

Virtual Upskill



NSW Virtual Upskill – Session 3 Recap – Program Essentials

Continuing on from last session on Programming and the Challenge Areas, the purpose of **Session 3** is to introduce you to the first component of the Achievement Pathways called the Program Essentials.

What did we cover in this session?

- Introduction to Scouting & Introduction to Section
- What is Participate, Assist & Lead; The Milestones & their Requirements
- Badge Transitions – Part 1: Program Essentials

The **Introduction to Scouting** and **Introduction to Section** are the first elements of the Achievement Pathways. **ALL** youth will complete them at the start of their Journey as part of their Transition to a new section or entry to Scouting.

	Introduction to Scouting	Recognised by the World Scout Badge	Occurs ONCE at the START of their time in Scouts	All about Scouting more broadly		Handbook Page 77
	Introduction to Section	Recognised by a new badge in each section (Youth wear all their previous badges)	Occurs at START of each section	All about the basics of how the program works in that age section	Ask youth members to set some goals	Handbook Page 78

These are a **discussion** NOT an interview or a test and are should involve their peer mentor, Patrol Leader, and if needed, their Adult Leader. This can happen at once or over a few weeks!

Both Introduction to Scouting & Introduction to Section should be completed before a youth member is invested.

More details on Transitions can be found in the Handbook in each section Chapter, (i.e. Joey Scouts on page 117-118).

The Milestones

- They measure, recognise & encourage involvement in the Unit program
- Based around the **Challenge Areas** – Helping to create a balanced program & experience
- Youth will complete either a **Participate, Assist or Lead** each night/activity/camp. You can't count both a Participate & a Lead for the same activity (e.g. Unit night or camp)
- All youth should complete Milestone 1, 2 and 3 over their time in the section, if starting at the beginning of the age range for that section.
- Guidance on what Participate, Assist and Lead means for youth within each section can be found in the Handbook, Youth Member Guide's & Scouts | Terrain.
- Focus on personal progression & personal development.
- Everyone gets a chance to Assist and Lead activities, not just Patrol Leaders and Assistant Patrol Leaders



Milestone Requirements (No. of Activities / Challenges)



	Milestone 1	Milestone 2	Milestone 3
Participate[^]	24 Activities (6 from each Challenge Area)	20 Activities (5 from each Challenge Area)	16 Activities (4 from each Challenge Area)
Assist	2 Activities (over at least 2 Challenge Areas)	3 Activities (over at least 2 Challenge Areas)	4 Activities (over at least 2 Challenge Areas)
Lead	1 Activity (from any Challenge Area)	2 Activities (from any Challenge Area)	4 Activities (from any Challenge Area)
Personal Reflection	Completed at the end	Completed at the end	Completed at the end
Generally completed during:*	1 st third of time in the section	2 nd third of time in the section	Final third of time in the section
Total	27 Activities	25 Activities	24 Activities

[^]Participates can be counted towards the next Milestone before the previous Milestone is completed but Assists & Leads cannot.

*Scouts should not skip a Milestone. Scouts who start part-way through a section can start at the appropriate Milestone that is based on time remaining in the section (refer to page 79 of Handbook for more details).

Handbook Pages: Overview (79-80); Joeys (130-131), Cubs (150-159); Scouts (188-189); Venturers (220-221); Rovers (252-253)

Transition the Badges – Part 1: Program Essentials

Some Key Points:

- **No Youth Member Disadvantaged!** – For example, a Scout must be at least as close to their peak award as they were previously.
- You must 'Map' ALL youth members from their old Award Scheme to the Achievement Pathways – aim to finish this in the first 3 months
- You have until the end of 2021 to have all youth moved across.
- Many resources to help – including your fellow leaders & <https://s2p.scouts.com.au/> & Youth Member Guides
- Its critical to get the Youth member involved in this process



Introduction to Scouting

- All invested members (World Scout Badge)

Introduction to Section (e.g. Introduction to Scout Section)

- Link Badge OR 6 months in section (if they didn't "link")
- Scoutcraft/Venturing Skills/Squire Training

Simple Guide to Milestones Transitions

Milestone	Joey Scouts	Cub Scouts**	Scouts**	Venturer Scouts	Rover Scouts
1 	12 months*	12 months* 	12 months* 	12 months* 	18 months+ 2/4 
2 	24 months*	24 months* 	24 months* 	24 months* 	36 months+ 
3 	N/A			N/A	N/A

*Active Participation † includes personal planning and reflection, Assisting and Leading

** Outdoor Adventure Skills components also

Also, keep in mind that components of awards such as the Boomerangs & Target badges will have also covered skills within the Outdoor Adventure Skills as well as the Milestone.

Extra Resources:

- Head to <https://pr.scouts.com.au/achievement-pathways/> for heaps of resource.
- **These resources include:** Factsheets, Examples of Assisting and Leading in Cubs & Joey Scouts; a guide to Supporting Personal Reflections for Joeys; Cubs; Scouts & Ventures; Rovers.
- **For Program Transitions** – Don't forget the Scheme to Pathways converter is here to help <https://s2p.scouts.com.au/>

Your Action Challenges for this Session:

At your next Unit meeting, go through the Introduction to Scouting & Introduction to Section with your whole Unit! This is a great exercise to check that you & your Scouts know and understand all of components of the Introduction to Scouting & Introduction to Section.