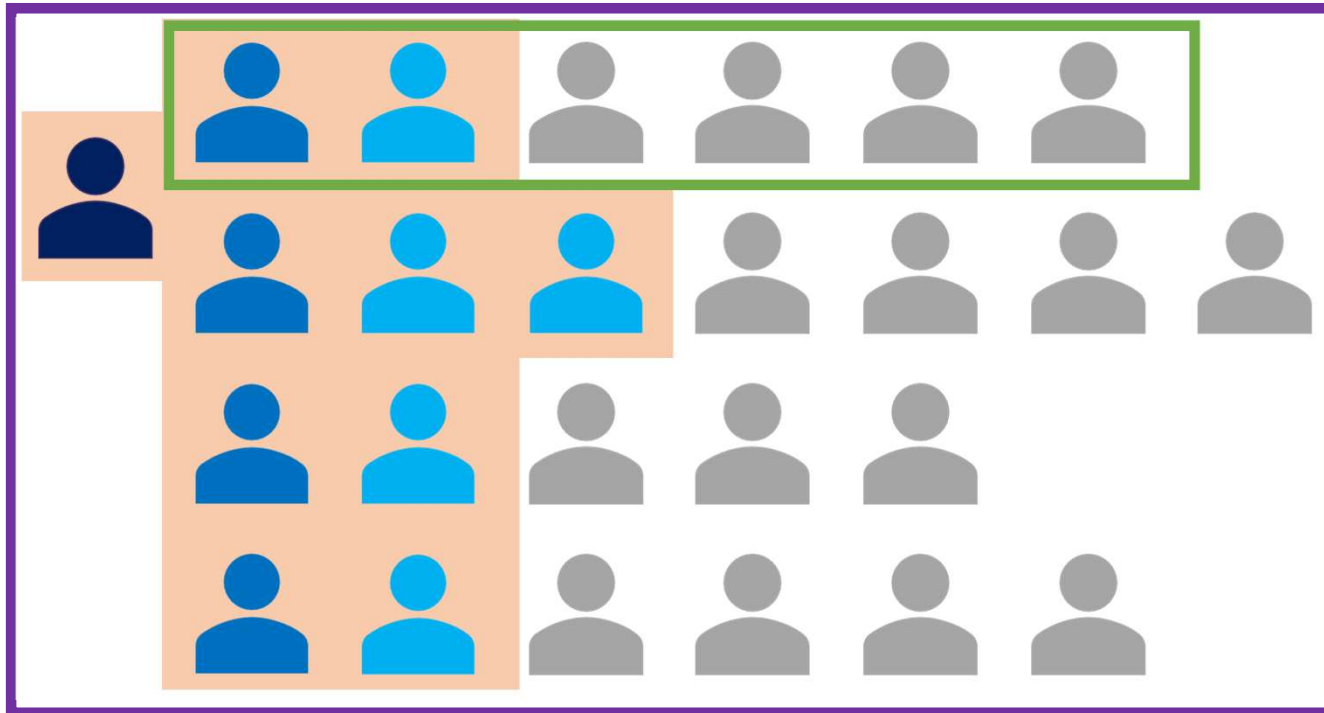
# **Achievement Pathways - Recap**

## **Peak Award Requirements**

### **Additional Peak Award Components**



## Terminology



UNIT

PATROL

UNIT  
COUNCIL

UNIT  
LEADER

PATROL  
LEADER

ASSISTANT  
PATROL  
LEADER

SCOUT







**What is the Peak Award?**

**What is its purpose?**

**Who do we see achieving it?**

Handbook  
Page Ref:  
90-92



# Peak Award Components

What we have covered

Program Essentials - Milestones  
Outdoor Adventure Skills  
Special Interest Areas

What we will cover this morning

Adventurous Journey  
Unit Management or Personal Development Course  
Personal Reflection



# Recap on Milestones

- **Participate – Assist – Lead**
- Active participation in the Section Program
- Range of **Challenge Areas**
- Reflection after each Milestone
- Approved by Unit Council



