

THE VENTURE SCOUT EXPERIENCE





VENTURESCOUTS



**SO YOU
ARE NOW A
VENTURE
SCOUT!**

DO YOU...

Want Adventure?

Need Excitement?

Crave New Skills?

Have A Passion For Creativity?

Want To Make A Difference?

**TIME FOR SOME
ACTION**

Credits

Many people within Scouting Ireland have contributed and been involved in developing the ONE Programme for Venture Scouts.

It would be impossible to individually name everyone who participated in the development of this handbook, but to all who assisted a heartfelt thank you. Your efforts have contributed to a new journey for Scouting.

Particular recognition goes to;

The Venture Scout Team 2007 - 2010,

The National Youth Representatives 2007 - 2009,

The National Youth Programme Committee,
Programme Staff National Office.

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The Venture Scout

Experience

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YOU ARE **ONE** IN A MILLION
BE **ONE** OF **28** MILLION
SCOUTS WORLDWIDE



◀ He started it!

Scouting began in 1907 when Robert Baden-Powell had a vision of providing a unique opportunity for young people to challenge themselves and learn new skills. Today it is a worldwide Youth Movement with over 28 million members in 160 countries. It provides challenge and adventure for males and females aged six to 25. It's all about fun with a purpose. The main aim is to support young people in their physical, mental, and spiritual development so they may be a positive force in society.

Bí Ullaimh - Be Prepared

The meaning of the motto is that a Scout must prepare himself by previously thinking out and practicing how to act on any accident or emergency so that he is never taken by surprise.

- Robert Baden-Powell

World Organisation Of The Scout Movement (WOSM)

WOSM is an independent, worldwide, non-profit and non-partisan organisation which serves the Scout Movement. Its purpose is to promote unity and the understanding of Scouting's purpose and principles; while facilitating its expansion and development.

WOSM describes Scouting as “...a voluntary non-political educational movement for young people, open to all without distinction of origin, race or creed, in accordance with the purpose, principles and method conceived by the Founder.” It is the goal of Scouting “to contribute to the development of young people in achieving their full physical, intellectual, social and spiritual potentials as individuals, as responsible citizens and as members of their local, national and international communities.”



Scouting Ireland

Scouting Ireland (SI) is the National Scout Association for Ireland and a member of the World Organisation of the Scout Movement. Scouting Ireland was formed on 1st January 2004. SI is a multi-denominational, co-educational, youth based association with a membership close to 40,000, across the North, South, East and West of the island of Ireland.

Scouting Ireland is a uniformed, non-formal educational movement. Membership is open to all young people, girls and boys, aged between 6 and 21.

The Aim of Scouting Ireland

To encourage the Physical, Intellectual, Character, Emotional, Social, and Spiritual development of young people so that they may achieve their full potential and, as responsible citizens, improve society.

How do we achieve this:

We achieve this through a commitment to a set of beliefs, values and principles as enshrined in the Scout Promise and Law. We provide active and creative programme through which young people acquire skills and knowledge which contribute to their personal development through the process of the Scout Method.



**THE
BIGGER
PICTURE**

The entire Youth Programme, from start to finish has been developed as a progressive programme. This means that each Scout Group will provide a single, continuous programme for young people from 6 years of age until their 21st birthday.



Beaver Scouts



Cub Scouts



Scouts

The Youth Programme allows for all Scouts, from Beaver Scouts to Rover Scouts, to experience traditional Scout activities and Scout skills such as camping, hiking, sailing, and map-reading. Every Scout will undertake Personal Challenges related to the Learning Objectives for each section.

ONE Programme

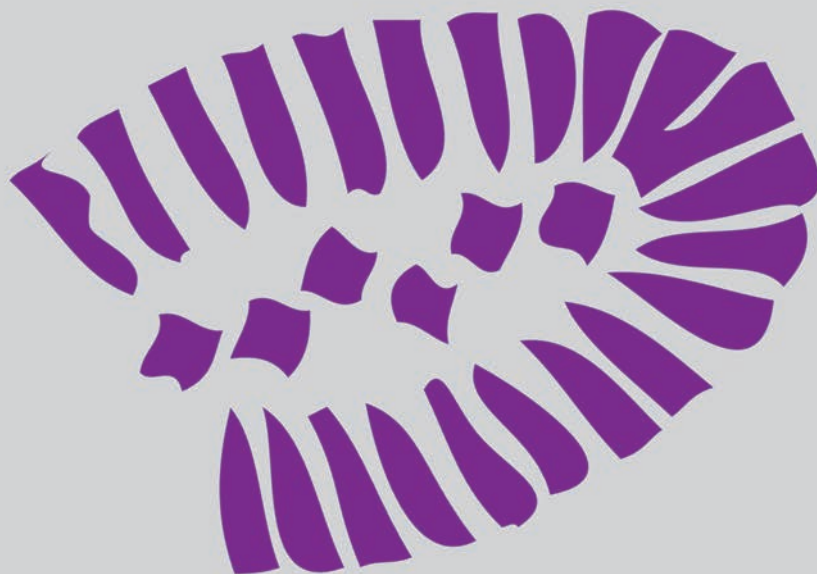




Rovers

The Youth Programme experience in each section must complement the experience in the previous section and the next. At the same time, each section must accommodate new members to Scouting. Young people can join the Youth Programme at any point and progress

at their own pace. They can learn by doing and from the example set by more experienced members of their Unit. The Scouter's role will change as the Scouts knowledge, ability and confidence grows as they progress along the Programme Journey.



Small
Group System



Symbolic
Framework



Personal
Progression



Service and
Commitment

The Scout Method

Applying the Scout Method to all we do, helps us in the progressive development of ourselves and allows us to reach our full potential.



Adults & Young
People Together



Promise & Law



Learning By Doing



Nature and
Outdoors



Scout Promise

In Scouting we are part of a movement that is worldwide, multicultural and multid denominational. We also have a duty to the Earth and our community. The Promise is a voluntary commitment that you as a Venture Scout will make to yourself to do your best and to make the Scout Law an essential part of your life.

On my honour I promise that I will do my best,
To do my duty to God,
To serve my community,
To help other people and,
To live by the Scout Law.

Alternative Promise:

On my honour I promise that I will do my best,
To further my understanding
and acceptance of a Spiritual Reality,
To serve my community,
To help other people and,
To live by the Scout Law.





Venture Scout Law

The Scout Law is a Code of Conduct; it is a set of principles that guide us as Venture Scouts. It gives you as a Venture Scout the values of...

Venture Scouts are...

Are Friendly,
Are Kind,
Are Honest,
Can be Trusted,
Are Respectful,
Are Brave,
Are Loyal, They support their family, friends and others

'The Scout Law is the foundations on which the whole of scout training rests. It invites the young person to make a commitment concerning his/her own personal development.'

- Robert Baden-Powell



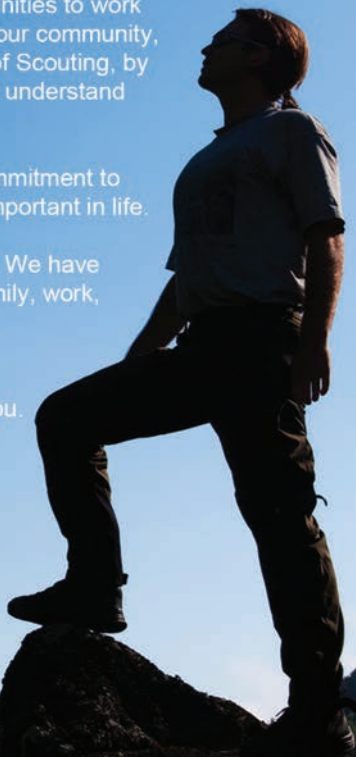
Service and Commitment

In Venture Scouting, you will have many opportunities to work with other Scouts and other people to improve your community, or even the world! Service is an important part of Scouting, by working with others on activities and projects we understand issues and look for possible solutions.

Venture Scouting is also about commitment: commitment to friends, to ideas and to things which are really important in life.

As we get older, life becomes more pressurised. We have increased demands on our time, with school, family, work, friends, etc.

As a Venture Scout, you will explore your commitment to principles and to those around you.



Learning By Doing

The best way to learn how to do something is simply to try it yourself.

So Venture Scouts take a hands-on approach to learning, which encourages an interest in exploring, adventure and discovery. Where possible Venture Scouts work together on activities and learn with and from each other.

Such informal learning allows you to try new things and learn from your mistakes.

'Self-education, that is, what a boy learns for himself, is what is going to stick by him and guide him in later life.'

- Robert Baden-Powell



The background of the page features a silhouette of three people in dynamic, athletic poses against a warm, orange-hued sunset sky. One person on the left is in a high kick, another in the center is in a lunging pose, and a third on the right is in a similar lunging pose with arms outstretched. The overall mood is energetic and adventurous.

'Try to leave this world a little better than you found it and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best.'

- Robert Baden-Powell

Nature and Outdoors

Venture Scouting is all about 'doing things', and the things you do are chosen by you. The key is to build many activities into your programme. In doing this you need to have a balance between indoor and outdoor activities. The reality is that you will spend a certain amount of time indoors (there is the Irish weather to consider after all), but where possible you and your Unit should be doing activities in the great outdoors.

