

# 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.

# Fiontar

## Welcome to Fiontar, the Venture Scout Programme.

Fiontar is the Irish for Venture and Adventure. With all the possibilities that await you in the years ahead, your time in Venture Scouts should be seen as an adventure, both in terms of the things you will do and the journey of self discovery you will make.

Fiontar is an opportunity for you to examine your own personal development and to design challenges that further that development. The great thing with this programme is that you will be in control. You won't be told what to do. We will simply highlight areas of development for you and it will be up to you to decide how to tackle them.

The programme is based on the SPICES, the areas of personal growth that are the focus for the ONE Programme of Scouting Ireland. As a reminder, the SPICES are as follows:

**SOCIAL** Belonging to a group, having fun, community issues, appreciating culture differences

**PHYSICAL** Understanding your body & physical capabilities, developing through physical challenges

**INTELLECTUAL** Develop ideas & carry them out, analyse consequences, teamwork, evaluate situations

**CHARACTER** Accepting yourself, potential for growth, personal value set, respecting others

**EMOTIONAL** Confidence to express emotions, dealing with situations, respect for others emotions

**SPIRITUAL** My value, the value of others, respect for the environment, exploration of faith

Each of these SPICES has a number of Key Ideas, and there are 36 in total. It is these Key Ideas that will provide the inspiration for your journey through Venture Scouts.

# Suas and Trasná

There are two distinct Phases to Fiontar, and these are Suas and Trasná (Up and Across). The general idea is that you will start off your time in Venture Scouts working as part of a Crew and with experience will progress on to leading Crews.

## **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.

## **Trasná (Across)**

You will lead a Crew to develop activities which will allow you to explore the different aspects of the SPICES.

### **For each Phase you will take a similar approach.**

1. Assess where you currently are in terms of your progression in the six SPICES by plotting a SPICES Map.
2. This map will highlight the Key Ideas in which you are advanced and the ones in which you have more room for development.
3. Concentrating on the ones where you need to develop most initially, use the Inspiration Pages for those Key Ideas to come up with a series of challenges.
4. Undertake the challenges over a period of time.
5. When the challenges have been completed you should plot a new SPICES Map, which will reveal how you have developed by undertaking the challenges.

You will undertake 18 challenges during each phase. A Phase ideally should take place over an 18 month period. You should include a 'Time Out' during each Phase from your SPICES Activities. This 'Time Out' should be used to review where you are on your Journey and to determine that you are heading down the right path. But this can also be a great opportunity to progress in other areas of the programme such as the Adventure Skills. Unit Expedition also fits into this 'Time Out' period. A 'Time Out' should last between 3 and 6 months.

While you should probably concentrate on the Key Ideas you think you are weak at, that doesn't mean you should only work on these. Include some Key Ideas you think you are strong in also. A good mix is the best way to go.

### **Getting started with the SPICES Map**

The central idea in Fiontar is that you are on your own unique personal journey of growth and development. Before you can move on however, you need to have an idea of where you are starting from. And as you progress on that journey, you need to be able to see how far you have come. This is done by plotting SPICES Maps.

1. Have a look at the SPICES questionnaire.
2. Consider each question in turn, and rate yourself in terms of each question from 5 to 1.
3. A rating of 5 means that you can answer an unconditional yes to the question, a rating of 1 means that you would answer an unconditional no to the question.
4. As you rate yourself for each question, plot your answer on to the SPICES Map.
5. When the map is complete it will define a shape. Areas where you are well developed are shown where the shape hits the outside circle on the map.
6. Areas where you have most room for development are shown where the shape hits the inner circle on the map.

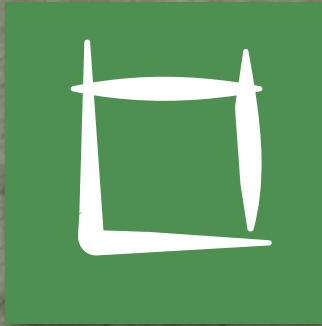
### **Remember when completing the questionnaire and plotting the map ...**

1. To answer the questions as honestly as possible ... this is your own map and it is not a question of comparing yourself to others.
2. That the questions are not quite black and white, so don't think that you have to give yourself a rating of 1 or 5 ... more often than not your rating will lie somewhere in between.
3. That the aim is to 'expand' and 'smooth' the circle on the map during your time in the Unit. ... however, it would be most unusual if you ended up with a complete circle ... what is important is that you make the effort.



# Social Questionnaire

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



# Physical Questionnaire

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



# Intellectual Questionnaire

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



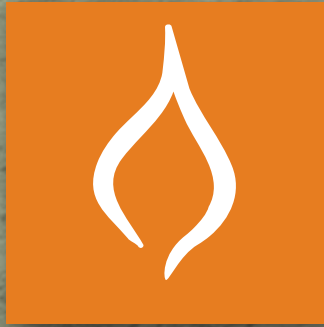
# Character Questionnaire

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



# Emotional Questionnaire

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



# Spiritual Questionnaire

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



# A worked example

Let's look at an example of how this works.

This SPICES Map has been plotted from ratings taken from a SPICES Questionnaire. So what does it tell us? Well, the most obvious points are that this person believes that the area they are most developed in is Intellectual, while the area they are least developed in is Social. The other four SPICES lie somewhere in between.

So what should this person do when thinking about picking a challenge? Lets take the Key Idea that gets the lowest rating, question C in Social, 'Do you try to understand other cultures you come into contact with?'

The first thing that should be done is to look at the Inspiration page for that Key Idea. Note down thoughts on the subject and see where they lead.

## Example of an Inspiration Page:

Do I know any people from another culture?

What groups exist in Ireland?

Maybe I could talk to Marc at the shop where I work at the weekend ... ask a little about how things are different here to France where he is from.

Food?

Sport?

Cinema?

Based on these thoughts a challenge might be to organise a multicultural night where different Crews create a presentation about different countries.



# Fiontar in a Unit Context

Similar to the example given, each Venture Scout will come up with ideas for challenges. It is up to the Unit as a whole to now agree which challenges they will take on.

1. Select a wide variety of challenges that will give you a varied programme.
2. Some thought should be given to the needs of each member of the Unit in terms of the SPICES Maps they have plotted.

Once the challenges are selected Crews should be formed to organise each one. This is where those on the Trasná stage take charge of the planning of the individual challenges, and those on Suas assist in the running of the challenges.

It's important to remember that depending on needs of the members of the Unit that a number of challenges can be happening at the same time and each member does not have to take part in all the challenges. This is especially the case in larger Units.

**Blank SPICES Maps can be downloaded from [www.scouts.ie](http://www.scouts.ie)**

# 18 Month Planner

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