# Requirement for Peak Award

All youth members need

## MILESTONE 3



to achieve their Peak award





# Recap on Outdoor Adventure Skills

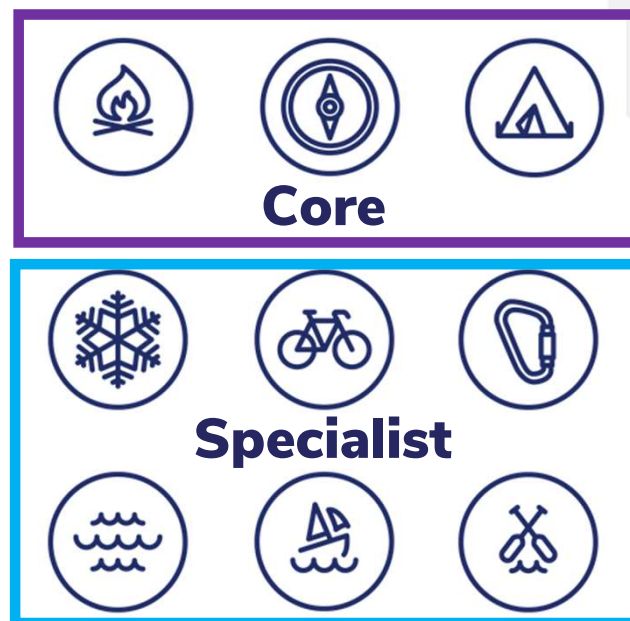
Handbook  
Page Ref:  
81-83

- 9 Skills, 23 Streams
- Stages 1–9 from basic to advanced



- "Progression" from one Stage to next per Stream
- Baseline at start of each Section

- "I-Statements" cover Plan>Do>Review>
- Evidence and Logbook required
- Approved by Unit Council



# Requirement for Peak Award

Section	Bushcraft, Bushwalking and Camping	Total Progressions in Section (any Skill/Stream)	Progressions to Stage 4+
Joey Scout	Stage 1	–	–
Cub Scout	Stage 3	8	–
Scout	Stage 5	10	–
Venturer Scout	Stage 5	12	4
Rover Scout	Stage 5	14	6

# Recap on Special Interest Areas

Handbook  
Page Ref:  
84-86

- Emphasis on Goal Setting and Achievement
- Time covers Plan>Do>Review>
- Can be individual or Patrol based
- Approved by Unit Council



ADVENTURE AND SPORT



ARTS AND LITERATURE



CREATING A BETTER WORLD



ENVIRONMENT



GROWTH AND DEVELOPMENT



STEM AND INNOVATION

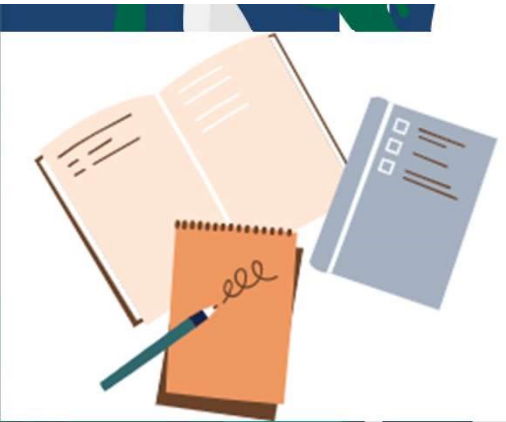
# Requirement for Peak Award

Section	Total projects	Minimum areas covered	Hours required (Plan>Do>Review>)
Joey Scout	6	2	2 (12 total)
Cub Scout	6	2	4 (24 total)
Scout	6	3	8 (48 total)
Venturer Scout	6	3	12 (72 total)
Rover Scout	6	4	18 (108 total)



# **Additional Components of the Peak Award**





# Course: Unit Management, Personal Development or Equivalent

- General leadership through many program elements
- Personal Development and Unit Management courses support developing leadership skills and self-awareness
- Practical focus and application, learning-by-doing
- In development nationally, available 2021
- Range of alternatives!
- Approved by Unit Council



# Requirement for Peak Award

Section	Duration	"Equivalent" Examples
Joey Scout	—	—
Cub Scout	1 day	Cub Scout Leadership Course
Scout	Weekend	Scout Leadership Course YOU or LEAD
Venturer Scout	Weekend	Venturer Leadership Course Country to Canberra RYPEN YOU or LEAD
Rover Scout	30 hours	Basic Leader Training (any section) RYLA YOU+LEAD



# Adventurous Journey

- Human powered pursuits
  - ✓ Hiking, Canoeing, Cycling, Sailing, Rowing
  - ✗ 4WD, Flying, Horse-riding



- Working on Milestone 3
- Participate as a Patrol, part of Review>: Joey Scouts
- Lead (Adult/Mentor support): Cub, Scout, Venturer, Rover Scouts
- Personal challenge – no maximum or minimum kilometres
- No local rules
- May also meet some Outdoor Adventure Skills I-Statements (e.g. Bushwalking Stage 1, 3, 5, 6)





# Requirement for Peak Award

Section	Minimum Duration*
Joey Scout	3 hours (Participate)
Cub Scout	4 hours (Lead)
Scout	3 days, 2 nights (Lead)
Venturer Scout	4 days, 3 nights (Lead)
Rover Scout	4 days, 3 nights (Lead)
* - Duration includes reasonable stops e.g. for lunch, DO time only.	



# Personal Reflection Requirement for Peak Award

- Facilitated by Peers and Unit Council
- Adult support – developmentally appropriate
- Resources in Scouts | Terrain and [pr.scouts.com.au](http://pr.scouts.com.au)
- Think about your time in the section...
- Consider what you have learnt...
- How have you achieved your goals?
- Reflect on your development!
- NOT pass or fail!



