

Virtual Upskill

Session 6 Recap – Peak Award

In **Session 6** we move up the Achievement Pathways “mountain” again to the Peak Award, recapping the Achievement Pathways and looking at the additional Peak Award components.

What did we cover in this session?

- Achievement Pathways Recap
- Peak Award Requirements

This Session:



Peak Award Components:

- Program Essentials – Milestones (Covered in **Session 3**)
- Outdoor Adventure Skills (Covered in **Session 4**)
- Special Interest Areas (Covered in **Session 5**)
- Adventurous Journey
- Unit Management or Personal Development Course
- Personal Reflection

Additional Peak Award Requirements

Unit Management or Personal Development Course (Page 89 of Handbook)

- General leadership through many program elements
- Support developing leadership skills and self-awareness
- Practical focus and the application, learning-by-doing
- Approved by Unit Council

Section	Duration	“Equivalent” Examples
Joey Scout		Not Required
Cub Scout	1 day	Cub Scout Leadership Course
Scout	Weekend	Scout Leadership Course or YOU or LEAD Courses
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 (Page 87-88 of Handbook)

- Human powered pursuits
 - YES: Hiking, Canoeing, Cycling, Sailing, Rowing etc.
 - NO: 4WD, Flying, horse-riding etc
- Completed only while working on Milestone 3
- Participant as a Patrol, part of Review> for Joeys
- Lead (Adult/Mentor Support): Cubs to Rover Scouts
- Personal challenge – no maximum or minimum km’s
- No local rules!

Section	Minimum Duration*
Joey Scout	3 hours
Cub Scout	4 hours
Scout	3 days, 2 nights
Venturer Scout	4 days, 3 nights
Rover Scout	4 days, 3 nights













*- Duration includes reasonable stops e.g. for lunch, but this is generally the DO time only.

Personal Reflection (Page 91 of Handbook)

- Facilitated by Peers and Unit Council
- Adult support – developmentally appropriate
- Resources in Scouts | Terrain and pr.scouts.com.au to support the Personal Reflection
- **Youth members should:** *Think about their time in the Section; *Consider what they have learnt;
 - *Think about how the youth member achieved their goals; *Reflect on their development;
- NOT a pass or fail!

Summary of Peak Award Requirements

Here is a quick overview of the requirements but remember to refer to the Handbook for further important details.

					
Name	Joey Scout Challenge Award	Grey Wolf Award	Australian Scout Award	Queen's Scout Award	Baden-Powell Scout Award
Milestones	Complete Milestone 3				
					
Outdoor Adventure Skills					
					
Core Skill Areas at:	Stage 1	Stage 3	Stage 5	Stage 5	Stage 5
Total Progression's in Section (Skill / Stream)	-	8 Progressions	10 Progressions	12 Progressions	14 Progressions
Progressions to Stage 4+	-	-	-	4	6
Special Interest Area Requirements					
					
Total Projects	6	6	6	6	6
Minimum areas covered	2 areas	2 areas	3 areas	3 areas	4 areas
Hours required for each project (Plan>Do>Review>)	2 hours	4 hours	8 hours	12 hours	18 hours
Additional Components					
Unit Management OR Personal Development or Equivalent	-	1 day	Weekend	Weekend	30 hours
Adventurous Journey	3-hours	4-hours	3 days, 2 nights	4 days, 3 nights	4 days, 3 nights
Personal Reflection	YES	YES	YES	YES	YES

Extra Resources:

- Head to <https://pr.scouts.com.au/achievement-pathways/> for heaps of resource.
- **These resources include:** Reflection Guides for Peak Awards & Milestones; Peak Award – Mountain Diagrams; Unit Councils – Supporting Peak Awards; Peak Award Factsheet; Peak Award Notification Forms.
- **For Program Transitions** – Don't forget the Scheme to Pathways converter is here to help <https://s2p.scouts.com.au/> & the Youth Member Guides