



LONG TERM PROGRAMMING FOR THE VENTURER SCOUT UNIT

A tool for the Unit Council & Leaders

Part One

The following templates have been developed to assist the Unit Council to develop an outstanding program for the year. Whilst ensuring the key components of our program – The Areas of Personal Growth and the Scout Method are covered in everything that the Unit tackle for the year.

Use in conjunction with the document, 'Understanding the Areas of Personal Growth & The Scout Method'.

GUIDELINES FOR LONG TERM UNIT PROGRAM PREPARATION

OVER 12 MONTHS THE FOLLOWING SHOULD BE INCLUDED IN THE PROGRAM:

- ✓ Major activity – that engages the whole Unit, takes several months of preparation, includes areas of the award scheme and culminates with a long camp, or other significant event
- ✓ Participation in Branch, Region and District events
- ✓ Minimum of three unit camps
- ✓ Minimum of two small group activities or hikes as a part of the award scheme
- ✓ Has a balance of indoor and outdoor activities
- ✓ Has a balance of activities at and away from the normal meeting place
- ✓ Minimum two activities with a local Rover Crew to support linking
- ✓ Minimum two activities with local Scout Troop to support linking
- ✓ At least two advancement ceremonies
- ✓ The Unit participates in at least two service activities
- ✓ At least one Unit Council meeting per term
- ✓ Members of the Unit participate in a Unit Management Course
- ✓ Members of the Unit participate in a Leadership Course
- ✓ Most of the unit are completing their Venturer Award
- ✓ All members of the Unit are encouraged to work towards their Queen's Scout Award
- ✓ Members of the Unit are working towards the Endeavour Award
- ✓ Regular representation at either District, Region or Branch Venturer Council

Balanced program that covers all of the AREAS OF PERSONAL GROWTH

- | | |
|----------------------------|-------------------------|
| ✓ Spiritual Development | ✓ Emotional Development |
| ✓ Physical Development | ✓ Social Development |
| ✓ Intellectual Development | ✓ Character Development |

Regular inclusion of all facets of the SCOUT METHOD

- | | |
|--------------------|--|
| ✓ Games/activities | ✓ Team System |
| ✓ Nature | ✓ Service |
| ✓ Promise and Law | ✓ Symbolic Framework - for Venturers accepting new challenges in a team and individually |

If the Venturer Scout Award Scheme is followed then the unit program will cover both The Areas of Personal Growth and use the Scout Method. All of these areas are linked to the 4 areas of the award scheme.

- | | |
|--------------------------|-------------------------|
| ✓ Leadership Development | ✓ Personal Growth |
| ✓ Outdoors Activities | ✓ Community Involvement |

SUMMARY – At all times we need to consider the following with everything that we do -

- ✓ Is it challenging? ✓ Is it fun? ✓ Is it rewarding? ✓ Is it useful? ✓ Is it safe?

CALENDAR OF EVENTS FOR YEAR

It is important to know all events that might support or hinder programming over the year. The Unit Council should complete a full list of known events before meeting to brainstorm programming ideas with the Unit. Share the calendar with the Unit. It will help to generate more ideas and to see links between activities.

Include (at least) the following:

- School holidays
- Exams
- Public holidays
- Community events
- Leadership, Initiative & Unit Management Courses
- Leader Training
- Major member school events
- International, National, Branch, Region, District and Group events
- Leader holidays
- First Aid Courses

	Week 1	Week 2	Week 3	Week 4	Week 5
JAN					
FEB					
MARCH					
APRIL					
MAY					
JUNE					
JULY					
AUGUST					
SEPTEMBER					
OCTOBER					
NOVEMBER					
DECEMBER					

LAST YEARS PROGRAM

Bring along a copy of last year's program and your review tools of last years program.

- Check it for key dates and events that might be happening again.
- Check it to list what parts of the award scheme were covered.
- Check it to make sure the new program is totally different, so that you have new and interesting challenges for the year.

IDEAS BRAINSTORM

Sit down with the whole Unit and brainstorm as many activities and programming ideas as possible under the following headings. Once this has been completed discuss each key item to ensure everyone understands what it is about and then rank each list in priority order. Use butchers paper, whiteboards or a data projector so that everyone can see the list.

List below all of the ideas in priority order along with a description and how it links to the award scheme. This information is now ready for the Unit Council program.

Make sure Unit members have been warned about the meeting so that they can come prepared with ideas. Just in case the Unit doesn't generate many ideas have some programming books, websites and other resources available to help generate a high quality long-term program.