It is in the outdoors that you will experience real adventure and excitement. The skills you have developed during your time in Scouting will be called upon and you will have many opportunities to discover how important it is

to work as a team. And nothing beats playing around in water or snow!

And when you are in the outdoors, consider the impact you and your Unit have on the environment. Always consider the seven Principles of Leave no Trace:

01. Plan ahead and prepare.
02. Be considerate of others.
03. Respect farm animals and wildlife.
04. Travel and camp on durable ground.
05. Leave what you find.
06. Dispose of waste properly.
07. Minimise the effects of fire.

Symbolic Framework

Different Symbolic Frameworks set the scene for life in the Unit. They create an atmosphere of adventure and discovery. It is the name, titles, themes and identities that make up your activities and your life in the Venture Scout Unit that create an atmosphere where everyone has a place, and a sense of belonging. The stories you create to make the Activities better build a world where everyone plays a character or a part, and can learn from the role they play as much as from the task completed.

The symbolic framework in the Venture Scout section is built to reflect the community, drawing on what happens locally at home, with friends and in the neighbourhood.

Symbolic Framework is perhaps the most powerful tool for effective programme delivery. A good symbolic framework:

- Sets the tone.
- Creates the initial excitement.
- Fires the imagination.
- Communicates the vision.
- Expresses the best of Venture Scouting.

Get it right and there is no limit to what you can achieve.

'Play the game, don't look on.' - Robert Baden-Powell

Adults And Young People Together

An essential part of Scouting is the interaction of young people and adults. Venture Scouts and Scouters are united by the Scout Promise and Law. As a result they are partners committed to the same goal - your full development as a Venture Scout.

For this partnership to work it is important that there be a mutual listening, understanding and respect.

The Scouter is there to Support, Guide and Facilitate.

The role of the Scouter is to assist you in achieving your goals. They'll help you to ensure that activities and events are organised, accomplished, and reviewed so that you grow in knowledge and have your skills recognised.

'The Scoutmaster teaches boys to play the game by doing so himself.'

- Robert Baden-Powell



Small Team System

Venture Scouts do not form permanent Patrols as happens in younger sections of Scouting. However, you do work in small teams. Operating in a Crew, you use teamwork to achieve common tasks. The Venture Executive itself is a small team, which co-ordinates the activities of the Unit.

'The object of the Patrol system is mainly to give real responsibilities to as many of the boys as possible, with a view to develop their character.'

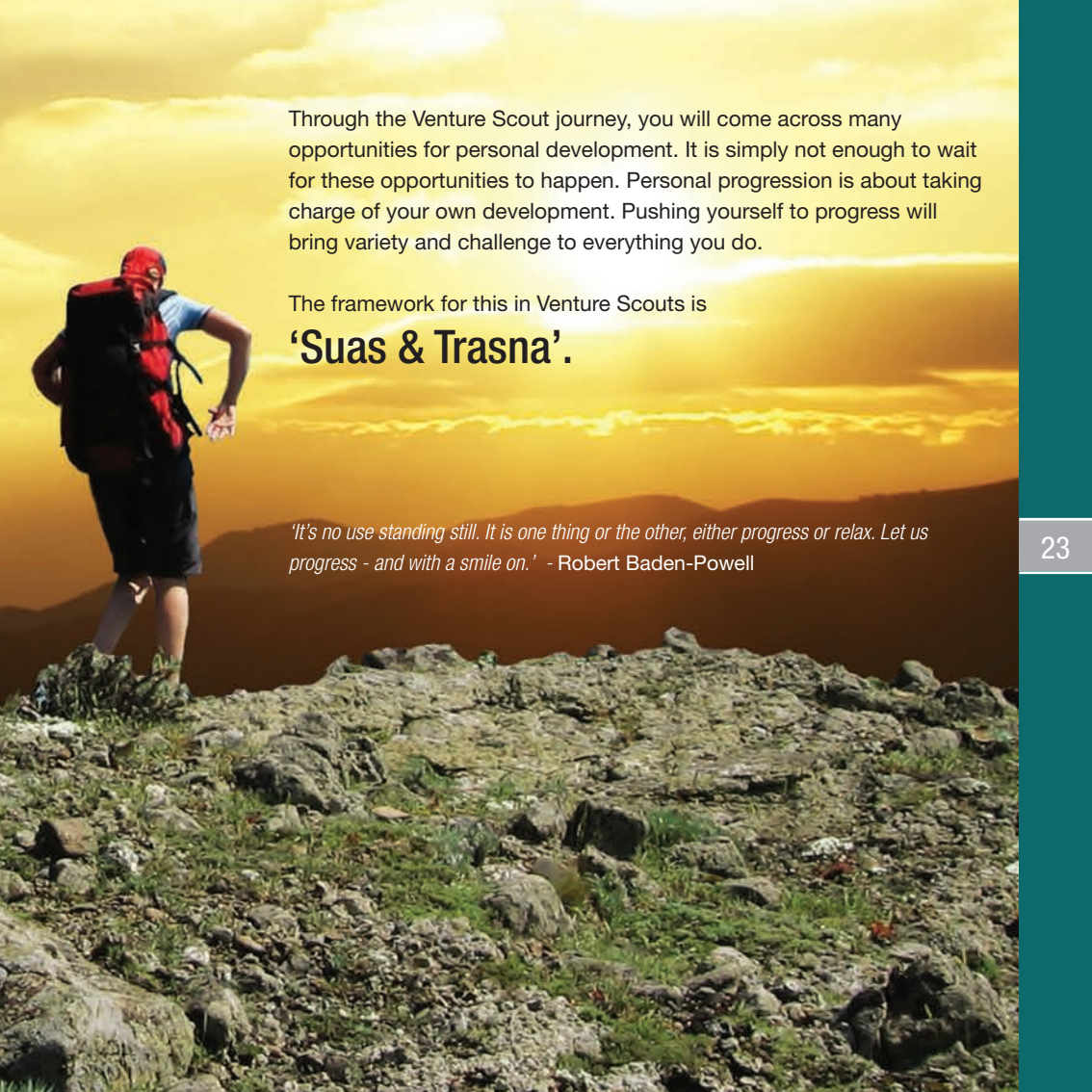
- Robert Baden-Powell



Personal Progression

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A person wearing a red cap, a blue t-shirt, and a large black and red backpack is hiking up a rocky mountain trail. The person is seen from behind, looking towards a sunset over a mountain range. The sky is a mix of orange, yellow, and blue, with some clouds. The ground is covered in rocks and sparse green grass.

Through the Venture Scout journey, you will come across many opportunities for personal development. It is simply not enough to wait for these opportunities to happen. Personal progression is about taking charge of your own development. Pushing yourself to progress will bring variety and challenge to everything you do.

The framework for this in Venture Scouts is

‘Suas & Trasná’.

‘It’s no use standing still. It is one thing or the other, either progress or relax. Let us progress - and with a smile on.’ - Robert Baden-Powell

