

THE CUB SCOUT JOURNEY

Planning your Journey

From the large map of the Lands of Adventure, your Cub Pack picks a land to explore. Your Pack can choose which Land they wish to visit in a number of ways. Ask your Scouter for Ideas.

Once your Pack has chosen the Land of Adventure that you will all visit it's time for you and your Six to decide what activities you would all like to do in the land. Every Cub Scout in the Six must decide what part they will do in the activity.

When you have decided what you are doing you should look to the Travel Cards in the back of your handbook and see which Travel Card you can use.

Now it's time to plan the details and make sure you have enough time. Your Scouter will help with this.

All that's left is to Do what you planned. If you do your best, your Scouter will clip your Travel Card for you.

On your Adventure

All that's left is to DO what you have planned! When you are on your adventure remember what you have said you will do and try to achieve this. There are a lot of choices and picking the right choice will make the adventure all the better. Remember you can revisit these Lands as often as you choose.

The best way to do things is to use the Travel Tips. This will be a guide to you about how you should do things and what you should do.



PLAN **DO** **REVIEW**

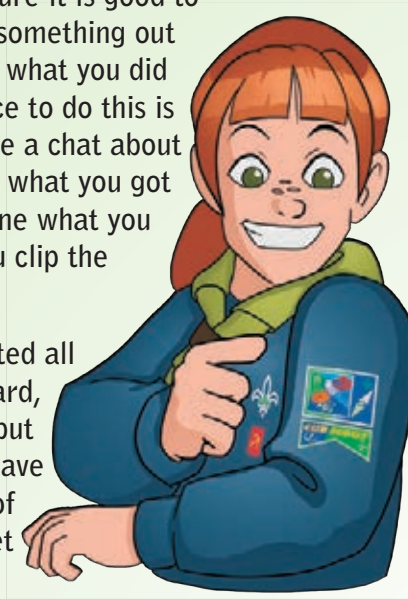
Reviewing what you have done

When you get back from your adventure it is good to find out how you did. We always get something out of reviewing what we do. You review what you did with the help of others. The best place to do this is with your Six. Take some time to have a chat about what happened on the adventure and what you got out of it. At the end, see have you done what you said you would do. If you did then you clip the Travel Card.

So, the idea is, when you have collected all of the clips on one side of a Travel Card, your Scouter will give you a bead to put on your toggle. For example; If you have collected all of the clips on one side of your Sarah's Travel Card. You will get your Social SPICES bead to put on your toggle.

When you have collected one SPICES Bead from each SPICES section you can trade your SPICES Beads in for your Personal Journey Badge. So Six different SPICES beads equals a badge

The Badges are called:



Turas
this means journey



Taisteal
this means travel



Tagann
this means arrive





CUB SCOUTS

The Cub Scout Programme is based around a journey or concept of discovery.

Everything therefore, within the programme, is presented within the context of discovery. The Cub Scout age range is a time, in a young person's life, where they move away slightly from the ties of family and discover the world around them. This is also a time of discovering their capabilities and learning and acquiring new skills and experiences.

The programme is presented via the 'Lands of Adventure' as symbolised by the 'Lands of Adventure' map and poster. The Map presents six different locations/time periods. Each location /time period presents opportunities to play the game of Scouting through different story-lines and themes. These locations/time periods are also aligned with an element of the SPICES.

The Lands of Adventure are:-

Kingdom of the Celts - Social
Ancient Rome - Physical
Land of the Nile - Intellectual
Medieval times - Character
Welcome to the Caribbean - Emotional
Wild Frontiers - Spiritual

The Travel Cards present the Atlantic Six as role models that show the various traits/characteristics of the SPICES (on one side of the card).

They are represented by

Sarah - Social
Phil - Physical
Isobel - Intellectual
Conor - Character
Eva - Emotional
Sean - Spiritual

On the reverse are listed the objectives the Cub Scouts seek on their journey of discovery. The travel cards symbolise a ticket to assist a young person to find their destination along the progressive scheme.

