

Adventure Skills

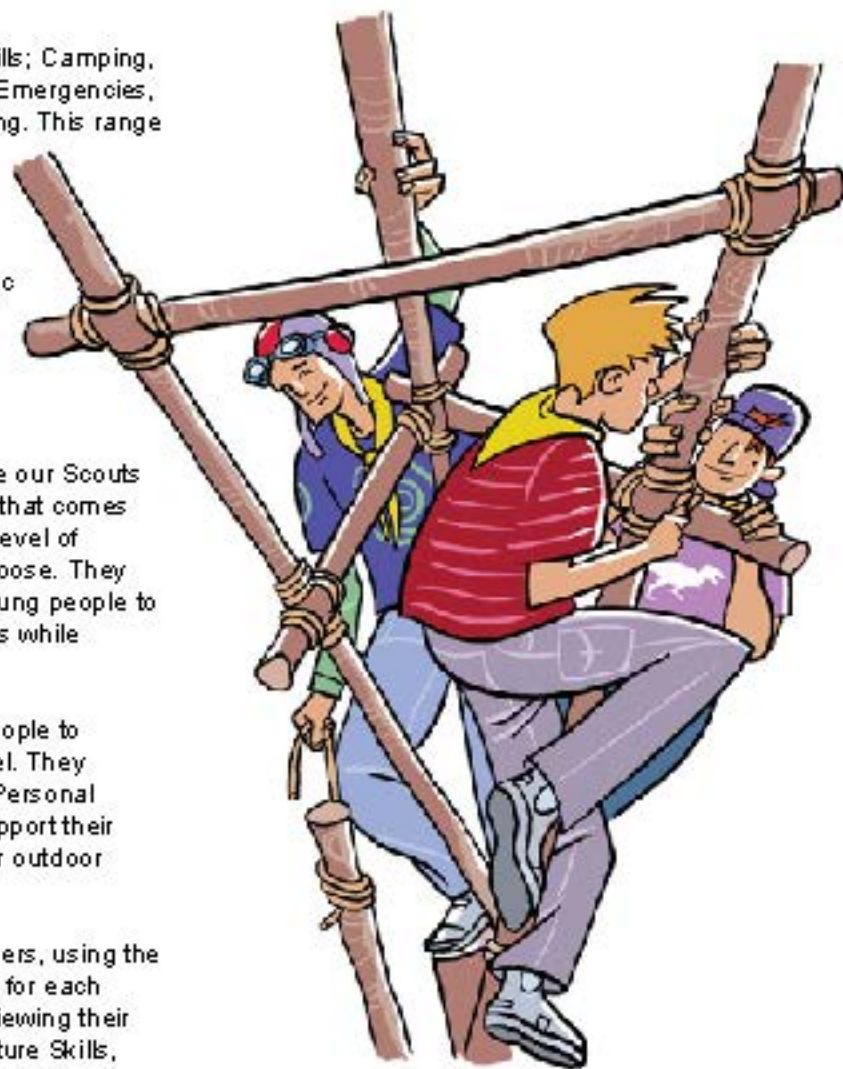
Introduction

There are nine defined Adventure Skills; Camping, Backwoods, Pioneering, Hillwalking, Emergencies, Air Activities, Paddling, Rowing, Sailing. This range of skill areas has been chosen to provide a framework for an active and adventurous outdoor programme providing fun, friendship and challenge. Competency in specific Adventure Skills allows our youth members to carry out a great variety of Scouting adventures and activities in a safe and competent manner.

Approached correctly they will provide our Scouts with a sense of pride and confidence that comes through developing a knowledge and level of competency in the skill areas they choose. They also provide ample opportunity for young people to develop instructing and coaching skills while passing on their skills to others.

Adventure Skills encourage young people to progressively increase their skills level. They should be undertaken alongside the Personal Progression Scheme, so that they support their personal development as well as their outdoor skills development.

Scouters should support youth members, using the appropriate youth participation model for each Section, in planning, tracking and reviewing their competence with their chosen Adventure Skills, this will help to ensure that each Scout achieves the Adventure Skills Stage Awards they decide to pursue.



Stages

Each Adventure Skill is organised into nine stages. Each stage builds on the previous and leads on to the next. Stages are not aligned to any Section. While a Beaver Scout may naturally start at stage 1 and move through the stages in their time in Scouting, a new Scout joining at 13 years of age would be expected to start at stage 1 and move up. So Adventure Skills present a progressive standard for all youth members.

The Adventure Skills Award for each stage indicates that the young person has achieved a specific level of knowledge and ability in relation to that Stage of that Adventure Skill. Therefore, the young person must be able to carry out the skill safely and competently to that level and have the knowledge required at that level.

The number of Adventure Skill stages each Scout pursues will probably decrease as they move through the Sections. The Stages are progressively challenging. It is more than likely that each young person will favour a few of the Adventure Skills as they progress and will narrow their focus to become truly competent in those.

When it comes to assessing progress in an Adventure Skill, as in every other aspect of the ONE Programme, the Scout Method should be used. In keeping with the "Learning by Doing" aspect of the Scout Method, Adventure Skills should be pursued and assessed in a practical manner as an active part of the Programme.