

Virtual Upskill

NSW Virtual Upskill – Session 1a Recap – Program Overview

The purpose of **Session 1a** is to give you an outline of the BIG picture that we will all be exploring over the next few sessions, plus refreshing you on the Fundamentals of Scouting!

What did we cover in this session?

- Introducing our Upskill & housekeeping
- Overview of where we have come from & where we are going
- Reminder of the Purpose of Scouting
- Quick refresher on the Scout Method, SPICES, Plan>Do>Review>
- Our program terminology
- Brief overview of the Achievement Pathways



Joey Scouts



Cub Scouts



Scouts



Venturer Scouts



Rover Scouts

Our Program Terminology

- We are all Scouts
- All sections are Units and have Unit Councils
- We all utilize the Patrol System
- Our Program Language is consistent across sections
- Our Ceremonies are consistent (Page 96-122 of the Handbook)



PERSONAL GROWTH



COMMUNITY



OUTDOORS



CREATIVE

Programming (Covered in detail in **Session 2**)

- Youth create their programs around our 4 Challenge Area's
 - Personal Growth, Community, Outdoors & Creative

The Achievement Pathways include:

- Program Essentials (Covered in detail in **Session 3**)
- Outdoor Adventure Skills (Covered in detail in **Session 4**)
- Special Interest Areas (Covered in detail in **Session 5**)
- Peak Awards (Covered in detail in **Session 6 - Sunday**)



Extra Resources:

- Head to <https://pr.scouts.com.au/fundamentals/> for tonnes of resources!
- Refresh your knowledge on the Scouting Fundamentals with On-demand Training modules under "Scouting Preliminary" section at <https://training.scouts.com.au/>

Your Action Challenge to help you learn (15min optional activity);

Get your Unit to review your last Program Cycle (i.e. your last term, season, semester program). For each activity identify which elements of the Scout Method were applied on each activity.

Ask: Are there elements you use less often, or that are missed? How can you apply the method elements that are used less next Program Cycle? Are there any elements you don't understand?