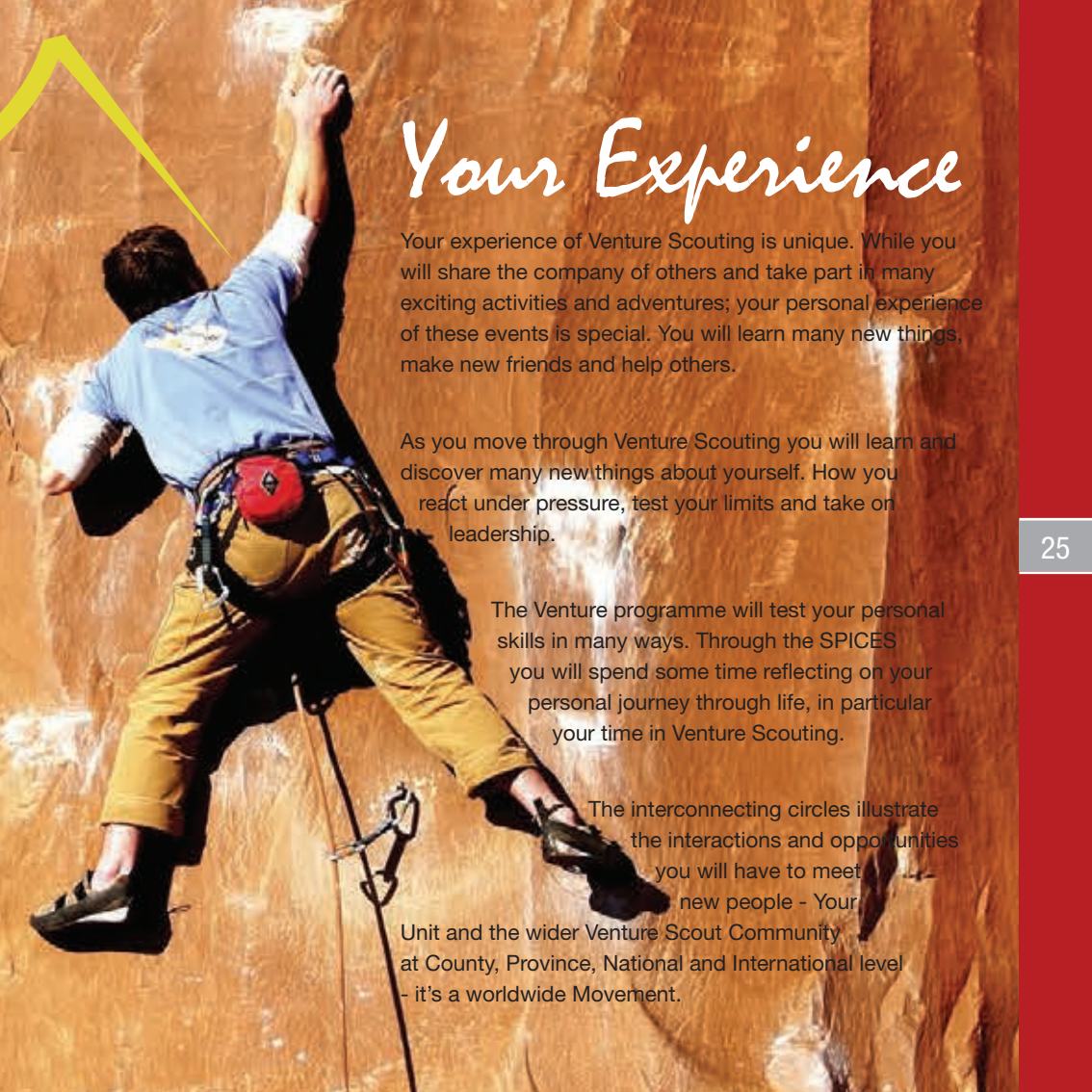


THE UNIT

YOU

**VENTURE
COMMUNITY**

**FUN
FRIENDSHIP
ADVENTURE**



Your Experience

Your experience of Venture Scouting is unique. While you will share the company of others and take part in many exciting activities and adventures; your personal experience of these events is special. You will learn many new things, make new friends and help others.

As you move through Venture Scouting you will learn and discover many new things about yourself. How you react under pressure, test your limits and take on leadership.

The Venture programme will test your personal skills in many ways. Through the SPICES you will spend some time reflecting on your personal journey through life, in particular your time in Venture Scouting.

The interconnecting circles illustrate the interactions and opportunities you will have to meet new people - Your

Unit and the wider Venture Scout Community at County, Province, National and International level - it's a worldwide Movement.

IT IS A
DISCOVERY

IT IS THE
TIME OF
YOUR LIFE

IT'S ALL ABOUT YOU

IT IS
LIVING
YOUR
DREAMS

IT IS
A
JOURNEY

IT IS
INTERNATIONAL

IT IS FRIENDS
HELPING
EACH OTHER

IT'S
PUSHING
YOUR
LIMITS

IT'S
SHARING

IT'S
PROVIDE
& TAKE

IT'S
WIND
& RAIN

COLD WEATHER
& SUNNY
BEACHES

IT'S
HELPING
OTHERS



You

You are a member of a Venture Unit. Together with other Venture Scouts you will plan new adventures. Your contribution to the Unit is vital. Together with your friends you will find common ground that will lead to a great programme of activities.

The Unit

The Unit is a unique collection of friends working, with the assistance of Scouters, to create the Venture experience. The Unit is part of a local Scout Group and has its own identity, organisation, and way of getting things done.

The Venture Community

The Venture Community is the collection of Venture Scouts that exist in your County, Province, Nationally and Internationally. You can interact as a Unit or an individual through the 'Venture Experience' website. If you'd like to do a hike with the Venture Scout Unit in the 212th then get on line, get in touch and make it happen. If you're in a small Unit, consider joining with others for a bigger experience.





You And The Unit

You are a key member of your Unit and your first loyalty lies with it. The weekly programme needs to be organised, activities have to be planned and big projects undertaken. The Unit is self-running, each member has a role in planning, organising and leading. Key roles within the Unit - Chairperson, Treasurer and Secretary - have to be filled and each member will have a turn at these duties. The success of your Unit depends on every one of its' members playing his/her part.

You And The Community

You are a member of the Venture Community and Scouting. This membership means you will meet many new and interesting people. Through the 'Venture Experience' website you can interact with other Venture Scouts. You may choose to meet at particular events or perhaps join in activities. You can also meet other Venture Scouts at national events, jamborees or international gatherings. So, your Venture experience is in your hands.

The Unit And The Community

At national events you will meet other Units and form friendships. They can lead on to joint activities all over Ireland, sleeping in dens, or using local campsites. Perhaps you could travel overseas or do a big project together?

Your Link from Scouts to Venture Scouts

The Venture Scout Executive visits the Scout section in early summer to talk to the Scouts who are due to join the Venture Scout Unit. This meeting is a chance for the Executive members to explain to the Scouts about the possibilities that await them in the Venture Scout section of their Scouting journey. It is also an opportunity for Scouts to ask questions.

Following on from this the Scouts will attend three Venture Scout meetings and partake in one Venture Scout activity before the end of the summer.

If you are joining a Venture Scout Unit with no previous Scouting background then your adventure is just beginning. You have opened yourself up to a world of challenge and adventure. You will get a taste of the Venture Scout section in your preparations for Investiture into the Venture Scout Unit.

Welcome Ceremony

For all new Venture Scouts, a Welcome Ceremony to celebrate the beginning of your Venture Scout journey should be held at the beginning of the new Venture Scout year.

Preparing for Investiture!

To prepare for your investiture there are a number of steps involved:

- Show that you have a good understanding of, and appreciation for, the Scouting way of life, its practices and traditions.



- Demonstrate a knowledge of the Aim of Scouting Ireland.
- Show how the Scout Method works in your Unit's activities.
- Get active with your Unit by taking part in at least four meetings and two activities (including one overnight activity).

Your investiture ceremony should take place within two months of joining the Venture Scout Unit.

The ceremony itself centres around accepting the Scout Promise and Law and understanding their importance in your life. Where you have joined the Unit from Scouts, you will not be invested, but will renew your Scout Promise. As part of the investiture the Venture Scout Badge is presented to each new member who has undertaken their Promise.

28,000,000 Scouts world-wide, all committed to the Promise and Law. This is a personal commitment made by each

Venture Scout to follow through on this particular code of living. This is a serious undertaking, and something to be very proud of.

The Investiture & Renewal of Promise Ceremony

Your Investiture is a very important first step to life as a Venture Scout. Everyone is different, with different ambitions, beliefs and interests. Try to be creative and unique when planning your investiture. Your Investiture may be very traditional or it could be something total different.

For example your Investiture could be:

- A ceremony held in your Scout Hall with family and friends,
- In your local place of worship,
- In the middle of Lough Neagh as the sun rises over the water,
- High noon on the summit of Carrantouhill or,

Anywhere Your Imagination Takes You...

The Venture Scout Unit



The Venture Scout Unit is the fourth section, with a link up from the Scout Section and a link up to the Rover Scout Section.

Whatever the structure, the members of a Venture Scout Unit will work to advance their goal of being active citizens in their Scout Group and Community.

The structure of a Venture Scout Unit differs to that of the younger age sections in that it does not have 'patrols' which are permanent in nature.



In fact, the very nature of Venture Scouts means that the structure of the Unit changes depending on the size of the Unit, the interests of the Unit's members and even the time of the year.

Venture Scout Units can take on all shapes and sizes, but there are a number of common elements shared by all Units:

- Unit members are from 15 to 17 years of age.
- The Unit functions as part of the Local Scout Group.
- Units meet on a weekly or fortnightly basis.
- The Unit operates a Venture Executive Committee.
- Crews will be in place to run and organize activities.
- Units will apply a Code of Conduct that will be reviewed every phase.
- Units will use the Programme Cycle and Project Method.



Venture Scout Executive



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Where there are sufficient numbers of Venture Scouts (about eight or more), the best model for running the Unit is the Venture Scout Executive. A Venture Scout Executive consists primarily of three people, a Chairperson, Secretary and Treasurer. Other members can be appointed with specific roles, for example a Unit Quarter Master.

The Executive is a democratically elected group who act on the Venture Scout Unit's behalf. Their term of office is decided by the Unit, usually varying from six months to a year. The Venture Scouter supports the Executive, when needed.

Responsibilities of the Venture Scout Executive can be as follows:

- To co-ordinate the creation of a Venture Scout Unit Charter.
 - To determine all celebration ceremonies.
 - To organise the schedule of events and meetings, also to co-ordinate the Venture Scout Crews of the Venture Scout Unit.
 - To administrate the funds and equipment of the Venture Unit.
 - To send a delegate to Group Council to represent the Unit.
 - To work in partnership with the Venture Scouters.
 - To ensure a balanced programme which caters for the individual learning objectives of all members of the Venture Unit.
- Some Units will also give the Executive formal decision-making responsibilities when it comes to matters of discipline and conflict within the group.



The following are the roles of the three standard members of the Venture Scout Executive:

Chairperson:

- Chairs meeting.
- Only casts vote in the event of a tie during discussions.
- Liaises with Venture Scouter.
- Decides the frequency and duration of meetings.
- Reports to the Unit.

Secretary:

- Takes and distributes minutes of meetings.
- Liaises with provincial representatives.
- Receives and sends communications to/from the group to/from external sources.

Treasurer:

- Manages Unit funds.
- Allocates funds for activities with consent from the Venture Scout Executive.
- Liaises with Crew Leaders regarding budgets for activities.

Other members may be as follows:

Programme Co-ordinator...makes sure that activities happen with the Crew leaders.

