

Virtual Upskill

Virtual Upskill - Session 2 Recap – Challenge Areas & Programming

Programming is nothing new, but the purpose of **Session 2** is to provide updates on how we program, including how we use the Challenge Areas to create our programs, plus the 6-steps in the program cycle.

What did we cover in this session?

- Challenge Areas (Page 65-68)
- Programming (Page 129, 156, 286-7, 217-8, 249-50)

The Challenge Areas represent the four key categories Scouting activities come under and we use them to support program planning and to make sure our Unit program is engaging and diverse.

We create our programs using ALL four Challenge Areas. We use them at the Plan> stage.



Activities that don't fit into the Challenge Areas should only take up a very small part of the program. **We must also consider how we are incorporating ALL areas of the Scout Method & Plan>Do>Review>**

Program Cycle: The Unit Program is structured around a series of activities called a program cycle. Each program cycle lasts for an identified period of time, includes a Plan>Do>Review Process, and may be tied to a school term, a time period (such as 2-3 months), or a focus on a particular goal, such as a major camp or adventure.

The Scout Method



The 6-Step in the Program Cycle:

1. Reviewing (using Patrols)
2. Gathering external information
3. Coming up with new ideas (using Patrols)
4. Program planning (Unit Council)
5. Monitor the Program (Unit Council)
6. Ongoing Review (Unit Council)



While the idea of programming isn't new, we need to ensure we cover every step in the process. This is just a starting point; you should also think of ways to make this process engaging!

Extra Resources:

- Head to <https://pr.scouts.com.au/the-weekly-program/> for Programming Resources
- **Resources include:** Factsheets, Section specific Program Planning tools, Review Sheets, Promise and Law Programming Guide, Ceremonies Guide.
- Scouts Australia Video titled: "Youth Led Programming"

Your Action Challenges for this session:

For your next Program Cycle for each activity engage the youth members to identify which Challenge Area each activity would fall under. If your next program cycle is yet to be created, this is a great opportunity to create it using the Challenge Areas.