

## Adventure Skills

The Adventure Skills are a framework for you to advance in your outdoor scouting skills. They give you the necessary knowledge and abilities to undertake your programme. There are nine areas: *Camping, Backwoods, Pioneering, Hillwalking, Emergencies, Air Activities, Paddling, Rowing, Sailing.*

Full details about the Adventure Skills are contained in the Book: [scouts.ie/Venture-Scout/Resources/Adventure%20Skills%20.pdf](https://scouts.ie/Venture-Scout/Resources/Adventure%20Skills%20.pdf)

In Venture Scouts, you can continue to progress in your skills, try skills you have not attempted before, or start to specialise in a small number of skills. If you are new to Scouting, you can start on any of them and build up your skills from there.



### Using the Adventure Skills

The Adventure Skills are a tool to help your Crew and Unit plan an active outdoor programme. One of the best ways to do this is to form Activity Crews which allows all Venture Scouts to focus on the Skills which are of most interest to them. For example, your Unit or County could form a Backwoods Crew and an Emergencies Crew for two months. The Backwoods crew can focus in developing their survival skills and planning a bivvy, while the Emergencies crew can practice their first aid skills and go on a REC course. Afterwards, each crew can review their progress not only in Adventure Skills, but in the soft skills, associated with the Fiontar Awards, such as teamwork and leadership. Even if your Unit has a small number of Venture Scouts you can still use the Adventure Skills to shape your programme.



## Stages

Each Adventure Skill is organised into nine stages. Each stage builds on the previous and leads on to the next. 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.

## Assessing Competencies

Competencies need to be assessed. This can be done by the Scouter, a mentor, external expert/ specialist, or a Venture Scout that has a competency that is two stages above that being sought by the Scout. If a Venture Scout is assessing a Competency Stage, it should be agreed and signed off with the Section Scouter before the Stage Badge is awarded. When assessing the skills of a Venture Scout seeking a Stage Badge it is important to understand that the competency statements are specific. Some of the adventure skills are paired to external qualifications and some competency statements will be linked directly to statements made by the external organization. For assessment at the higher stages you will probably need to contact the relevant adventure skills team:

[AIRACTIVITIES@SCOUTS.IE](mailto:AIRACTIVITIES@SCOUTS.IE)

[BACKWOODS@SCOUTS.IE](mailto:BACKWOODS@SCOUTS.IE)

[CAMPING@SCOUTS.IE](mailto:CAMPING@SCOUTS.IE)

[EMERGENCIES@SCOUTS.IE](mailto:EMERGENCIES@SCOUTS.IE)

[HILLWALKING@SCOUTS.IE](mailto:HILLWALKING@SCOUTS.IE)

[PADDLING@SCOUTS.IE](mailto:PADDLING@SCOUTS.IE)

[PIONEERING@SCOUTS.IE](mailto:PIONEERING@SCOUTS.IE)

[ROWING@SCOUTS.IE](mailto:ROWING@SCOUTS.IE)

[SAILING@SCOUTS.IE](mailto:SAILING@SCOUTS.IE)

## Awarding of badges

The Venture Scout Executive should arrange for the presentation badges immediately they are gained.