SOCIAL



PHYSICAL



INTELLECTUAL



CHARACTER

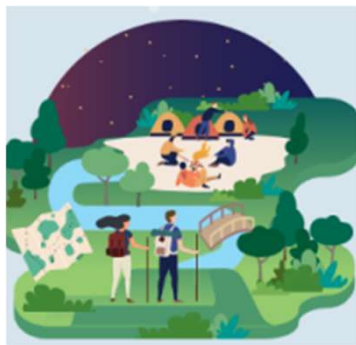
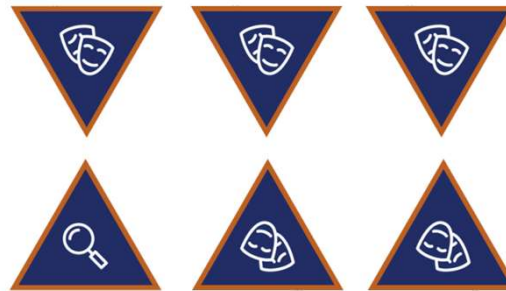


EMOTIONAL



SPIRITUAL

# Joey Scout Challenge Award



3 hours  
Participate in  
Plan> and Review>



SOCIAL



PHYSICAL



INTELLECTUAL



CHARACTER



EMOTIONAL



SPIRITUAL



**Joey Scout Challenge Award**

**Joey Scouts**

**Milestone 3**

**Outdoor Adventure Skills**

Bushcraft 1, Bushwalking  
1, Camping 1

**Special Interest Areas**

Six activities in at least  
two different areas

**Adventurous Journey**

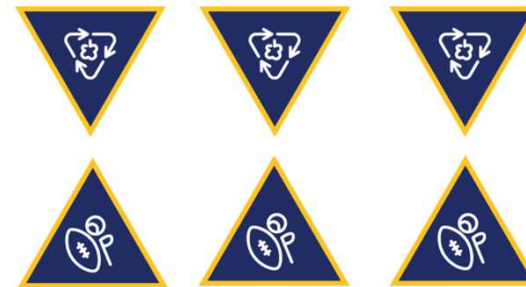
Three Hours Duration

**Personal Reflection**

# Grey Wolf Award



8 Outdoor Adventure Skills  
Stage Progressions



4 hours  
Lead with support



1 day



**Grey Wolf Award**  
**Cub Scouts**  
**Milestone 3**

**Outdoor Adventure Skills**  
Bushcraft 3, Bushwalking  
3, Camping 3. Eight stage  
progressions in total

**Special Interest Areas**  
Six activities in at least two  
different areas

**Adventurous Journey**  
Four Hours Duration

**Leadership/ Personal  
Development Course**

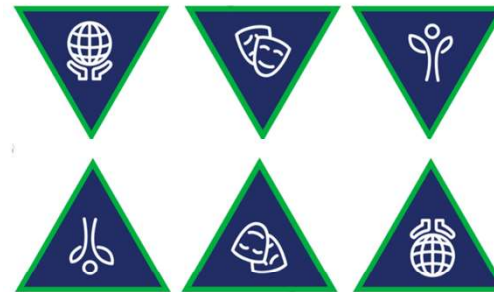
**Personal Reflection**



# Australian Scout Award



10 Outdoor Adventure Skills  
Stage Progressions



3 days, 2 nights  
Lead with support



Weekend



## Australian Scout Award

Scouts

Milestone 3

### Outdoor Adventure Skills

Bushcraft 5, Bushwalking  
5, Camping 5. ten stage  
progressions in total

### Special Interest Areas

Six activities in at least three  
different areas

### Adventurous Journey

Three days, two nights Duration

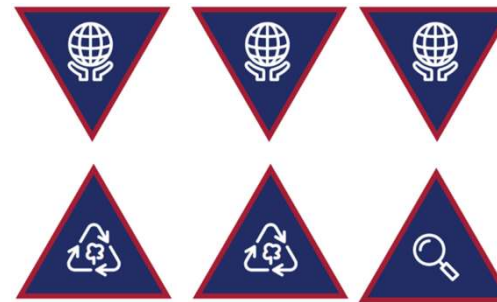
### Leadership/ Personal Development Course

Personal Reflection

# Queen's Scout Award



12 Outdoor Adventure Skills  
Stage Progressions  
4 Progressions to Stage 4+



4 days, 3 nights  
Lead (mentored)



Weekend



Queen's Scout Award

Venturer Scouts

Milestone 3

**Outdoor Adventure Skills**

Bushcraft 5, Bushwalking 5,  
Camping 5. Four progressions  
Stage 4 or above, (Twelve  
progressions in total)

