

Virtual Upskill

Session 4 & 5 Recap – Outdoor Adventure Skills & Special Interest Areas

In **Session 4 & 5** we move up the Achievement Pathways “mountain”, continuing on from our last session on the Program Essentials we introduce you to the Outdoor Adventure Skills and the Special Interest Areas.

What did we cover in this session?

- Outdoor Adventure Skills
- Special Interest Areas
- Badge Transitions – Part 2

This Session:



Outdoor Adventure Skills (Page 81-83, J:132, C:160, S:190, V:222, R:254)

- Cover your most popular outdoor pursuits, giving a broad range of activities
- Actively encouraged for all sections
- Follows the youth through their entire scouting career
- **9 Stages** for each of the **9 broad skill areas** (see below), which also break down further into multiple streams (e.g. Paddling breaks down into Canoeing, Kayaking and Sea Kayaking at Stage 4)
- Based on the Scouts own abilities using “**I**” **statements** and incorporating **Plan>Do>Review>** at every stage
- Youth have to ability to get components of higher stages marked off but cannot be awarded the higher stage until all “I” statements in the stages below are complete
- **Two Down approach** – the ability for Scouts to use Scouts as mentors (i.e. a Stage 4 Scout can sign off a Stage 2 Scouts in that Skill Area)
- Stages 5 to 9 are designed to align closely with relevant VET qualifications



An example of how the badges appear on a uniform (you only wear the highest stage)
Note: Slight changes in colour have occurred since the photo of the Scout sleeve was taken

Core Areas:



Bushcraft



Bushwalking



Camping

Specialist Areas: (Water)



Paddling



Aquatic



Boating

Specialist Areas: (Land)



Cycling



Alpine



Vertical



An example of how a skill area breaks down into multiple Stream as seen in Scouts | Terrain

Special Interest Areas (Page 84- 86, and J:132, C:160, S:190 V:222, R:254)

- 6 broad areas (see below) where Scouts can undertake their own projects to **challenge themselves**
- Every project follows the Plan> Do> Review> process and are **approved by Unit Council**
- Youth can develop projects that relate to the **UN Sustainable Development Goals (SDG's)**
- 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)
- When necessary **Mentoring and Subject Matter Experts** are there to support the projects
- Youth should learn something new or challenge themselves further with every project



Special Interest Area badges



Length of Project

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

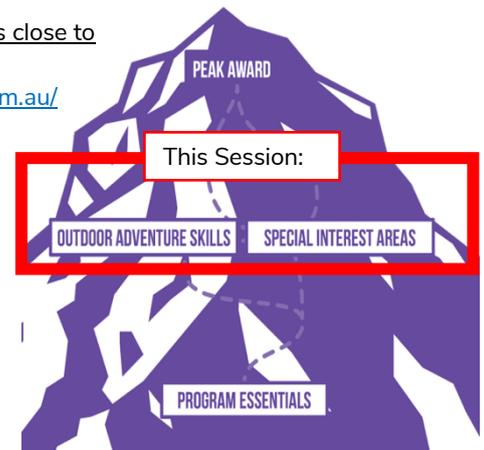
Transition the Badges – Part 2: Outdoor Adventure Skills & Achievement Pathways

Don't Forget:

- **No Youth Member Disadvantaged!** – For example, a Scout must be at least as close to their peak award as they were previously.
- Many resources to help – including your fellow leaders & <https://s2p.scouts.com.au/> & Youth Member Guides
- Its critical to get the Youth Involved in the process
- Be flexible & reasonable to keep your youth members best interests at heart during the transition.

Don't forget the Scheme 2 Pathways ONLINE Converter (SP2) found at: <https://s2p.scouts.com.au/>

Keep in mind that not everything can be directly mapped 1 for 1 between the previous Award Scheme and the Achievement Pathways



Outdoor Adventure Skills

- Check out the "[Factsheet: Converting to the Outdoor Adventure Skills](https://pr.scouts.com.au/)" found on <https://pr.scouts.com.au/>
- Different approaches to this conversion will need to occur depending on the section and youth member
- **One potential approach you could use** (you don't have to follow this, it's just an option):
 1. Use the <https://s2p.scouts.com.au/> converter to get a baseline of where youth are at in different skill areas.
 2. Also have the youth member go through each relevant stage (starting at 1) and tick boxes to until they stop going up through the stages, this is to work out where the youth member believes they are at.
 3. Review and make suitable adjustments based on your knowledge of the youth members skills & abilities (potentially refer to other leaders or activity experts if required)
 4. Sit & discuss with the youth member to finalise their conversion
- Remember, this is about a youth member's skills. Especially as the stages progress into higher stages (i.e. 4/5 and above) be more careful about ensuring the youth member has all the appropriate skills to hold that stage.
- Remember to leave no youth member disadvantaged & be reasonable in your adjustments

Extra care should be taken to convert to the Outdoor Adventure Skills. It may take extra checking to ensure youth can perform each skill and have correctly selected their skill level, especially in higher stagers. Higher stages may require the support of an experienced or qualified peer, and adult leader or an expert in that stream.

Special Interest Areas

- Use the <https://s2p.scouts.com.au/> converter to guide your mapping, but as a further guide:
 - **Joey Scouts:** Each Challenge Badge maps to Special Interest Area
 - **Cub Scouts:** Most Achievement Badges map to a Special Interest Area but some may map to Outdoor Adventure Skills stages instead.
 - **Scouts:** Most Proficiency Badges map to a Special Interest Area but some may map to Outdoor Adventure Skills stages instead.
 - **For Ventures** a number of tapes map directly to Special Interest Areas (like Service or Vocations for example), but others this will depend on what the venture has completed (such as the Outdoors & Pursuits Tape) and may count towards Outdoor Adventure Skills instead.
 - **Venture Scouts & Rover Scouts:** The approach may vary depending on what activities were undertaken.

Extra Resources:

- Head to <https://pr.scouts.com.au/achievement-pathways/> for heaps of resource.
- **These resources include:** Factsheets, SIA Project Planning Tools (Joeys, Cubs, Scouts), (Scouts, Venturers & Rovers); "Special Interest Areas – Why?", Planning Flowchart; Guide to SIA's
- **For Program Transitions** – Don't forget the Scheme to Pathways converter is here to help <https://s2p.scouts.com.au/> & the Youth Member Guides

Your Action Challenges for these sessions:

Select one Outdoor Adventure Skills Skill Area that you are most interested in (i.e. bushwalking) using the OAS Progression Booklet or Scouts | Terrain, read through some of the stages to get a feel on how they are written and what the requirements are for that Skill Area.