Quartermaster...looks after the Unit's equipment.

Crew Leaders...where there are a large number of Crews in the Unit.

The Charter

A Venture Scout Unit needs guidelines to help it run smoothly. One of the jobs of the Executive is to list these in the Unit Charter. This should be short, about ten to fifteen items should be plenty. Make them easy to understand.

The key to a good Charter is that it's created by the members themselves based on their understanding of the Promise & Law. It's not a strict set of rules, it's a common sense list of standards and values.

The Executive can write the final Charter, but all members of the Unit should be involved in deciding the guidelines included. Everybody in the Unit must agree to the final Charter.

The Venture Scout Unit Charter should be seen as a living document and request for changes and additions can be made to the Venture Scout Executive.

The following are some areas that should be considered:

- Management of the Unit, powers of the executive.
- Dealing with conflicts between Unit members.
- Dealing with relationships between members, particularly in mixed gender Units.
- Management of money.
- Attendance at meetings and activities.
- Wearing of uniform.
- The Scout Promise & Law.
- Setting limits on behaviour.
- Ensuring there is a dynamic, fun programme of activities - something for everyone.

Venture Scout Crew

A Venture Scout Crew is a sub group of the Venture Scout Unit that is set up to organise and run Unit activities. A Venture Scout Crew concentrates on one activity at a time.

Each Crew will have a Venture Scout appointed as Crew Leader for the activity. Every Venture Scout should be involved in and lead a number of Crews during their Venture Scout Journey.

The Crew are fully responsible for planning, organising and running each specific activity, and will use all the elements of the Scout Method in its planning and operation.

Roles and responsibilities of the Venture Crew Leader are as follows:

- Plan and lead the meetings to prepare the activity.
- Act as the coordinator of the activity.
- Assign duties to the various Crew members.
- Keep Crew members informed.



Service To Others

You can make an impact!

This can be as simple as doing 'good turns' and helping people out! It encourages you to have teamwork in your Venture Scout Unit, as by working together you can achieve so much more in terms of what you can do to help others.

Service to others is a great way for you as young adults to interact with people in your community, making you aware of the needs of others. It opens your eyes to community awareness and Challenges you to 'Make a Difference'.

And don't forget, service starts within your own Group. Younger sections can always use a helping hand.

'The most worth-while thing is to try to put happiness into the lives of others.'

- Robert Baden-Powell



PEOPLE

THOSE IN NEED

OTHER SCOUTS

CAMPSITES

Uniform

As with all other sections in Scouting, the uniform is an important part of our identity. The uniform is not always worn, but when it is it should be worn correctly.

The uniform consists of the following:

Scouting Ireland Trousers
Scouting Ireland Shirt
Scout Belt
Scout Woggle
Group Neckerchief
Scout Jacket (optional)
Scout Lanyard (optional)
Sea Scout Sweater (optional)

A word about the neckerchief. This is the most important part of your uniform. It states to everyone which Scout Group you belong to. It is also something you have in common with every other Venture Scout around the world.'

The uniform makes for brotherhood, since when universally adopted it covers up all differences of class and country.'

- Robert Baden-Powell



Unit Image

More so than any of the younger age sections, Venture Scouts should try to build their own identity. You are at an age where you are much more aware of your own personal identity, so you should reflect that in your Unit.

There are no hard and fast rules on how to create a good Unit image, but you might try some of the following ideas:

- Design a Unit hoodie.
- Decorate your meeting place.
- Develop a Unit newsletter or website.

Whatever approach you take, the whole Unit should be involved. Units work well when all the members have a real sense of belonging.



Meetings

Venture Scout Unit Meetings

There are many ways of organising Venture Scout meetings. They can take place weekly or fortnightly. They can be based in the Scout Den once a month with all other meetings happening 'off site'. But whatever way you organise your meetings one rule should be kept in mind at all times. Consistency.

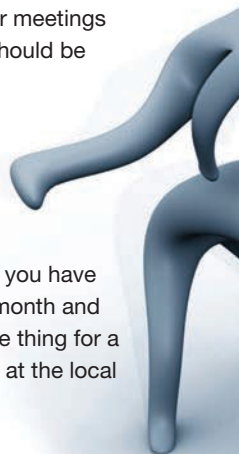
Many Venture Scout Units fail because they have a very loose approach as to how and when they organise meetings. If there is too much time between meetings then members can easily lose interest and motivation.

It probably makes sense to have a weekly meeting, but the kinds of meetings you have each week can vary. You could for example have a planning meeting once a month and follow it up with three activity meetings. You might want to concentrate on one thing for a number of successive weeks, such as a training course in rock climbing skills at the local climbing wall.

To give you some ideas, the following types of meetings should be considered:

Planning:

Planning meetings will be needed on a regular basis, depending on the length of your programme cycle. Individual Crews can meet up separately, depending on their activities and tasks.





Evaluation:

Time should be allowed for proper evaluations.

Themed:

A set of activities based around one idea.

Informative:

Informative meetings involve guest speakers visiting the Unit to present ideas on an area of the programme.

Away:

Take your meeting away from your regular meeting place to carry out an activity.

Ceremonies

It's important to mark significant events in the Scouting life of both Unit members, and the Unit as a whole. This can be done in an elaborate or informal way.

These ceremonies in Scouting are a celebration of achievement.

Different Units will take different approaches to ceremonies, but a number of key points should be considered when planning a ceremony:

- Create a sense of Scouting atmosphere. This can be done by considering the location, the use of props, etc.
- Personalise the ceremony for those who are the focus of the ceremony. Take into account what will make the ceremony special for them.
- Involve people from outside the Unit (parents, friends, Group Scouters) where appropriate.
- Include appropriate celebration.

While each Unit will decide what it will have ceremonies for, there are a number of occasions that every Unit should mark with a ceremony:

- The welcoming of new members into the Unit from Scouts.
- Investiture of new members into the Unit where they renew or make their Scout Promise.
- Presentation of the Suas & Trasna badges.
- Presentation of the Chief Scout's Award.
- Departure of members from the Unit into Rover Scouts.

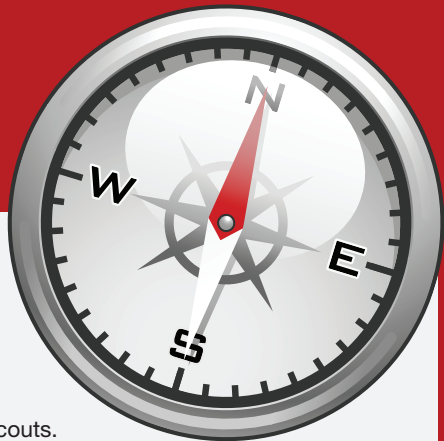
The Scouter

The Venture Scouter's role is to Support, Guide and Facilitate you along your way through the Venture Scout Section.

Venture Scouters should...

- Be consistent in their approach to the Venture Scouts.
- Understand the special needs of Venture Scouts.
- Be positive & encouraging adult role models.
- Provide leadership opportunities and experience.
- Recognise Venture Scouts' need for independence.
- Help create a sense of belonging and identity in the Unit.
- Seek and explore opportunities to give progressive responsibilities to Venture Scouts as they move through the section.
- Facilitate the Venture Unit in the smooth running of their programme.
- Only have final word in relation to the programme when welfare or safety is a concern.
- Aid the Venture Executive in ensuring that activities and events are organized, accomplished and evaluated.

It is very important for this partnership to work that there must be mutual listening, understanding and respect.



'Success in training the boy depends largely on the Scoutmaster's own personal example.'

- Robert Baden-Powell

The Venture Community

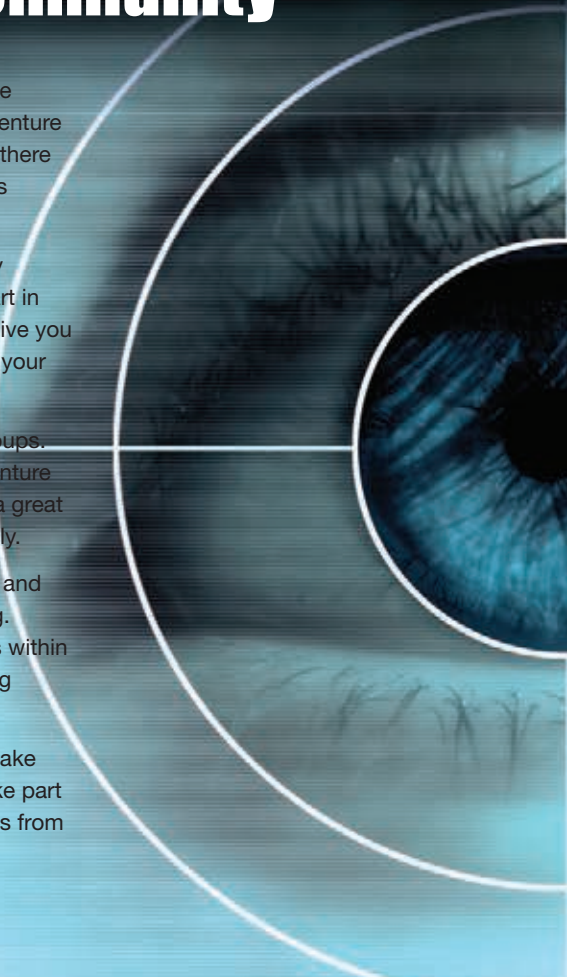
You and your Unit belong to the wider Venture Community. One of the better things about Venture Scouting is the flexibility you have to get out there and meet up with other Venture Scouts in this community.