**Special Interest Areas**

Six activities in at least three  
different areas

**Adventurous Journey**

Four days, three nights Duration

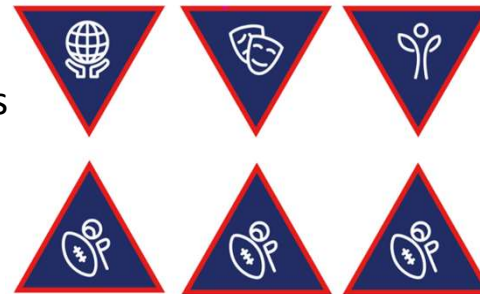
**Leadership/ Personal  
Development Course**

**Personal Reflection**

# Baden-Powell Scout Award




14 Outdoor Adventure Skills  
Stage Progressions  
6 Progressions to Stage 4+



4 days, 3 nights  
Lead (mentored)



30 hours



**Baden-Powell Scout Award**  
**Rover Scouts**  
**Milestone 3**

**Outdoor Adventure Skills**  
Bushcraft 5, Bushwalking 5, Camping 5. six progressions  
Stage 4 or above, (fourteen progressions in total)

**Special Interest Areas**  
Six activities in at least four different areas

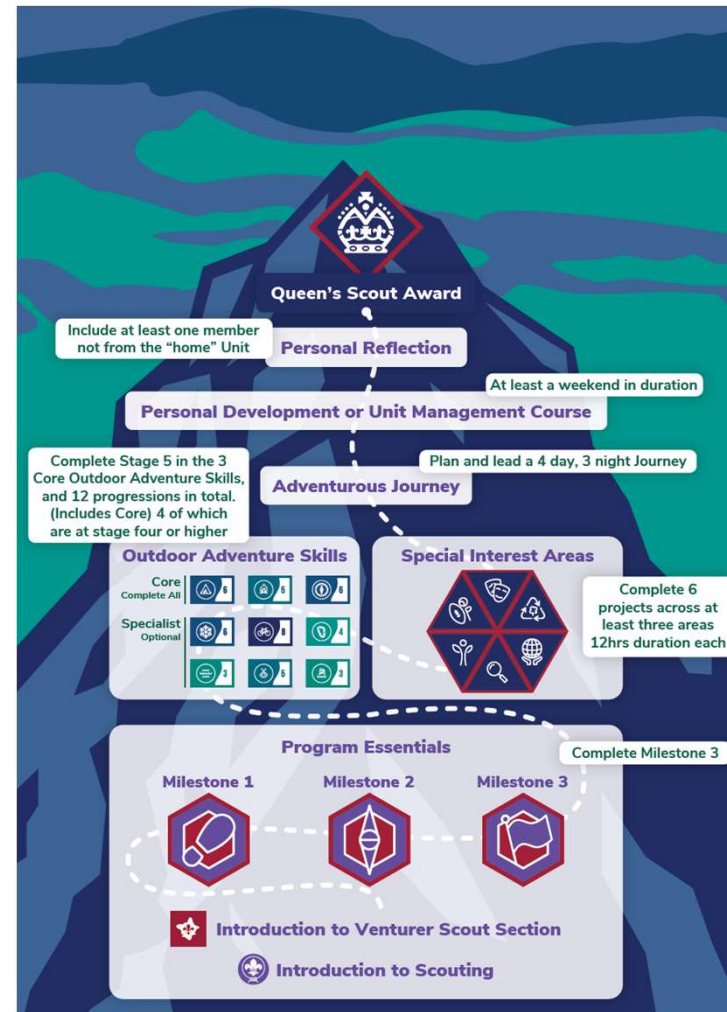
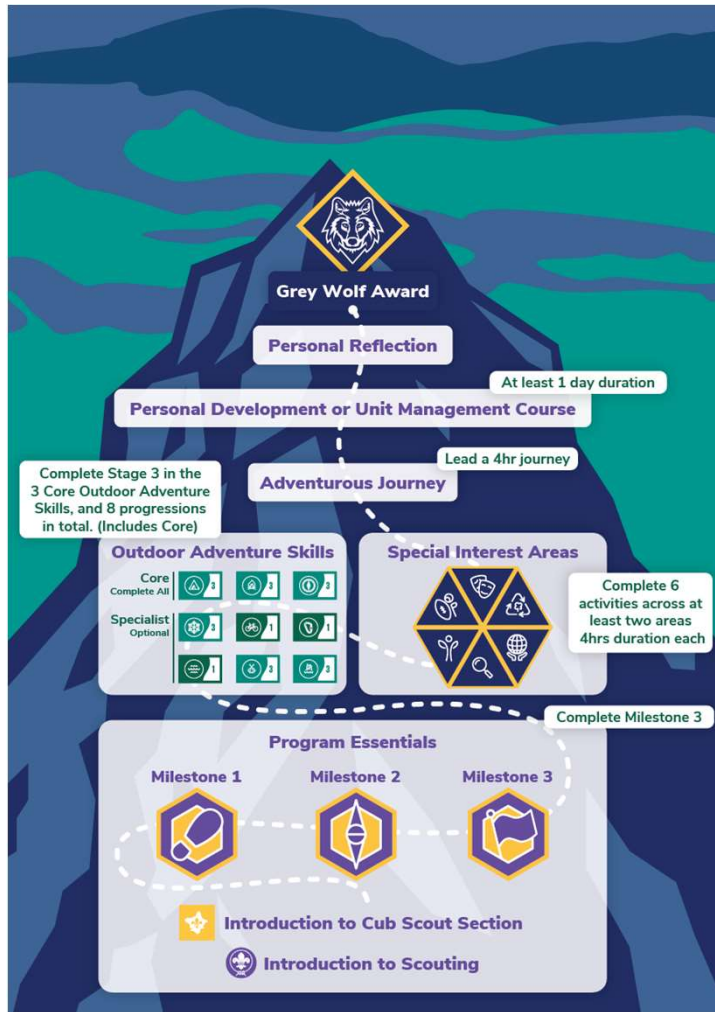
**Adventurous Journey**  
Four days, three nights Duration