	MAJOR EVENT IDEAS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			

	COMMUNITY INVOLVEMENT IDEAS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			

	OUTDOORS ACTIVITIES IDEAS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			

	THEMES/ACTIVITIES FOR CAMPS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			

	LEADERSHIP DEVELOPMENT IDEAS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			

	PERSONAL GROWTH IDEAS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			

	REGULAR PROGRAM MEETING IDEAS	BRIEF DESCRIPTION	AWARD SCHEME
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			

LONG TERM PROGRAM – *Planning*

DEVELOPED BY: (List the Unit Council members developing the long term plan):

DATE:

Unit Chairman

Unit Secretary

Vice Chairman

Unit Treasurer

Other members:

Leaders:

Once all of the background information has been collected it is then time to start prioritising everything.

- Firstly list everything that is non negotiable and must happen
- Prioritise major events over the year
 - What training will be required to achieve these events?
 - How much time will be needed to skill everyone to participate?
- Ensure a balance between Leadership Development, Outdoors Activities, Personal Growth, & Community Involvement. This will then ensure both the Areas of Personal Growth & Scout Method are covered.
- Ensure the needs and interests of all members have been met

UNIT GOAL/MAJOR PROJECT FOR THE YEAR

What will the Unit do?

Why have you chosen this activity?

Where will it happen?

When will it happen?

Who can participate?

How will you know you have been successful?

How much money will be required? (Estimate)

What parts of the Award Scheme will be covered

AWARD SCHEME

Highlight the areas of the award scheme you plan to cover during the year and what term this will happen.

KEY UNIT AWARD SCHEME AREAS TO COVER OVER THE YEAR (Complete details for the areas to be covered)

VA ACTIVITIES	ASPECTS TO COVER	WHEN	HOW	RESOURCES (PEOPLE/EQUIPMENT)
Unit Management				
Vocations				
Initiative				
Expeditions				
Outdoor				
Ideals				
Expression				
Lifestyle				
Pursuits				
Citizenship				
Environment				
First Aid				
Service				

QUEEN'S SCOUT AWARD

Some unit members will be working towards their QSA. Complete this table to get an idea of any activities they might be planning that will need assistance from other unit members and thus impact on the unit program.

NAME OF UNIT MEMBER	AREA OF QSA	WHEN	WHAT REQUIRED FROM UNIT

ENDEAVOUR AWARD

Some unit members will be working towards their Endeavour Award. Complete this table to get an idea of any activities they might be planning that will need assistance from other unit members and thus impact on the unit program.

NAME OF UNIT MEMBER	FOCUS FOR ENDEAVOUR AWARD	WHEN	WHAT REQUIRED FROM UNIT

SPECIALIST BADGES TO COVER OVER THE YEAR AS A UNIT

List the Specialist Badges that you plan to complete as a unit, when and the resources required.

SPECIALIST BADGE	WHEN (TERM)	RESOURCES (PEOPLE/EQUIPMENT)
Radio Operator		
Anchor		
Deaf Sign Language		
Faith awareness		
First aid/Life Saving		
Land Care		
Language Emblem		
Their Service – Our Heritage		
World Scout Environment Badge		
Scouts of the World		
Other		
Other		

ADVENTUROUS ACTIVITIES

What adventurous activities does the unit plan to participate in during the year? Activities can include:

- Caving Land Yachting Gliding Flying Bush Walking Rock Climbing Sailing Canoeing Snorkelling Diving Abseiling Ski Touring Rafting 4x4 Driving Geocaching Mountain Biking Power Boating Water Skiing Parascending Radio Activities

ADVENTUROUS ACTIVITY	WHEN (TERM)	AREAS OF AWARD SCHEME COVERED	RESOURCE (PEOPLE/EQUIPMENT)

LONG TERM PROGRAMMING – *The overview*

Now map everything out for the year so that you have an overview of everything that will happen to ensure a balanced, challenging and fun program that everyone in the unit will enjoy.

- The program is still flexible just in case other ideas or changes occur.
- The final columns can be completed at the start of each term to determine what exactly will happen, when it will happen, who will be responsible to organise the activity and what equipment will be required.

TERM ONE		Theme/Key areas of the award scheme to cover:			COMPLETE THIS SECTION ONE TERM BEFORE		
MONTH	DATE	UNIT ACTIVITIES	GROUP, DISTRICT, REGION, BRANCH, COMMUNITY ACTIVITIES	AWARD SCHEME COVERED	WHEN & WHERE	WHO	EQUIPMENT & OTHER PLANNING
JANUARY							
FEBRUARY							
MARCH							

TERM TWO		Theme/Key areas of the award scheme to cover:			COMPLETE THIS SECTION ONE TERM BEFORE		
MONTH	DATE	UNIT ACTIVITIES	GROUP, DISTRICT, REGION, BRANCH, COMMUNITY ACTIVITIES	AWARD SCHEME COVERED	WHEN & WHERE	WHO	EQUIPMENT & OTHER PLANNING
APRIL							
MAY							
JUNE							