Structures exist within the Venture Community that will offer your Unit the chance to take part in organised events. These events will usually give you a 'bigger' experience than you might have in your own Unit activities.

The Scout County is a grouping of Scout Groups. Typically there will be a number of County Venture Scout Activities during each year, which are a great way of linking with Venture Scout Units locally.

There are six Scout Provinces in the country, and their main function is to provide adult training. However, it is not unusual for Scout Counties within a Scout Province to combine when organising Venture Scout activities.

A series of National Venture Scout activities take place each year. These are a great way to take part in some 'big' events and meet Venture Scouts from around the country.





Outside of Ireland there are many International opportunities for Venture Scouts, whether this is attending International Jamborees or other Venture Scout events.

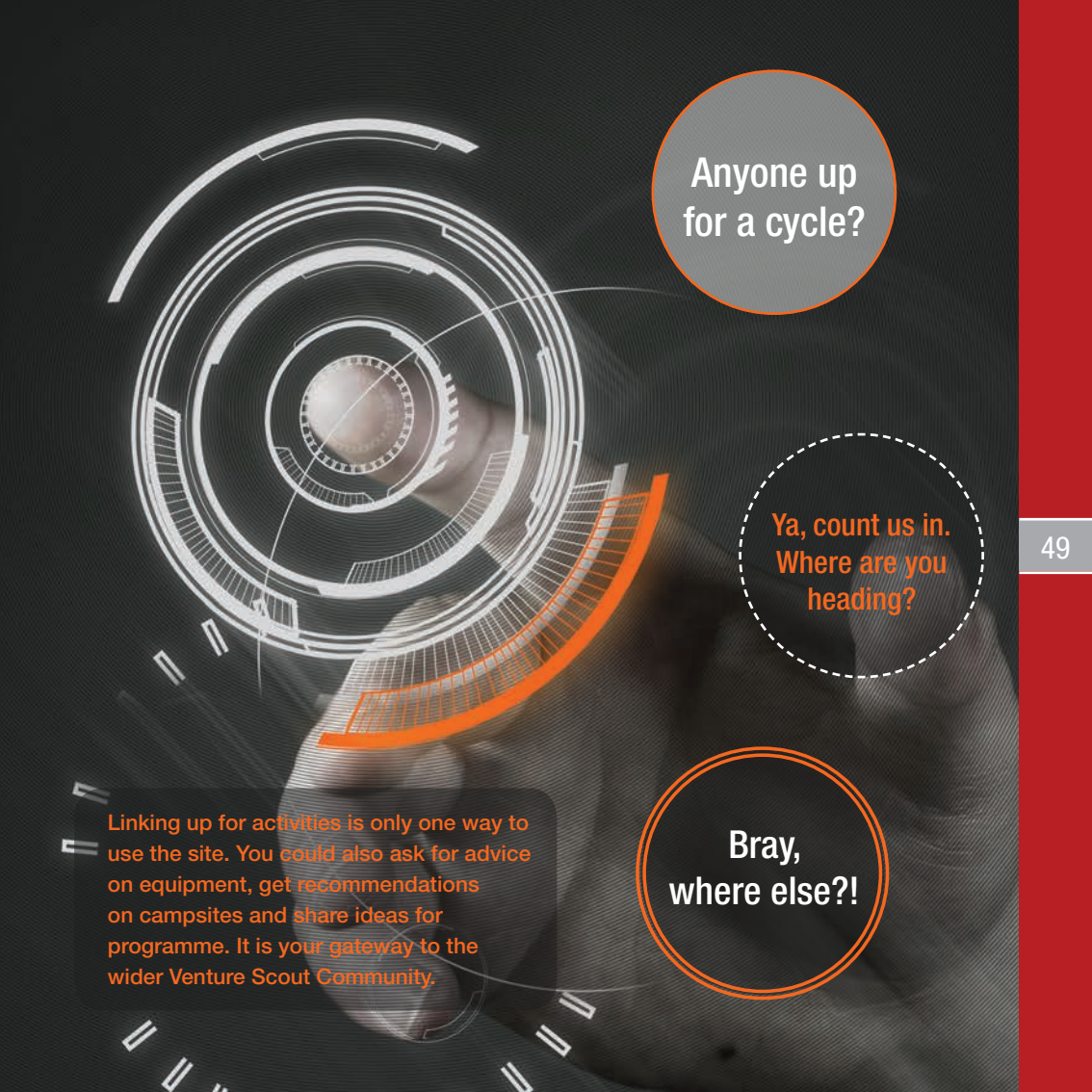
Events organised at any of these levels are great ways to get to know other Venture Units. But there is more to the Venture Community than simply attending events organised by others. You will be doing the real thing when you are out there making connections with other Units and organising your own activities. This is the real essence of the Venture Community.

The starting point to really getting involved in the Venture Community is the 'Venture Experience' website. This website is a way of linking with Venture Scouts and Venture Scout Units throughout the country, whether they are from your local County, Province or elsewhere. Maybe there is some activity you would like to do that would work better with the involvement of another Unit (or Units). Maybe you would just like to meet other Venture Scouts and share some ideas. Whatever your needs, the 'Venture Experience' website is your starting point.

Connecting With Others



Simply log in to the website and post up a message stating what you want to do. For example, 'The 115th plan to climb Slieve Donard on the 5th March...anyone interested?' Every Venture Scout Unit registered will receive notification of your post, and can reply directly to you. And there you go...instant connection!



Anyone up
for a cycle?

Ya, count us in.
Where are you
heading?

Linking up for activities is only one way to use the site. You could also ask for advice on equipment, get recommendations on campsites and share ideas for programme. It is your gateway to the wider Venture Scout Community.

Bray,
where else?!

Programme

'Programme' covers everything you do in Venture Scouts from climbing a mountain, to planning an expedition to another country. But it's not just about what you do, it's also how you do it. And in many ways how you do it is the most important part.

You should think of the Venture Scout Programme as being like a shamrock, with three parts each connected by a common purpose. The common purpose is your own individual development, known as your 'Personal Journey'.

The three strands of the programme are:



Fiontar

Adventure Skills

Special Interest Badges

Fiontar will form the main source of inspiration for the programme of activities you undertake as you seek to complete all the challenges involved.

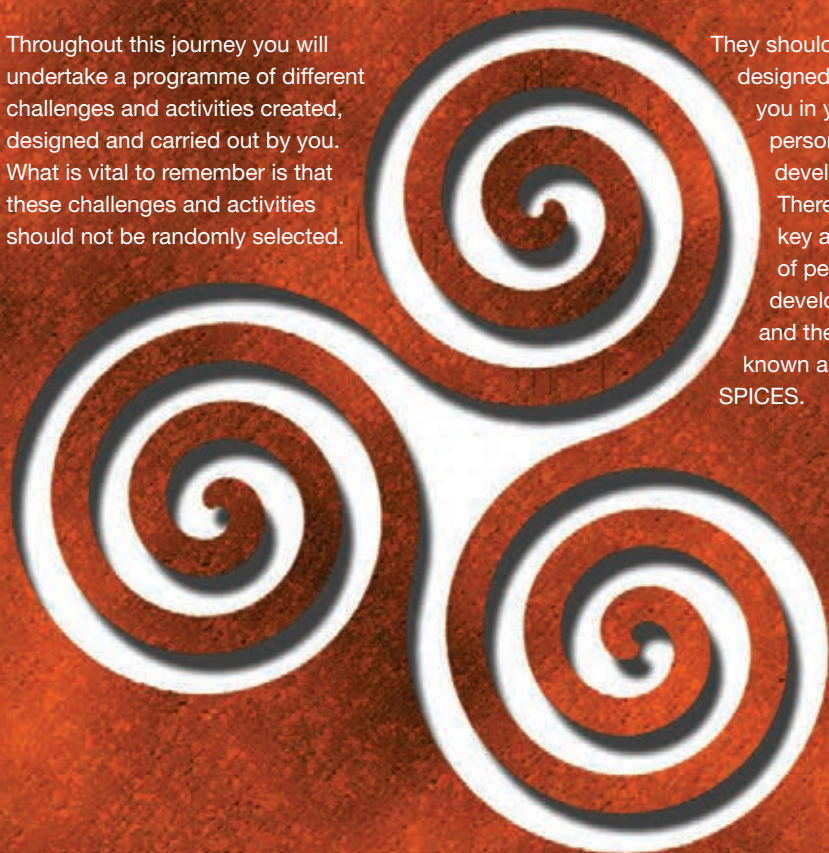
Adventure Skills will give you ideas for activities, but more importantly will help you to carry out many of the activities involved in completing the challenges for Fiontar.

Special Interest Badges allow you to bring areas of interest to you into your programme of activities. They will often be linked to the challenges in Fiontar.

Your Personal Journey and the SPICES

Throughout this journey you will undertake a programme of different challenges and activities created, designed and carried out by you. What is vital to remember is that these challenges and activities should not be randomly selected.

They should be designed to aid you in your personal development. There are six key areas of personal development, and these are known as the SPICES.