**Leadership/ Personal Development Course**

**Personal Reflection**



# Achievement Pathways Mountains



# Access and Inclusion

**Scenario 1:** Scout without financial resources to participate as they would like to in the Outdoor Adventure Skills – How can we facilitate their goals?

**Scenario 2:** Scout with physical disability - How can we support their Adventurous Journey?

**Scenario 3:** High achieving Scout - How do adults and the Unit support this young person to stretch their goals?

**Scenario 4:** Scout with long term illness and low attendance – what can we change in the requirements?

**Scenario 5:** Scout is unable to complete components due to COVID – How can we help them achieve the Peak Award?



# Access and Inclusion

## Person Centred

1. Requirement as specified
2. Modified requirement (same goal)
3. Limited requirement
4. Peer completes requirement under "instruction"
5. Remove requirement





# Approval Process

## Complete each aspect with Unit Council Approval

- Milestone 3
- OAS Core Stages 1/3/5
- OAS Progressions (except Joey Scouts)
- SIA Projects
- Adventurous Journey
- Leadership Course (except Joey Scouts)

## Personal Reflection

- Small group of peers
- Unit Council or Scouts from another Unit (section dependent)
- Awardee Supporters as requested

## Unit Council approves Peak Award

## Unit Leader informs State Office of completion

## NOTICE OF COMPLETION GREY WOLF AWARD



### Cub Scout's Details

First Name:		Last Name:	
Date of Birth:		Registration Number:	
Scout Group		District:	

### Requirements

All applicants must have successfully achieved the following requirements for the Grey Wolf Award:

	Pathways	Requirements	Date Completed
1	Milestones	Completed Milestone 3:	
2	Outdoor Adventure Skills	Bushcraft Stage 3:	
		Bushwalking Stage 3:	
		Camping Stage 3:	
		8 Stage Progressions (Total): <small>(can include advancement of Core Stages.)</small>	
3	Special Interest Areas <small>(The six badges must be in at least two different areas.)</small>	Badge 1 Area:	
		Badge 2 Area:	
		Badge 3 Area:	
		Badge 4 Area:	



### Queen's Scout Award Process Checklist

Venturer Scouts should complete all aspects of the Queen's Scout Award prior to their Personal Reflection.

- The Personal Reflection is to occur with at least 2 members of the District, Region or Branch Venturer Youth Council (or delegates), of which at least one member must not be a member of the same Scout Group and/or Venturer Unit as the candidate. It is encouraged that an adult supports this reflection.

The Unit Council should approve the Queen's Scout Award after the completion of the Personal Reflection.

- 1 Queen's Scout Award gets approved at Unit Council.
- 2 Unit Council delegate emails (preferred) or mails form to Branch/State Office and cc'ed to District Commissioner/Leader Venturer Scouts or appropriate person at the District level and the Group Leader, or Leader-In-Charge, of the Scout Group.

# Transition: Tools and Tips



# Transition: Engaging Youth

1. Scheme to Pathways converter
2. Program Essentials & Special Interest Areas
3. Transition Outdoor Adventure Skills
  - a) Completed Stages
  - b) Partial Stages
    - Joey Scouts and Cub Scouts: I-Statements as a group, adult leader input
    - Scouts: Patrol System!
    - Venturer Scouts and Rover Scouts: Individual, ensure logs are being kept

**Trust your youth – if they say they've done it, assume true!**

- **NOTE: ALL YOUTH MUST BE ON "NEW" PROGRAM ACHIEVEMENT PATHWAYS BY 1 JANUARY 2022**



# S2P Overview

[s2p.scouts.com.au](https://s2p.scouts.com.au)

## Scheme to Pathways Converter

*A tool for Scouts, or their patrol/unit leader or adult leader, to convert their Award Scheme badges to the new Achievement Pathways. You are welcome to use and reuse the tool as often as you like. It doesn't store or record results in any "official" way.*

Scout's Name \*

Enter FIRST NAME only, please.