They are used both before the adventure begins (selection process) and in the review stage of the programme cycle (learning/achievement/knowledge process)

The cloth map is the focal point of the Cub Scout programme. The map is reproduced as a large cloth map and as a poster - within the Cub Scout Handbook. The Cloth map can be used in opening and closing ceremonies and at the planning stages of the programme cycle. It is large so that everyone in the Pack can hold it while they plan the Pack Adventures. Some Packs also attach ribbons to the map listing the adventures already completed so that the Map, in fact, represents the life, history and adventures of the Pack. The Map is an important element of the Pack life, and it is constantly in focus throughout the programme of the Pack.

Personal Progressive Scheme

The Personal Progressive Scheme is made up of three stages. These Stages are called Turas, Taisteal and Tagann to link into the Symbolic Framework of Journey in the Cub Scout Section. These stages are supported by using the Special Interest Badges, Chief Scout's Award Adventure Skills, and complimented by using the Boatman Badges (nautical badges) if desired.

Cub Scouts start the process by being presented with their compass and toggle at investiture. This compass and toggle will be with them throughout their time as Cub Scouts. Then they plan their journey with the others in their Six and the Pack.

As challenges are completed, the Cub Scout will review them and their learning with their Scouter and get their travel cards clipped. When the Cub Scout has collected six clips on one side of a Travel Card e.g. Social Spice Travel Card, they will collect a "social" bead to put on their toggle. This is the toggle which they were given with a compass at investiture.

When all six SPICES beads have been collected throughout the year, the Cub Scout can trade them in for their first Stage Badge. This is usually done at the end of each year. The Cub Scout continues his/her journey in the following years collecting clips on cards and trading them for beads and later for Stage Badges.

Cub Scouts are presented with the opportunity to achieve their Chief Scout award in their last year as Cub Scouts before they move on to the Scout Section

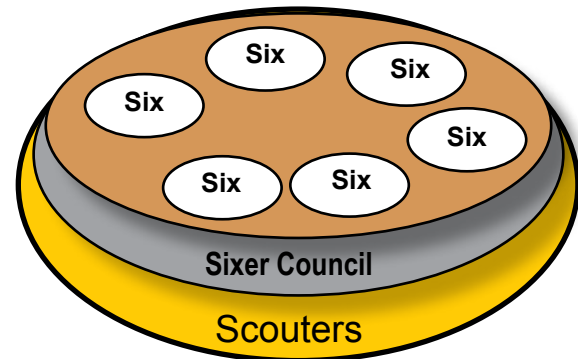
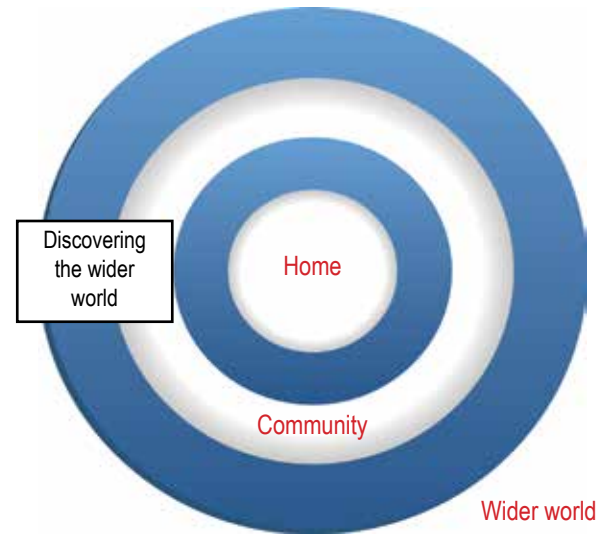


The Cub Scout Section

The Cub Scout Section is firmly built around the Six (team system) and it is its key component. The Cub Scout Pack therefore consists of a collection of Sixes rather than a collection of individuals. A Scouter working in this Section will be directly working with Sixes as well as individual Cub Scouts. The Six is a strong structural unit within the Pack and most of the programme interactions/challenges and activities will be Six based.