TERM THREE		Theme/Key areas of the award scheme to cover:			COMPLETE THIS SECTION ONE TERM BEFORE		
MONTH	DATE	UNIT ACTIVITIES	GROUP, DISTRICT, REGION, BRANCH, COMMUNITY ACTIVITIES	AWARD SCHEME COVERED	WHEN & WHERE	WHO	EQUIPMENT & OTHER PLANNING
JULY							
AUGUST							
SEPTEMBER							

TERM FOUR		Theme/Key areas of the award scheme to cover:			COMPLETE THIS SECTION ONE TERM BEFORE		
MONTH	DATE	UNIT ACTIVITIES	GROUP, DISTRICT, REGION, BRANCH, COMMUNITY ACTIVITIES	AWARD SCHEME COVERED	WHEN & WHERE	WHO	EQUIPMENT & OTHER PLANNING
OCTOBER							
NOVEMBER							
DECEMBER							

DO YOU HAVE A BALANCED PROGRAM?

At last, an overview of the unit program has been developed! Well done. But, how does it rate? Now go through the program and rate your program against the following checklist.

Add up the points, if you rate -

560 or more points – well done you have a great program planned for the year!

500 – 560 points – you have a good program planned. How could it be fine-tuned to make it great?

450 or below – well done for taking the time to plan for the year. Organise another Unit Council meeting to review the program and in the meantime chat with your unit and leaders to develop some new ideas to make it a great program!

PLANNING

The Unit Council developed the program (10 points)

All unit members submitted ideas (10 points)

Leaders contributed ideas (10 points)

All aspects of the program planning tool have been completed (10 points)

At least 4 Unit Council meetings planned (10 points)

Implementation of the program is shared across the unit (20 points)

All leaders are excited about the content of the program (10 points)

The program is challenging (20 points)

AWARD SCHEME

The regular program assists members to complete their VA (20 points)

50% of the unit plan to complete the VA by the end of the year (20 points)

At least 30% Venturers plan to complete their QSA by the end of the year (20 points)

At least 1 specialist badge will be completed by the unit (10 points)

PROGRAM CONTENT

An outline for a major event has been developed (20 points)

Minimum of three unit camps planned (10 points per camp)

Planned participation in district events (10 points)

Planned participation in Region or Branch events (10 points)

Minimum of 2 activities with local Rover Crew (10 points)

Minimum of 2 activities with Scout Troop (10 points)

Minimum of 2 combined activities with another unit (10 points)

Advancement ceremony programmed (10 points)

50% of the program for the year will be held out of the den (20 points)

The unit will participate in at least 1 community event (10 points)

The unit will participate in at least 2 service activities (10 points)

Every member of the unit has the opportunity to camp out for a minimum of 10 nights (20 points)

Planned participation in at least 4 Adventurous Activities (20 points)

At least 50% of the program is different to last year (10 points)

TRAINING

Members booked into a Leadership Course (10 points)

Members booked into a Unit Management Course (10 points)

Members booked into an Ideals Course (10 points)

Leaders participating in leader training (10 points)

The unit will be regularly represent at district or region Venturer Councils (10 points)

VARIETY - (SCOUT METHOD)

A variety of different activities and games have been planned (20 points)

A variety of activities occur in nature and the unit will participate in at least 1 environmental activity (20 points)

All aspects of the program reflect the values of both the Scout Promise and Scout Laws (20 points)

The Scout Method is incorporated into every meeting (20 points)

Service is incorporated into the program every term (20 points)

Over the year venturers will do things that they have never done before (20 points)

VARIETY – Have the Areas of Personal Growth been equally covered? (See the document ‘*Understanding the Areas of Personal Growth & The Scout Method*’.

	<i>How is Spiritual Development covered each term? (List how)</i>	<i>% of the program</i>
Term One		%
Term Two		%
Term Three		%
Term Four		%

Spiritual Development is covered in a different manner every term (20 points)

	<i>How is Physical Development covered each term? (List how)</i>	<i>% of the program</i>
Term One		%
Term Two		%
Term Three		%
Term Four		%

Physical Development is covered in a different manner every term (20 points)

	<i>How is Intellectual Development covered each term? (List how)</i>	<i>% of the program</i>
Term One		%
Term Two		%
Term Three		%
Term Four		%

Intellectual Development is covered in a different manner every term (20 points)

	<i>How is Emotional Development covered each term? (List how)</i>	<i>% of the program</i>
Term One		%
Term Two		%
Term Three		%
Term Four		%

Emotional Development is covered in a different manner every term (20 points)

	<i>How is Social Development covered each term? (List how)</i>	<i>% of the program</i>
Term One		%
Term Two		%
Term Three		%
Term Four		%

Social Development is covered in a different manner every term (20 points)

	<i>How is Character Development covered each term? (List how)</i>	<i>% of the program</i>
Term One		%
Term Two		%
Term Three		%
Term Four		%

Character Development is covered in a different manner every term (20 points)

TOTAL SCORE: /600