Example Scout

Email address

Enter this only if you want to send results to your email. This is optional. We will not use your email address for any other purpose. Scout's honour!

aaron.tomlins@nsw.scouts.com.au

I am from: \*

State or territory your unit is based in.

New South Wales

Your own role: \*

What is your own role as the person doing this conversion?

☐ This is for me. I am the Scout.

☐ Unit Leader

☐ Parent

☐ Patrol or Assistant Patrol Leader

☒ Adult Leader in a Unit

☐ Other



# S2P Overview

s2p.scouts.com.au

Age section: \*

Choose which age section the Scout is in.

Scouts

Scout Award Scheme Badges Earned:

Select ALL the badges you have achieved in the current award scheme.

- |  |  |   |   |
|--|--|---|---|
| <input type="checkbox"/> 1. The Australian Scout Medallion                                       | <input checked="" type="checkbox"/> 2. Pioneer Badge and Red Cord      | <input type="checkbox"/> Target badge – any Air Activities                  | <input checked="" type="checkbox"/> Target badge – any Environment      |
| <input type="checkbox"/> 3. Explorer Badge and Blue Cord   | <input type="checkbox"/> 4. Adventurer Badge and Green Cord            | <input type="checkbox"/> Target badge – Explorer Campcraft                  | <input checked="" type="checkbox"/> Target badge – Explorer Citizenship |
| <input type="checkbox"/> 5. I have led an Adventurer Level Journey                               | <input checked="" type="checkbox"/> 6. A Scout Leadership Course badge | <input type="checkbox"/> Target badge – Explorer Construction               | <input type="checkbox"/> Target badge – Explorer Emergencies            |
| <input checked="" type="checkbox"/> A Scout Link Badge   | <input checked="" type="checkbox"/> A Scoutcraft Badge                 | <input type="checkbox"/> Target badge – Explorer Water Activities           | <input type="checkbox"/> Target badge – Explorer Water Safety           |
| <input checked="" type="checkbox"/> A World Scout Membership Badge                               | <input type="checkbox"/> Other badge – Amateur Radio Operator          | <input checked="" type="checkbox"/> Target badge – Pioneer Campcraft        | <input checked="" type="checkbox"/> Target badge – Pioneer Citizenship  |
| <input checked="" type="checkbox"/> Other Badge – any Camper nights or Walkabout distance badges | <input checked="" type="checkbox"/> Other badge – First Aid            | <input type="checkbox"/> Target badge – Pioneer Construction                | <input type="checkbox"/> Target badge – Pioneer Emergencies             |
| <input type="checkbox"/> Other badge – Landcare  | <input type="checkbox"/> Other badge – Language Emblem                 | <input checked="" type="checkbox"/> Target badge – Pioneer Water Activities | <input type="checkbox"/> Target badge – Pioneer Water Safety            |
| <input type="checkbox"/> Other badge – Messengers of Peace badge                                 | <input type="checkbox"/> Other badge – Scouts Australia SES Badge      |   |   |
| <input checked="" type="checkbox"/> Other badge – Their Service-Our Heritage                     | <input type="checkbox"/> Other badge – World Scout Environment B       |   |   |
| <input type="checkbox"/> Patrol Activity – Adventurer Level (green)                              | <input type="checkbox"/> Patrol Activity – Explorer Level (blue)       |   |   |
| <input checked="" type="checkbox"/> Patrol Activity – Pioneer Level (red)                        | <input checked="" type="checkbox"/> Proficiency badge – Abseiling      |   |   |
| <input type="checkbox"/> Proficiency badge – Agriculture   | <input type="checkbox"/> Proficiency badge – Animal Keeper             |   |   |
| <input type="checkbox"/> Proficiency badge – Anthropology  | <input type="checkbox"/> Proficiency badge – Art                       |   |   |
| <input checked="" type="checkbox"/> Proficiency badge – Astronomer                               | <input type="checkbox"/> Proficiency badge – Bushcraft                 |   |   |
| <input type="checkbox"/> Proficiency badge – Caving  | <input checked="" type="checkbox"/> Proficiency badge – Collector      |   |   |
| <input type="checkbox"/> Proficiency badge – Commerce  | <input type="checkbox"/> Proficiency badge – Communication             |   |   |
| <input type="checkbox"/> Proficiency badge – Community   | <input type="checkbox"/> Proficiency badge – Craft                     |   |   |
| <input type="checkbox"/> Proficiency badge – Crime Prevention                                    | <input type="checkbox"/> Proficiency badge – Cultural Heritage         |   |   |
| <input type="checkbox"/> Proficiency badge – Entertainer   | <input checked="" type="checkbox"/> Proficiency badge – Fire Awareness |   |   |

GET MY CONVERSION!