It is within this context that we will now look at how a Programme cycle is created with the Cub Scout Pack. The tools available for creating the programme cycle are:- the Cub Scout Handbook, the online adventure resources – for Scouters, the Scouting Trail handbook, the Adventure Scout Skills handbook, the Cub Scout Lands of Adventure Map, the Stage Awards – via the Cub Scout Travel cards that are at back of the Cub Scout Handbook and the reviewing resource on the website – scouts.ie. Each resource should be seen as an aid rather than a complete 'how to' resource.

The interaction of the Scouter and young people is one of partnership – walking side by side. The Scouter in the Cub Scout Section is in much more of a leader role than in older sections due to the age range of this Section. However, the Cub Scouts can have a more active role than in Beaver Scouts. They should be given every opportunity to "help" with activities such as cooking etc... While the idea position of the Scouter and young person is one of partnership and a 'big sister' / 'big brother' it is often the case that Scouters are more 'parental and directive leaders'.



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The interaction with young people however should at all times be supportive and allow the development of the programme to flow from young people rather than be exclusively designed by Scouters for the members of their Section. This is a key principle of the ONE programme and the Scout Method - adults supporting and assisting young people to realise their dreams and expectations.



CUB SCOUTS

Creating the Programme

Firstly, we will outline the key steps in creating a programme cycle in the Cub Scout Section then we will present the process through a practical situation to illustrate the process in action.

