

Venture Units: First Six Weeks 2020

The first programme cycle is very important for a Venture Scout Unit as it sets the tone for the year ahead. However, the restrictions of Covid-19 means things are going to have to be done differently this year. This is a guide to help you get your Venture Unit up and running in a safe a way as possible.

Week 1: Online Meeting: Introductions and establishment of Code of Conduct for the Venture Unit

Depending on the size of the Venture Unit and how well each member knows each other, appropriate icebreakers, which aid introductions, should be carried out. This can be carried out in several different ways depending on how well the Unit know each other. Look at ways that you can adapt in-person games to an online meeting.

At this meeting, it is also recommended that the Venture Unit would put together a Code of Conduct. It is important that the things that go into the Code comes from the Ventures with the support of their Scouters and that all buy into it.

Week 2: Online Meeting: Establishing Venture Scout Crews and Venture Scout Executive

Crews in Venture Scouts are much more flexible than in the younger sections and crews can be put together for different reasons, for example, the stage a Venture Scout is with the Venture Programme (Suas and Transa) or for specific projects. It is also possible to have 'base crews' that would stay the same throughout the year in a similar way to the Scout section.

Due to Covid-19 restrictions, you should consider the following for setting up crews this year:

The Venture Scout Executive should also be elected at this point. There can be any number of roles but it is recommended that there is a Chairperson, Secretary, Treasurer and Quartermaster at the minimum. These can be drawn from the Crew Leaders or can be elected.

Once the Ventures are split into crews, a crew challenge is a worthwhile thing to encourage team building. For an online meeting look at games where Venture Scouts can build up points for their crew.

Week 3: Outdoor Meeting

The Executive should decide on an activity which can be carried out in a safe way. This might require crews to meet individually, depending on government guidelines. However, many of our outdoor activities and skills can still be practiced, such as a hike or backwoods. Focus an area that is of interest to your members and can be used to develop your Crews.

Week 4: Online Meeting: Planning

Look at planning a programme cycle which can be carried out during restrictions and the autumn/winter months. Why not have a theme for the programme cycle? You could choose a specific skill and design a programme around that skill. You should also aim to have both online meetings and outdoor activities in your next programme cycle.

Week 5: Online or outdoors: Investiture

An investiture is an important part of Scouting. It is the way we formally join the Venture Scout Unit and the scout movement. It involves each person making a scout promise in front of others. Each person should make their promise individually in the company of the other Ventures. We have three versions of the Scout Promise, each Venture Scout should choose the one which best suits their beliefs. Afterwards, you should have a celebration to mark the new members having fully joined the Unit.

Try to make investitures memorable. Think about a special place or activity. Perhaps you could hike to a local scenic spot, or kayak to an island. If online everyone should be in their uniform and be provided with the wording of the different promises.

Week 6: Online or outdoors: Crew meetings

Each crew should meet by itself to help develop its spirit and camaraderie. Using the programme cycle theme, each crew should have an online meeting or outdoor activity that corresponds to their skills and interests.

YOUTH PROGRAMME



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