The SPICES

Each of the SPICES holds Learning Objectives. These Learning Objectives are tools to help you achieve your aims in Scouting.

The Learning Objectives are expressed as abilities you can acquire, based on knowledge, skill, or mental attitude. They are presented in the form of questions to help you see how they relate to your own experiences.

Social - Relationships, Communication, Civic Role, Other Cultures, Promise & Law.

Physical - Diet, Hygiene, Lifestyle, My Body, Physical Differences, Risk Assessment, Abuse.

Intellectual - Analysis & Decisions, Learning Styles, Creativity, Plan Do Review, Team & Leadership.

Character - Promise & Law, Values, Self Belief, Courage, Respect, Justice & Peace, Personal Vision, Scouting Spirit.

Emotional - My Emotions, Seeking help, Others' Emotions, Expressing Myself, Life's Challenges, Personal Belief, My Potential.

Spiritual - Spiritual Beliefs, Environmental Respect, Spiritual Exploration, Spirituality.

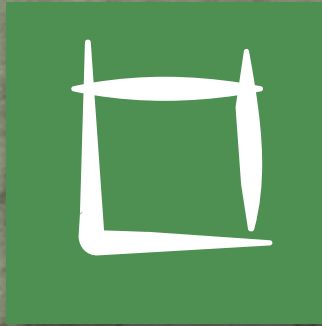




Social

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- Do you have the right skills and attitudes to build friendships?
- Can you communicate with others?
- Do you try to understand other cultures that you come into contact with?
- Do you get involved in your community?
- Can you understand how the Promise and Law fits into everyday life?



Physical

- Do you have a balanced diet?
- Do you know the importance of having good personal hygiene and how it affects others?
- Do you make time for physical activity?
- How good are you at getting medical help when you are not feeling well?
- Do you appreciate that physical differences make society better?
- Do you understand the impact your choices have on your life?
- Do you know the affects of abuse on the human body?



Intellectual

56

- Are you able to solve problems?
- Do you see how you can learn something from every new situation?
- Can you think outside of the box and try your own creative ideas?
- Can you plan, carry out and review a project?
- Do you know what qualities you bring to a team?



Character

- Do you put the Promise and Law into practice?
- Do you know what's important in your life?
- Do you try your best in everything that you do?
- Can you stand up for what you believe in?
- Do you treat others with respect?
- Do you try to help where you see injustice or inequality?
- Do you have the courage to reach for your goals?
- Do you embrace the Scouting Spirit?



Emotional

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- Can you deal with having an off day?
- Do you call on others when you have a problem?
- Do you listen when someone has a problem?
- Can you show your feelings in a positive way?
- Do you have the confidence to deal with all that life can throw at you?
- Do you stand up for what you believe in?
- Do you try to develop your talents?



Spiritual

- Do you stand by your spiritual beliefs?
- Do you make a positive impact on the environment?
- Do you see God in the world around you?
- Do you see spirituality as a vital part of your life?

Fiontar

'Fiontar' is a series of challenges that are based directly on the learning objectives of the SPICES. It gives structure to your Personal Journey during your time in Venture Scouts.

There are two Phases on this journey:

Suas (Up)

You will work as part of a team within Crews to develop activities which will allow you to explore the different aspects of the SPICES.

Trasna (Across)

You will lead teams within Crews to develop activities which will allow you to explore the different aspects of the SPICES.

A phase ideally should take place over an eighteen month period, including a break from between three to six months for other areas of the Unit's programme or Unit Expedition.



Fiontar is a little different to the types of challenges you may have faced in the younger age sections. With Fiontar you yourself must create the challenge to allow you to explore the learning objectives of the SPICES.

There are thirty-six learning objectives, so over the course of your time in Venture Scouts you will undertake thirty-six challenges, eighteen in Phase 1 and eighteen in Phase 2.





Adventure Skills

Adventure Skills give you the necessary knowledge and abilities to undertake your programme of activities. There are nine areas:



Camping, Backwoods, Pioneering, Hillwalking, Emergencies, Air Activities, Paddling, Rowing, Sailing



If you have come through the younger age sections you will be familiar with these and will have developed a number of the skills to various stages. In Venture Scouts you can continue to develop the skills you have worked on to date, try skills you have not attempted before, or simply start to specialise in a small number of skills.



If you joined Venture Scouts off the street, then you should have a look at what is on offer in the Adventure Skills. You may have experience of some of the skills from other areas of your life, or they might all be new to you. Either way, you will need to start at the beginning with whatever skills take your interest. But don't worry, you will quickly work through the initial stages.



Full details about the Adventure Skills are contained in the Adventure Skills Manual.





Special Interest Badges

Special Interest Badges (SIB's) allow you to bring personal interests into the Venture Scout programme. There are five basic badges:

Personal Skill

This can be any new skill e.g. technical, mechanical, music, drama, arts & crafts.

Physical / Recreation

This is a personal challenge which you set to your own level of fitness. You can start a new sporting activity or improve upon one you are already pursuing. This can range from hillwalking, to aerobics, to horse-riding. This is your challenge so make it something you want.

Adventure / Journey

The sky is the limit with your adventure. It should be something completely new that you have never done before. It can be a mountain you have never climbed or a challenge race. It should also broaden your horizons.

Community Involvement

This should benefit your community around you. Charity starts at home! Helping your community not only gives you great satisfaction but will improve the quality of life of people around you. Are you prepared to make a difference?



Environment

As a generation we are exploiting our environment. This is your chance to make a small difference, it can be anything that will even make the slightest change and it can be as imaginative as you want.

There are no set requirements. You must select an area, pick a project from within that area and agree with the Venture Executive what you will have to do to complete the project.

Ideally the project must meet the following criteria:

- Challenge yourself to learn new skills or develop existing ones.
- Help increase your knowledge of the particular area.
- Contain a practical element which will benefit others.



Navigator Badges

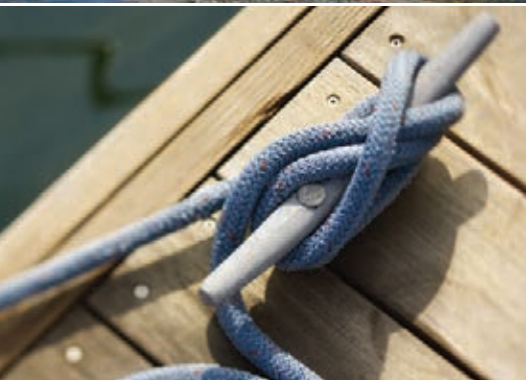


The Venture Scout Navigator Badges offer the chance for your Unit to pursue maritime skills. There are four stages to be completed, all of which are based around the following competencies:

- I have mastered many core skills required for seamanship.
- I can take the lead with regard to the water safety of an entire group of people.
- I have mastered many of the technical skills for water activities that form part of seamanship.
- I have an in-depth knowledge of marine navigation and chartwork
- I have acquired an in-depth knowledge of signalling techniques and know why they are used.
- I have in-depth knowledge of the nautical heritage of my own Group and community, and knowledge of wider nautical history and terminology.
- I can coordinate and lead boat maintenance with my Group.
- I have gained an in depth knowledge of weather and tides and how they influence my local sea area and activities that take place there.



Full details of the requirements for the badges can be found on www.scouts.ie.



The Chief Scout's Award

The Chief Scout's Award ties in with the three main areas of programme (Fiontar, Adventure Skills and Special Interest Badges) and can be worked on right from the time you begin your journey as a Venture Scout. There are seven areas to the award as follows:

Skill:

One Special Interest Badge from the "Skill" Area.

Physical:

One Special Interest Badge from the "Physical" Area.

Community:

One Special Interest Badge from the "Community" Area.

Environment:

One Special Interest Badge from the "Environment" Area.

Scout Skill:

Two Adventure Skills to Stage 6 and one Adventure Skill to Stage 7.

Journey / Expedition:

Walking 50-79 km over three consecutive days and two nights.

Residential / Intercultural:

Shared activity with a group in a residential setting for five days & four nights, must include an intercultural aspect **either at home or another country.**

This award should take you at least twelve months to complete (or six months if the Scout's Chief Scout Award is already held).

The Venture Scout Chief Scout's Award will qualify you for the Silver Gaisce Award or DOE.

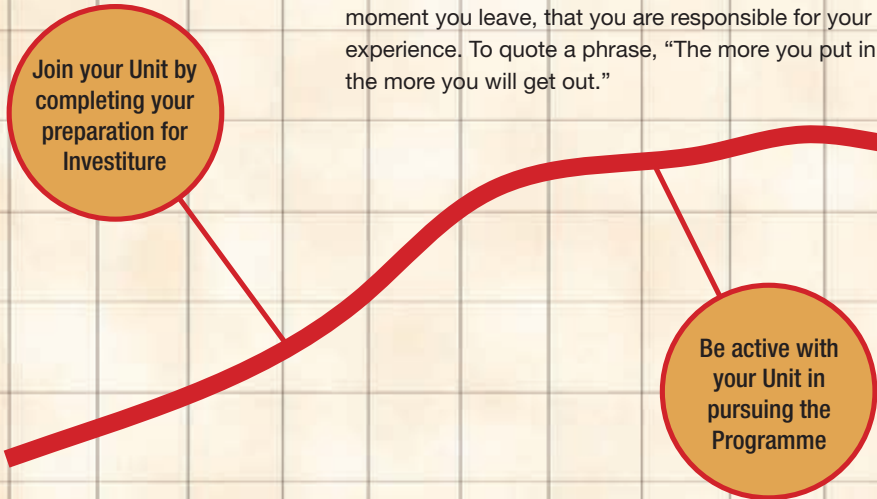


The Chief Scout's Award application form can be downloaded from www.scouts.ie.