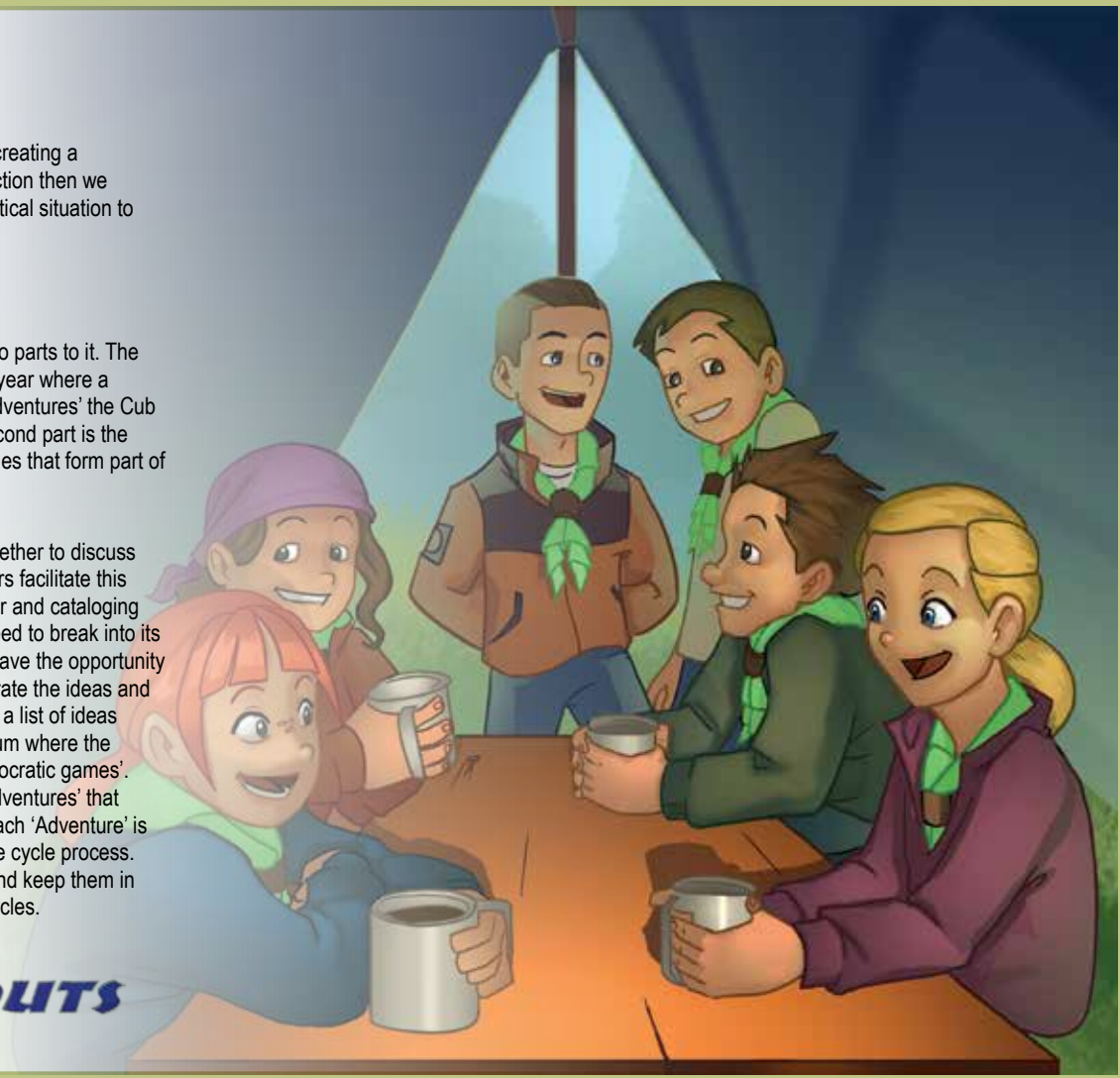
Step One – gathering ideas

The planning of the programme has two parts to it. The first part takes place at the start of the year where a Pack Forum is held to discuss what 'Adventures' the Cub Scouts want to go on this year. The second part is the planning the individual programme cycles that form part of an 'Adventure'.

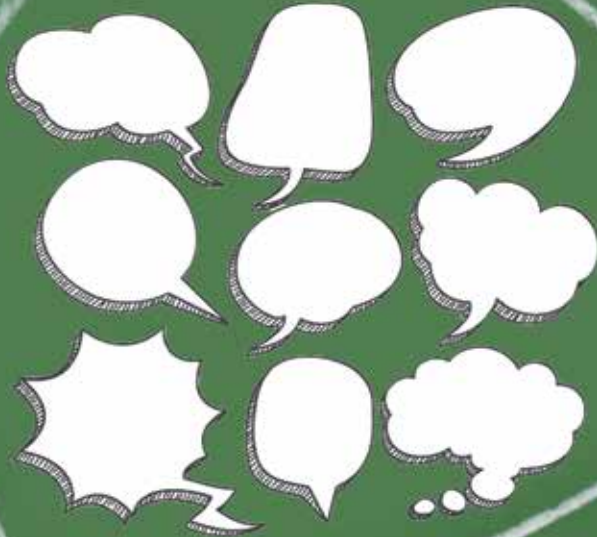
Pack Forum – the Pack comes together to discuss what they would like to do. The Scouters facilitate this process by gathering the ideas together and cataloging similar ideas together. The Pack will need to break into its Sixes in order for every Cub Scout to have the opportunity to have their say. The Six should generate the ideas and every idea is valid. When each Six has a list of ideas they feed them back into the Pack Forum where the Pack ranks the ideas using some 'democratic games'. The Pack now has a list of possible 'Adventures' that should guide them through the year. Each 'Adventure' is developed further using the programme cycle process. The Scouters keep a record of these and keep them in mind when planning the programme cycles.



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Programme Cycle – Each programme cycle should last anything from four to eight weeks. It is centred around a major idea like 'camping', 'hiking' or other similar adventures that take time to build up to. The Cub Scouts use the "Lands of Adventure" map to develop out the 'Adventure'. This is done by the Pack coming together around the map and deciding what land to visit. There are many ways to do this and all are valid as long as the Cub Scouts get a say in the choice.