# S2P Overview

[s2p.scouts.com.au](https://s2p.scouts.com.au)

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*A tool for Scouts, or their patrol/unit leader or adult leader, to convert their Award Scheme badges to the new Achievement Pathways. You are welcome to use and reuse the tool as often as you like. It doesn't store or record results in any "official" way.*

Here are your conversions from the old award scheme, to the new Achievement Pathways. (We also emailed them to you if you requested it.)

Scout's name: Example Scout  
Section: Scouts  
From: New South Wales  
Your role: Adult Leader in a Unit

The process to convert is not a quick one. Once you have used this tool, you need to work through each one to check that it is correct.

**Extra care needs to be taken to convert to the Outdoor Adventure Skills.** This takes careful checking through to ensure you can perform each skill and have correctly selected your skill level. You WILL need the support of an experienced or qualified peer, an adult leader, or an expert in that stream. The only way is to work through each skill individually. This tool will give you a rough starting point, only.


So, here are your conversions:

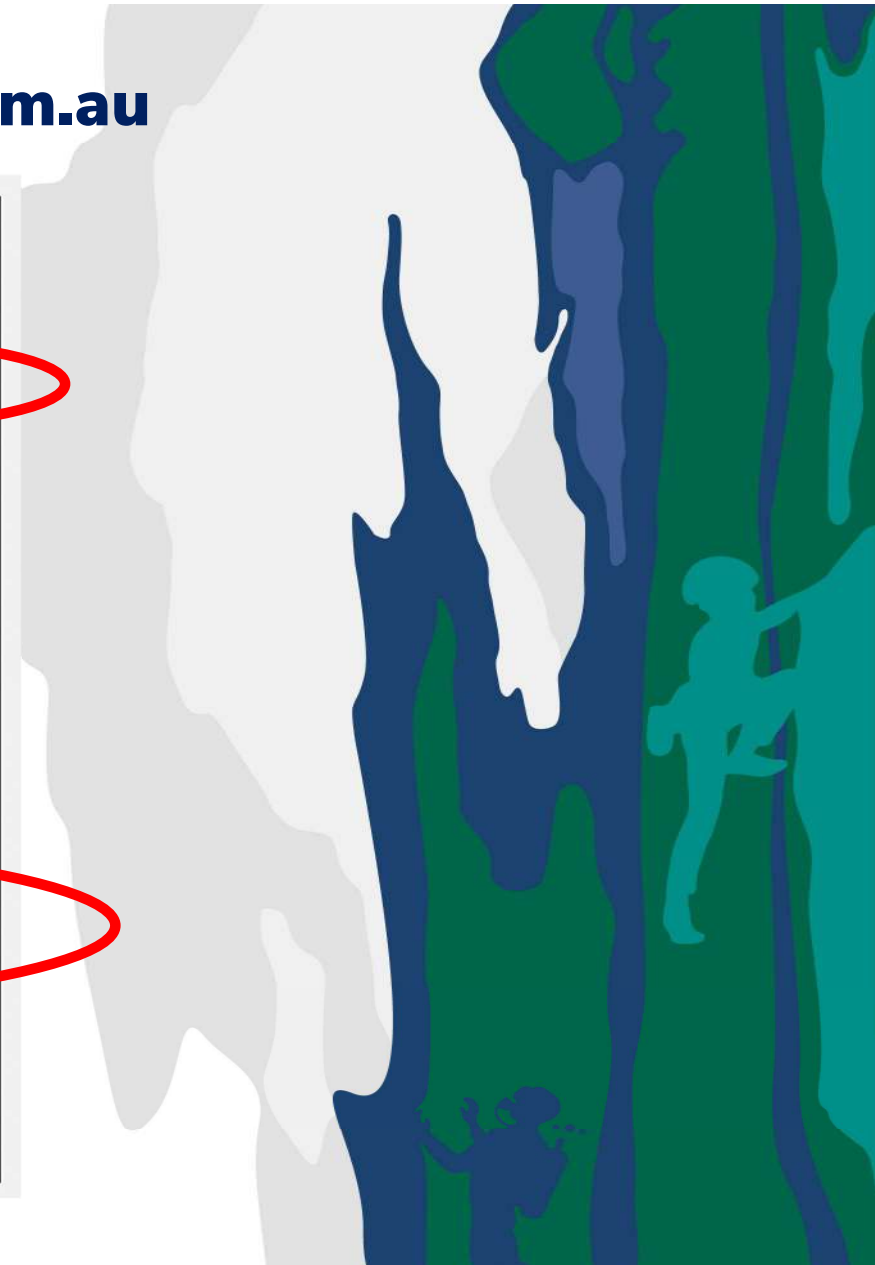




# S2P Overview


[s2p.scouts.com.au](https://s2p.scouts.com.au)