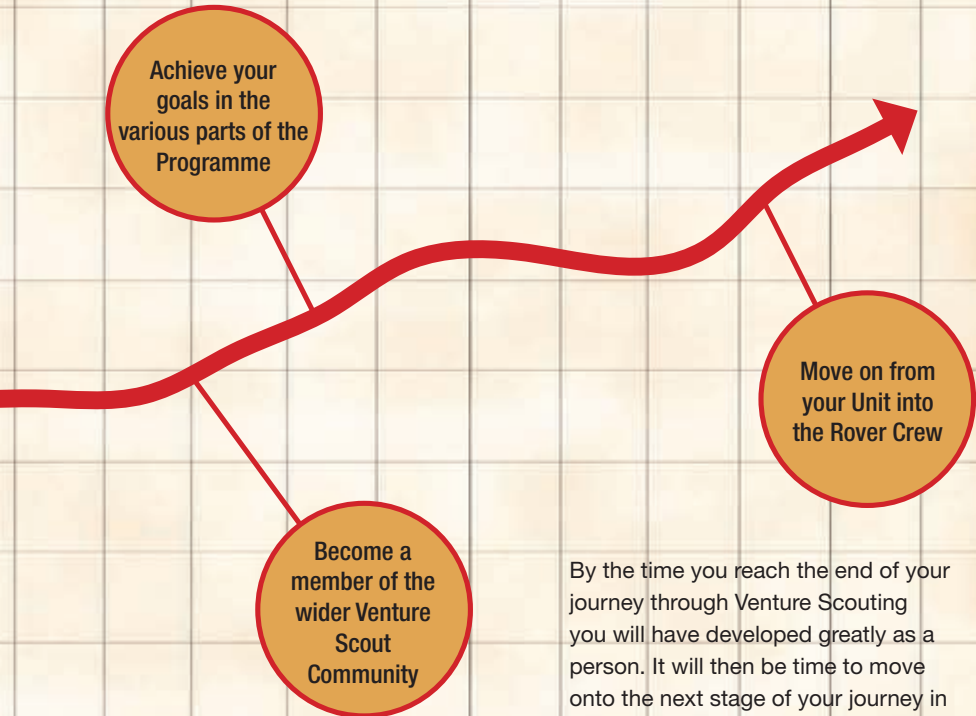
Your Personal Journey

As a member of a Venture Scout Unit you will do many things with the other members of the Unit. However, the experience you have will be unique, and how you grow and develop during your time in the Unit will also be unique. It is important to realise that from the moment you join the Unit until the moment you leave, that you are responsible for your experience. To quote a phrase, “The more you put in, the more you will get out.”



Join your Unit by completing your preparation for Investiture

Be active with your Unit in pursuing the Programme



**Achieve your
goals in the
various parts of the
Programme**

**Become a
member of the
wider Venture
Scout
Community**

**Move on from
your Unit into
the Rover Crew**

By the time you reach the end of your journey through Venture Scouting you will have developed greatly as a person. It will then be time to move onto the next stage of your journey in Rover Scouts.

Things TO DO

- Do a bungee Jump
- Go to a World Jamboree
- Learn how to dive
- Learn how to play the piano
- Connect with ten other Units
- Visit three new countries
- Do a big project in your community
- Get a job
- Get qualified
- Stand on top of Ben Nevis





What's your **BIG** Plan

Venture Scouting will give you so many opportunities to do the things you have always wanted to do. The only real limit is your imagination. You and your Unit start with a blank page, and it is up to you to decide where you go from there.

There are a number of tools to help you along the way, such as the Venture Community and the three parts of the Programme (Fiontar, Adventure Skills and the Special Interest Badges). These will give you many ideas about what you can do. But before you get down to the fine detail, you need to ask yourself, what is your Big Plan?

Your Big Plan is a list of the main things that you want to achieve over the course of a phase. Decide on what these are and then base the rest of your programme around them.

The first step in putting your Big Plan together is to make a list, for example:

- Think back over your time in Scouting to date. What are the things you really enjoyed doing?
- Think about the things you have always wanted to try, but never got around to doing. What are they?
- Have a look at what is going on in the Venture Community. What looks interesting and exciting to you?
- Have a look at the three elements of the Programme. What are the things that challenge you most?

When you have your lists prepared, it is now a matter of circling the ideas that stand out the most. Get rid of the rest, and you have your Big Plan. This is your starting point. You now need to look at putting a programme together that will turn your Big Plan into a reality.

How It Works...

The Programme Cycle

Plan!

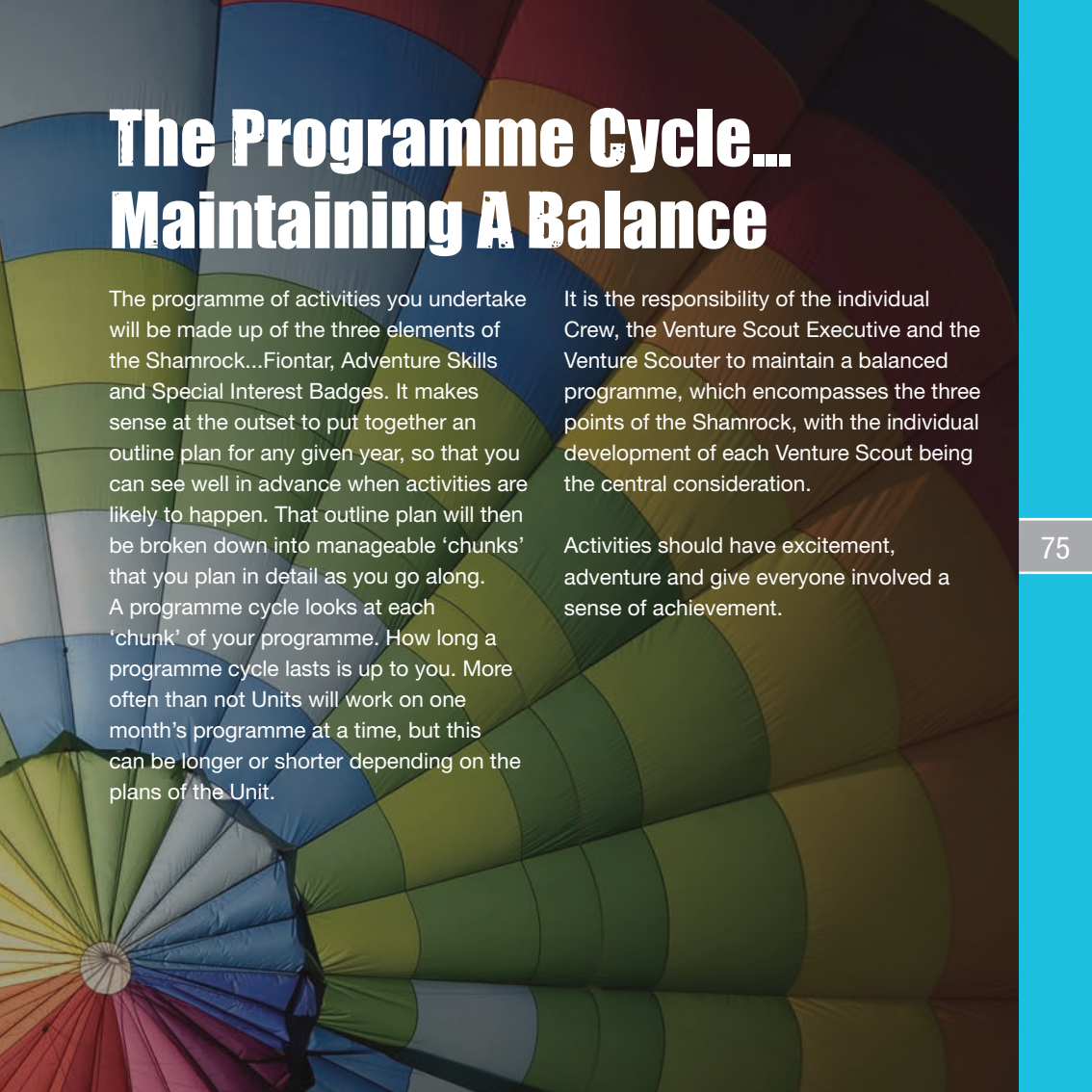
Generate ideas for activities in light of the three major areas of the programme.

Do!

Carry out the activities according to the plan developed.

Review!

Take time to evaluate the activities in all it's aspects.



The Programme Cycle... Maintaining A Balance

The programme of activities you undertake will be made up of the three elements of the Shamrock...Fiontar, Adventure Skills and Special Interest Badges. It makes sense at the outset to put together an outline plan for any given year, so that you can see well in advance when activities are likely to happen. That outline plan will then be broken down into manageable 'chunks' that you plan in detail as you go along. A programme cycle looks at each 'chunk' of your programme. How long a programme cycle lasts is up to you. More often than not Units will work on one month's programme at a time, but this can be longer or shorter depending on the plans of the Unit.