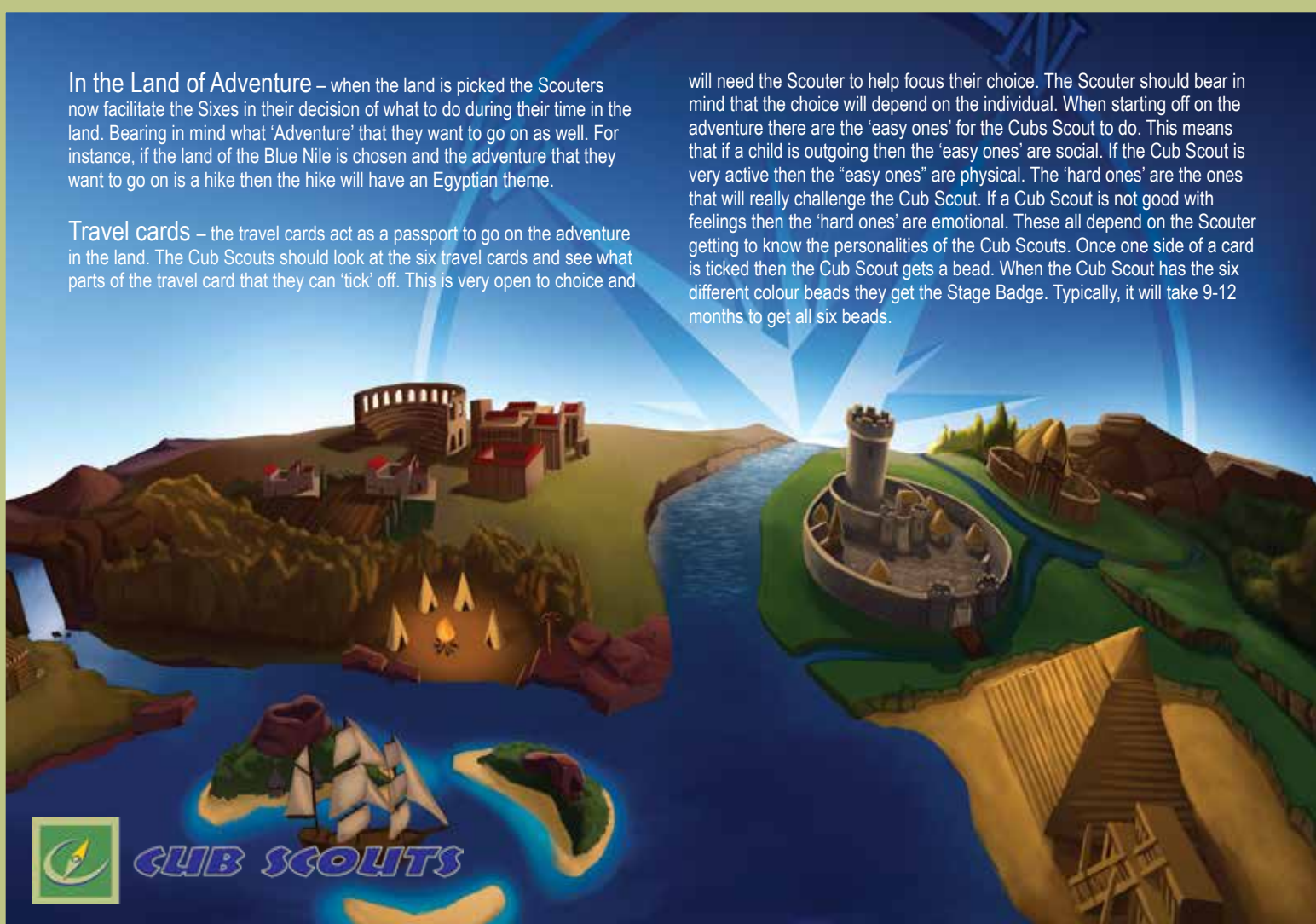
In the Land of Adventure – when the land is picked the Scouters now facilitate the Sixes in their decision of what to do during their time in the land. Bearing in mind what 'Adventure' that they want to go on as well. For instance, if the land of the Blue Nile is chosen and the adventure that they want to go on is a hike then the hike will have an Egyptian theme.