 <u>Program Essentials</u> Achievements	from Current Award Scheme
A Milestone 1 badge	2. Pioneer Badge and Red Cord
The Introduction to Scout Section badge	A Scout Link Badge
The Introduction to Scout Section badge	A Scoutcraft Badge
Sign off the Introduction To Scouting part of your new Record Book and you continue to wear the World Scout Membership and Australian Flag badges.	A World Scout Membership Badge
Discuss with a patrol leader which activities you have participated in, assisted in, or led, that could meet the requirements for Milestone 1 Outdoors or Community Challenge Area, from your Pioneer Patrol Activity badge.	Patrol Activity - Pioneer Level (red)
Discuss with your patrol leader which activities you have assisted in, or led, that could meet the requirements for Milestone 2 Community or Personal Growth Challenge Area, from your Explorer Citizenship badge.	Target badge - Explorer Citizenship
Discuss with your patrol leader which activities you have participated in, assisted in, or led, that could meet the requirements for Milestone 1 Community or Personal Growth Challenge Area, from your Pioneer Citizenship badge.	Target badge - Pioneer Citizenship



# S2P Overview

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 <u>Outdoor Adventure Skills (OAS)</u> Achievements	from Current Award Scheme
If you have completed a Provide First Aid Course, then this will meet the First Aid requirements of most Stage 5 OAS badges.	Other badge - First Aid
A Stage 3 Vertical OAS badge	Proficiency badge - Abselling
The First Aid requirements for most Stage 4 Outdoor Adventure Skills can be met by the Explorer Citizenship First Aid section.	Target badge - Explorer Citizenship
A Stage 3 Camping OAS badge	Target badge - Pioneer Campcraft
The First Aid requirements for most Stage 3 Outdoor Adventure Skills can be met by the Pioneer Citizenship First Aid section.	Target badge - Pioneer Citizenship
A Stage 3 Boating or Paddling OAS badge	Target badge - Pioneer Water Activities

*In addition to these Outdoor Adventure Skill conversions (if any), there may be some skills that you are competent in that are not recognised in the current award scheme. It is acceptable for you to demonstrate your skills in an Outdoor Adventure Skills stream if you have developed them in activities in or out of Scouting. For example, a Cub Scout who has become proficient at rock climbing through a club that their family belongs to, could work through the skills outlined in the Vertical streams, with support from the club's instructor, and be recognised for that skill development.*

*Furthermore, the Outdoor Adventure Skills are recognised across age sections. Therefore, you can enter your award scheme badges from previous sections and apply the Outdoor Adventure Skills conversions. Note, this is for Outdoor Adventure Skills conversions only!*



# S2P Overview

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 <u>Special Interest Area (SIA) Achievements</u>		from Current Award Scheme
A STEM & Innovation SIA badge		Proficiency badge - Astronomer
An Arts & Literature SIA badge		Proficiency badge - Collector
A STEM & Innovation SIA badge		Proficiency badge - Fire Awareness
An Environment SIA badge		Target badge - any Environment

*\*\*Note that you CAN have more than one Special Interest Areas badge in any one Area.*

<u>Additional Badges</u>	from Current Award Scheme
Continue to wear the Camper and Walkabout badges you have earned. Don't forget to get your logbook up to date!	Other Badge - any Camper nights or Walkabout distance bdages
A First Aid badge	Other badge - First Aid
A Their Service-Our Heritage badge	Other badge - Their Service-Our Heritage

 <u>Peak Award Achievements</u>		from Current Award Scheme
The Leadership or Personal Development Course requirement for the Peak Award		6. A Scout Leadership Course badge

# Process for Ordering Badges

1. Group Leaders will get an email from Gai with the transition sheet
2. The Group (all Sections) map current achievements to the Achievement Pathways
3. All Sections order sheet condensed and sent by a representative of the Group

Note: this process and sheet should be actioned ASAP (maximum time to complete 3 months – end June)

Remember, all milestones are worn, all Special Interest Areas are awarded, only get highest Outdoor Adventure Skill Stage for the 9 main Skill Areas

Transition badge orders due by end June for free initial pack -  
[nyp.support@nsw.scouts.com.au](mailto:nyp.support@nsw.scouts.com.au)

Must return spare Award Scheme badges to Port Kembla Scout Shop after initial spread sheet is sent in

After initial transition order you can order (with cost) from Port Kembla using the spreadsheet or the National Scout Shop online



# Coming Up Today

Break out Groups

**10:20am – Our Digital System (Scouts | Terrain)**

Morning Tea Break

**11:30am – Adults Supporting for a Youth Led Program**

**12:15pm – Communication with our Program**

Break out Groups

Short Break – leg stretch

**1:15pm – Implementation the ins & outs**

**2:00pm – Final Wrap Up, Questions etc.**



# Thankyou!

See you next week!



**Scouts**  
AUSTRALIA