It is the responsibility of the individual Crew, the Venture Scout Executive and the Venture Scouter to maintain a balanced programme, which encompasses the three points of the Shamrock, with the individual development of each Venture Scout being the central consideration.

Activities should have excitement, adventure and give everyone involved a sense of achievement.



Planning...Making It Happen

When planning at the start of the programme cycle, the following approach can be taken:

01. Generate Ideas

Each individual considers the areas of Fiontar, Adventure Skills or Special Interest Badges that they wish to work on. This can also be done in small groups within the Unit. Brainstorm for activities which are related to the areas you wish to work on.

02. Group Ideas

Look at how the various activities suggested by the individual members or groups of members can be incorporated into a Unit programme. Ensure that the needs of individual members or groups of members are being catered for.

03. Programming

Firstly set out the major activities to be undertaken, and then work in all the other elements.

04. Form Crews

Assign responsibility for delivering certain aspects of the programme to each Crew. Ensure that each member has a copy of the programme so that everyone will be aware of what will be happening.



A full-page photograph showing a person in mid-air, jumping from a dark, jagged rock formation. The scene is set at sunset, with a bright orange and yellow sky and a calm sea in the background. The person is silhouetted against the bright sky. The text 'Do It!' is overlaid in large, bold, white letters at the bottom left.

Do It!



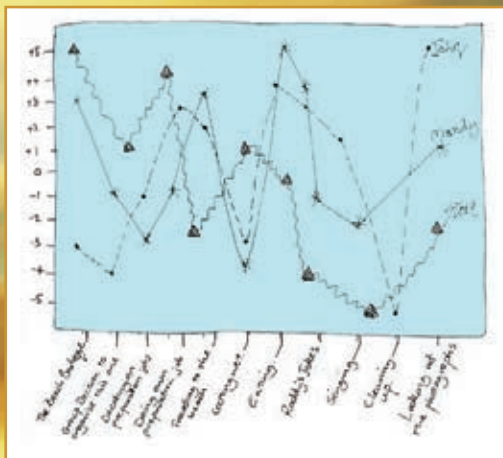
Reviewing...Looking Back

At the end of the period when all the activities have been carried out, the Unit needs to evaluate all aspects of the programme.

The review process is to determine what worked and what can be done better next time. For the programme cycle to work, lessons learned (both positive and negative) should be considered in the next planning stage.

There are three different levels of review:

- | | |
|-------------|---|
| Individual: | Each member reviews their own progress during the period to see if they have achieved the targets they set themselves. |
| Crew: | As Crews will have responsibility for organising an activity, they should review that activity to see how well it went in terms of the original plan. |
| Unit: | The overall content of the cycle should be reviewed by the Unit as a whole where everyone can give their views on the various activities undertaken. |



Each activity is broken up into ten or so elements, and each member gives a score from -5 to 5 in relation to how much they enjoyed each element of the activity. Each member then marks their scores on the chart in a different colour.

Part of reviewing a period will obviously involve reviewing each individual activity undertaken. Ideally this should be done as soon as possible after the activity is completed. At the end of the period a more 'global' review can be undertaken of the overall plan for that period. One simple method for reviewing an activity is a Happy Chart. This is a simple graphical way of recording the feelings of each member of the Unit.



Methods For Reviewing

There are a number of different ways of reviewing the programme. Different methods will be used in different situations.

Have a chat... sit down with your Unit members and talk about how things went on an activity.

Review sheets... a simple form to be filled in where short comments are made about different areas of the activity.

The post-it method... put a number of headings on a wall (skill, fun, communication). Members of the Unit place post-its under each heading, with post-its placed high on the wall for positive, low on the wall for negative. Or different colour post-its can be used.



Review Sheet

What parts of the activity worked well? _____

What parts of the activity did not work so well? _____

What changes could we make if we ran the activity again in the future? _____

What learning objectives were addressed during the activity? _____

What skills areas were covered during the activity? _____

The Project Method

The Project Method In Operation

PROJECT?! Don't panic! A Project in Venture Scouts is totally different to the kinds of projects you may have done before.

In general terms, a Venture Scout Project is...

- Something that you intend to achieve by a given time in the future.

- Involves setting a clearly defined goal to reach.
- Working out what needs to be done - when and how - and then doing it!

A project is not one activity but a combination of many different activities - each of which needs to be planned, organised and carried out in order to reach the goal.



Leaders not followers

Irish Scouts create new homes for single teenage mothers in Peru

Friendship overcoming barriers



Working to create a better world

www.scouts.ie

Leaders not followers

Irish Scouts and Vietnamese orphans working together to create a new future



Working to create a better world

www.scouts.ie

01
What Project?

02
Integrating
Learning
Opportunities

04
Getting
Prepared

03
Planning

The Project Method

The project method consists of seven phases and is another way to ensure quality programme and implementation.

A black and white photograph of a hiker standing on a rocky mountain trail, looking out over a vast, cloudy landscape. A dotted line connects three circular callouts containing text. The first callout is at the top left, the second is at the top right, and the third is at the bottom right. The hiker is in the lower center of the frame, wearing a backpack and using a trekking pole. The background features rugged mountain peaks and a sky filled with large, dramatic clouds. The overall mood is one of adventure and achievement.

05

Carry Out
The Project...
The Big Event

06

Evaluation And
Recognising
Progress

07

Celebration

01. What Project?

- Discussing in Crews what you would like to do.
- Sharing the Crew's ideas and discussing them as a Unit.
- Reflecting as a Unit on what is really important in the ideas expressed.
- As a Unit, creating a project through the incorporation of what was considered important in the ideas and linking them together towards an agreed project goal (e.g.: an expedition to X in order to do Y).

02. Integrating Learning Opportunities

(This phase should be carried out with the help of the Venture Scouter team)

- Considering and modifying aspects which are too difficult, not feasible, or too expensive.
- Taking a preliminary look at what learning opportunities could be integrated to enrich the outline of the project.
- Examining the project outline in terms of the learning opportunities.
- Checking how to make the best possible use of the Scout Method.
- Checking how to make the best possible use of the group dynamics in the Unit.

03. Planning

- Listing everything that needs to be done and when.
- Establishing a preliminary budget.
- Working out the various areas of responsibility.

04. Getting Prepared

- Presenting the enriched project to the entire Unit.
- Guiding each member of the Unit towards roles and Crews which correspond to personal interests and which present challenges for personal progression.
- Helping members of the Unit to gain the knowledge and skills needed.
- Monitoring Progress and dealing with aspects beyond the young people's capacities.

05. Carry Out The Project... The Big Event

- Do what it is you are planning to do!

06. Evaluation And Recognising Progress

- Examining, as a Unit, what went well and less well, the highlights and low points. Examining what each member gained out of the project and to what extent they managed to make personal progress.
- Formally recognising the progress made by each member of the Unit.

07. Celebration

Organising a time for spiritual reflection based on the member's experiences. Organising a celebration (e.g. parents evening) with refreshments and an exhibition of photos or a slide show, or some other form of describing and celebrating the project.



Rover Scouts – The Next Step

The Rover Scout stage in the programme is bringing together all of your experiences from the previous sections. In Venture scouts, you've experienced a wide variety of activities, skills, and adventures and are looking to see how far these experiences will let you go.

By now you may be thinking about, or may already have begun linking with a Rover scout section in your Scout Group or in your County and have maybe already tried out the projects that they base their programme around.

If you're thinking about what is next after Venture Scouts, this is a perfect place to broaden your experiences, connect with people and develop as a young adult.

In Rover scouts, it's crucial that you pave your own journey from now on, create your own programme with those in your crew, and see what the world has to offer. This is a time to think big, to look at how you've developed and to bring your experience of the programme to a spectacular end.

Look up your local crew – they'll be happy to take you through what they do and show you how it can work for you. If you need help finding a Rover Crew to hook up with, get on to rovers.ie or call the Rover Team in National Office and we'll help you out!





ROVERS.IE

Adventure Skills Record

	Stage 01	Stage 02	Stage 03	Stage 04	Stage 05	Stage 06	Stage 07	Stage 08	Stage 09
 BACKWOODS									
 CAMPING									
 HILLWALKING									
 EMERGENCIES									
 PIONEERING									
 ROWING									
 SAILING									
 PADDLING									
 AIR ACTIVITIES									

Special Interest Badges Record

	Project 01	Project 02	Project 03
 SKILLS			
 PHYSICAL			
 ADVENTURE			
 COMMUNITY			
 ENVIRONMENT			

Navigator Badge Record

				
	NAVIGATOR 1	NAVIGATOR 2	NAVIGATOR 3	NAVIGATOR 4
Competency 01				
Competency 02				
Competency 03				
Competency 04				
Competency 05				
Competency 06				
Competency 07				
Competency 08				

Chief Scout's Award Record

	Details
 SKILLS	
 PHYSICAL	
 ADVENTURE	
 ENVIRONMENT	
Adventure Skills Stage 06	
Adventure Skills Stage 07	
Journey / Expedition	
Intercultural	

18 Month Planner

01

02

03

04

05

06

07

08

09

SUAS

10

11

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18 Month Planner

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Trasna

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Scouting Ireland
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www.scouts.ie