Travel cards – the travel cards act as a passport to go on the adventure in the land. The Cub Scouts should look at the six travel cards and see what parts of the travel card that they can 'tick' off. This is very open to choice and

will need the Scouter to help focus their choice. The Scouter should bear in mind that the choice will depend on the individual. When starting off on the adventure there are the 'easy ones' for the Cubs Scout to do. This means that if a child is outgoing then the 'easy ones' are social. If the Cub Scout is very active then the "easy ones" are physical. The 'hard ones' are the ones that will really challenge the Cub Scout. If a Cub Scout is not good with feelings then the 'hard ones' are emotional. These all depend on the Scouter getting to know the personalities of the Cub Scouts. Once one side of a card is ticked then the Cub Scout gets a bead. When the Cub Scout has the six different colour beads they get the Stage Badge. Typically, it will take 9-12 months to get all six beads.



CUB SCOUTS



Objectives

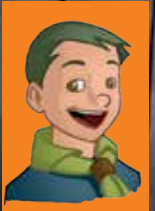
The Travel cards are the objectives for the Cub Scouts so they are something that the Scouter should keep an eye on and try to make sure that all Cub Scouts are getting to try out all cards. They are designed so that each Cub Scout achieves a Stage Badge each year. So once the first year is done the Cub Scouts should have an idea of what to do the following years. They can revisit the same thing that they did the previous year as the experience will be different. Sixers and older Cub Scouts will help younger Cub Scouts through this feature.



Conor - Character



Sarah - Social



Sean - Spiritual



Isobel - Intellectual



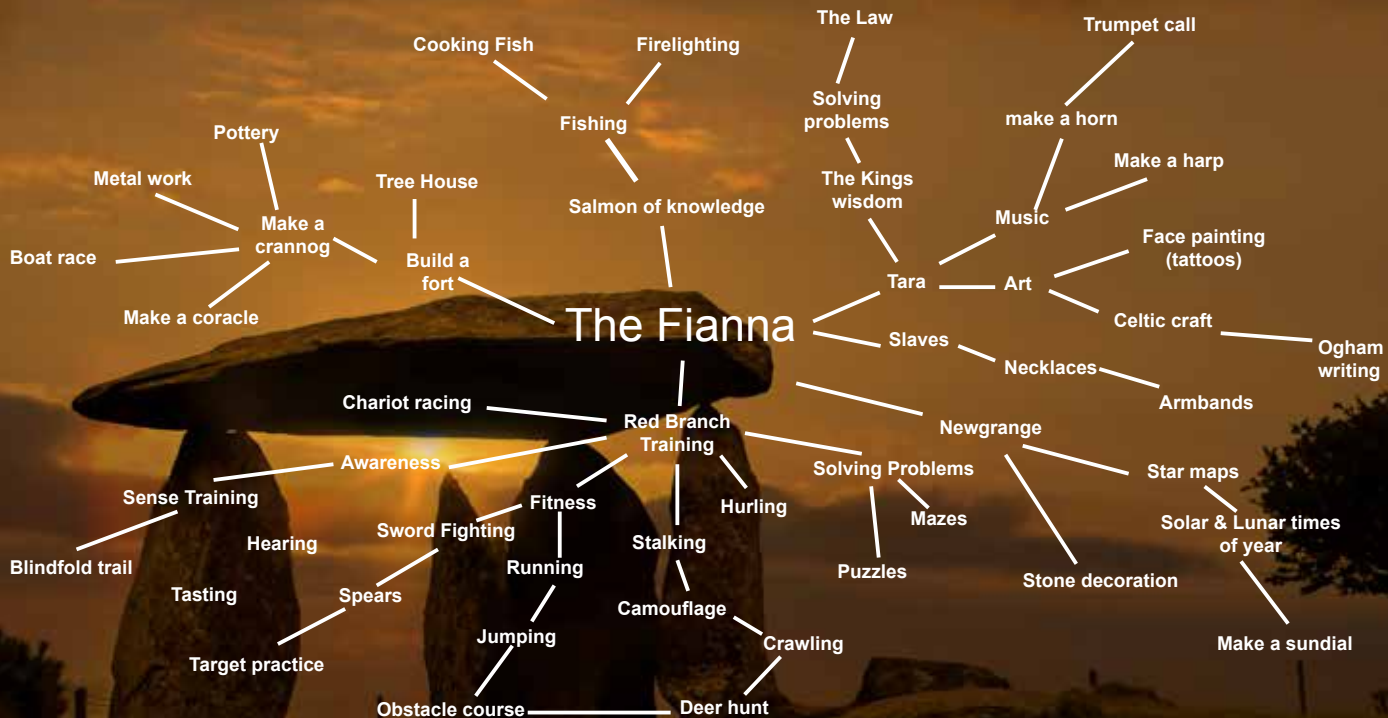
Phil - Physical



Eva - Emotional



The Fianna



CUB SCOUTS

Step Two – Presenting the ideas

Now that the 'Adventures' have been chosen and a plan for each Six is made then the Sixes bring back their ideas to the other Sixes. This can be done at a Sixer Council or at another Pack Forum. This will make up the programme cycle. There may be similarities in the 'Adventures' or there may be differences. That shouldn't stop the Sixes coming together to experience the full Section. The only difference is that the Six who suggested the 'Adventure', that is selected, should take the lead on the adventure and help with making it happen. Every Six should have this opportunity during the year's programme.



Step three – putting it all together

Step three is basically a job for the Scouter team – how to translate the ideas into logistics. The Cub Scouts have given the direction for the programme now it is up to the Scouters to look at booking transport or venues if required. Looking at how much it will cost etc... Scouters should involve the Cub Scouts as much as is practical in this process .



CUB SCOUTS



Let's look at this process

A programme cycle can last as long as the Section wishes...normally it will be 4-8 weeks but it can be longer or shorter or only relate to an event such as a weekend camp. In the steps below we will consider it as a month long process.

Also connected to this programme cycle we have the individual achievements and challenges presented via the the 'Special Interest' badge considerations, 'Adventure Skills' levels and Nautical badges (if you use this programme). The 'Adventure' that the Cub Scouts go on is central to what the Cub Scouts do. The award scheme is there to recognise the achievements of the individual Cub Scouts. Special Interests and Personal Journey Stage badges are at the discretion of the Scouter and the Cub Scout knowing what the Cub Scouts 'Best' is. The Adventure Skills Badges on the other hand have set parts/standards and must be achieved.

So, the overall perspective for the programme will be great and expansive. The job of the Scouter team is to drill down through all the possible elements and create the meeting and challenge structure.

There will be many jobs to do and Cub Scouts can do some of them within the Sixes. The job of the Scouter is to support this process and not do all the jobs themselves.



CUB SCOUTS

Step four – let's do it

The Six collectively live the 'Adventure' journey through the meetings, other activities, Six life and interactions and finally undertaking the 'Adventure'. During this time there will be small review sessions and many new things will be learned.

Scouters also have to be observant and watch what is going on in the Sixes and with individual Cub Scouts. Everyone will benefit from the experience and a Scouter will quickly spot progress within the Six at all levels. This information will prove very useful in the review process.



CUB SCOUTS



Step five – The review (the reviewing handbook – Cub Scout handbook – Travel Cards)

The review is the place where all the collective learning of the Pack is assessed. The review process has a number of steps. Firstly, small 'on the spot' reviews can take place at any stage in the programme cycle. These might be in the Six setting at the end of each meeting or activity or at a review night after the 'Adventure' that is also a celebration night or as part of a review and planning night for the next programme cycle.

The object of the review session is to understand what has happened, what we learned along the way and to 'mark up' and acknowledge how every Cub Scout has progressed.

The reviewing handbook has suggested games that can be used in this process.

The review session should be short and by using the review games – interactive and fun.

At the end of this session Cub Scouts progress should be recognised. The Cub Scout Travel Cards are used in this process and agreement between the Scouter and the Cub Scout on what they achieved. The Cub Scout may achieved more than what they thought they could at the initial planning night and as long as the Cub Scout is aware of what they have learned this should be acknowledged should and recognised by getting the Travel card ticked. Scouters also have the Section Administration files to use to keep a track of the badges that they achieve. There is likely to be a lot of lap over between the personal journey stage badges and the other badges. This is to be expected as the Personal Journey Stage Badges cover all aspects of

the programme. Badge requirements should be assessed and a decision via consensus between the Scouter and the Cub Scout should be reached. The badges should be given out regularly and at a celebration night/award night when appropriate. This can be as part of a meeting or at a large activity or at the end of a programme cycle.

Once the review is completed it is now time for the next adventure to begin. There is usually a bit of an overlap to ensure that there is no 'downtime' or lull in the programme of the Section.



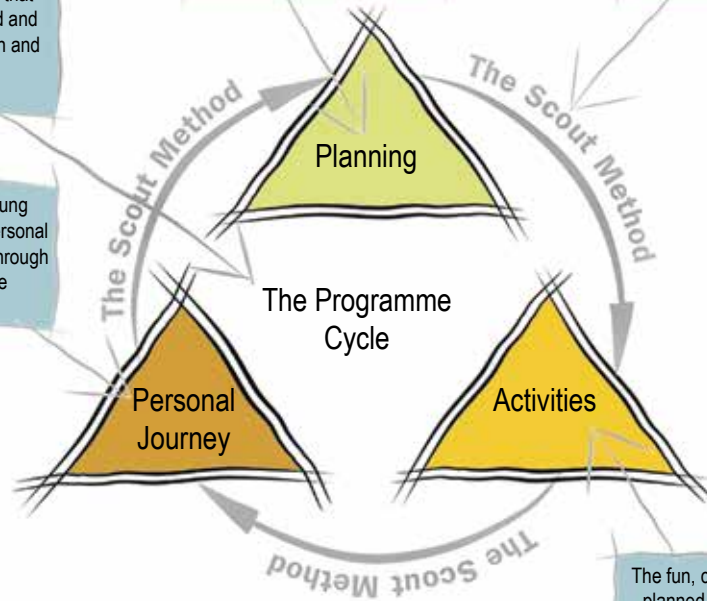
CUB SCOUTS

The overall programme that is planned, implemented and reviewed in each Section and Small Team.

The progress that a young person makes on their personal journey and experience through the programme cycle

Youth Led - Young people actively involved in creating, planning and organising aspects of the programme with the support of adults.

The Scout Method contains eight elements that are combined to delivery the Scout programme and experience.



The fun, challenging activities planned and carried out by young people through the planned programme.



CLUB SCOUTS

Cub Pack Programme Cycle Steps

Step Six

Review and recognition - run reviews with Sixes and award beads and badges as earned.

Step Five

Let's do it. Live the adventure through meetings, activities and the big adventure event

Step Four

Present the 'Big Plan'. Set review objectives and Cub Scouts choose travel cards.

Step Three

Identify opportunities - Special Interest badges, Adventure skills and learning objectives

Step One

Choose a Land of Adventure for your next programme cycle - this is done as a whole Pack event.

Step Two

Collect ideas via Sixes. Review ideas and vote for Adventure Programme cycle.



CUB SCOUTS