



# VENTURER

NAME : ..... SECTION HANDBOOK



**TAUHINU SEA SCOUT GROUP**

## Sailing Gear

**Sailing is hard on clothes – so old or 2<sup>nd</sup> hand clothes are fine – it is not a fashion contest.**

Sun Hat and / or Warm Hat

If you have glasses – tie them on

Sun Block – all weathers

Life Jacket (provided by Tauhinu)

Wind Breaker, Coat or Jacket

Sailing Gloves are nice but are not really needed for scout sailing

A cheap Warehouse wet suit is very useful.

Shorts and a wool jersey or polar fleece if you have no wetsuit

Cheap Polypropps under the wetsuit improve warmth and comfort a lot. No cotton.

Wet suit booties are good but are nice in cold weather sailing. Otherwise water shoes

**A complete change of clothes to go home in and a towel – Scouts get wet in boats.**

**Plastic bag to take home wet gear**





## WELCOME TO VENTURERS!

In this section you will participate, assist, and lead in a range of new experiences, adventures, and development opportunities. This book will help you keep track of your experiences in the section. Whether this is your first experience in Scouting, or you're moving up the ladder, welcome!

**Name:** \_\_\_\_\_

**Group:** \_\_\_\_\_

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# INTRODUCTION

This Handbook provides you with all the information you need to take part in the Venturer Programme, as well as a place to record your achievements.

## About Venturers

Venturers is all about self-driven success, giving everything a go, and having fun. Your time as a Venturer could take you anywhere, and along any path.

Your Section and your Section's Youth Leadership Team will play a significant role in your time as a Venturer as Kaiārahi take a backseat and hand the reins over to you and your fellow Venturers.

Grab every opportunity, take risks, and most importantly; have fun, don't die.

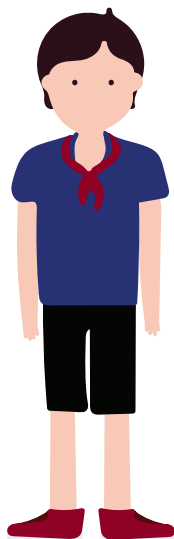
## Youth Leadership Team

The Youth Leadership Team is a team generally composed of experienced Venturers that helps run and support the Section. They often consist of an elected Chairperson, Deputy Chair, Secretary, and Treasurer. Their role is to help you create, run, and review your programme (encompassing the Plan, Do, Review process, SPICES, and using the Scout Method).

They are also responsible for signing off and approving activities run by the Section, including completing risk assessments and contingency plans. This process is done in conjunction with a Kaiārahi to ensure all members of the Section and public are kept safe.

## Kaiārahi

Kaiārahi are the adults who are there to help guide you on your journey through Venturers.



**KAIĀRAHI**

# PURPOSE OF SCOUTING

We want to help you grow through your Scouting journey to achieve your full potential and make this world a better place. This is the purpose of Scouting.

**WE...**

**EMPOWER**  
**YOUTH THROUGH**  
**ADVENTUROUS**  
**EXPERIENCES**

**TO LEAD LIVES**  
**THAT MAKE A**

**POSITIVE**  
**DIFFERENCE**



PERSONAL



ADVENTURE



COMMUNITY

# THE VENTURER PROGRAMME

The Venturer Programme is everything you do as a Venturer. This includes your regular Section nights, as well as all the other adventures you'll take part in as a Venturer.

There are three main parts of this:

## SPICES

These are also known as the Areas of Personal Growth - basically all the things we learn and grow in on our Scouting journey! They're the **why** of Scouts.



## The Scout Method

This is **how** we do Scouts. There are 7 parts to the Scout Method, each of them as important as each other.



## Programme Areas

These are the **what** of Scouting.

The 3 Programme Areas are Personal, Adventure, and Community, and we use them to plan and organise all our activities.

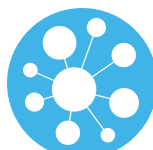
A balanced programme of activities and learning opportunities give you opportunities to learn new things, test your limits, and go on exciting adventures!



Personal



Adventure



Community



# SAFE FROM HARM

Safe From Harm is how we keep everyone safe in Scouting. For Venturers, this is slightly more complicated than other sections, as you are still a youth member, but you are also likely to be working with others from younger Sections at times.

You should always feel safe in everything you do in Scouting, and make sure that everyone around you also feels safe. From time to time you should also be prepared to push yourself outside your comfort Zone, and encourage others to push outside of theirs, as this is healthy for personal development. The Code of Ethics, Scout Law, and your Venturer Section’s Code of Conduct outline these expectations.

When you join Venturers, you will complete three online modules. These are the same modules that all adults in Scouting must complete to be able to work with young people, and are all about how to keep yourself and the other people around you safe.

When you turn 18 you are still able to participate in Venturers for 6 months. To do so you will need to complete a police vet document available on the Scouts Aotearoa website.

## Support

If you or anyone you know needs support or would like to speak with someone about appropriate behaviour there are a range of support services available:

0508 ScoutHelp (0508 72688 4357) to talk to someone from Scouting

SCOUTS OCP: 0800377990. Available to all members of the Scout movement.

Youthline: 0800 376 633 / Text 234. Youthline is the premier youth support service.

**YOUTH CARD**

<p><b>What to expect of adults</b></p> <p><b>Safe From Harm</b> Kiwi Moko Heuresa te Koro</p> <p>Provide safe spaces, have appropriate boundaries, and keep information private. You set the tone.</p> <p><b>Strengths Based Approach</b></p> <p>Help you identify what you're good at and encourage you to try new things. You feel good too.</p>	<p><b>Participation in Whānau Whā</b></p> <p>Support you to get involved, have a say and make decisions. You feel listened to.</p> <p><b>Connection</b> Honoanga</p> <p>Help you build stronger connections with SCOUTS, your community, and your whānau. You feel connected.</p> <p><b>The Best They Can Be</b> Whaka te Whaka</p> <p>They take part in regular training, undertaken and set within the Code of Ethics. You feel proud.</p>
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**SCOUTS**

<p>In turn, adults will expect you to follow the SCOUT Law and your Group's rules.</p> <p><b>Have Respect</b> He Whaka Whaka for yourself and others for the environment</p> <p><b>Do What is Right</b></p> <p>Kia Rau be trustworthy be integrity</p> <p><b>Be Positive</b> Kia Ngahau. Put energy challenges with courage be a hand to all</p>	<p>Got an issue or want to give feedback? Then you can confidentially:</p> <ul style="list-style-type: none"> <li>• Talk to a leader</li> <li>• Talk to someone about an adult <b>0800 - SCOUT HELP</b> (0800 726 884) <a href="http://www.helpscouts.org">www.helpscouts.org</a></li> <li>• Or to make a report reportscouts.org</li> <li>• For further support with non-SCOUT related issues check out Youthline. <b>0800 376 633</b> <a href="http://www.youthline.org.nz">www.youthline.org.nz</a></li> <li>• For more info go to our website <a href="http://www.scouts.org.nz">www.scouts.org.nz</a></li> </ul>
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**PLEASE KEEP THIS WITH YOU.**

# SPICES

SPICES stands for Social, Physical/Mental, Intellectual, Character, Emotional, and Spiritual development.

They are all areas of personal growth.

These are our Scouting outcomes; the part of Scouting that helps us develop into responsible and active citizens.

We call these SPICES to make them easier to remember.

Our Scout programme is about personal growth. Everyone is different.

So, your achievement pathway will be different from other Venturers.

You can see how you have developed during your Scouting journey by thinking about how you have developed in the different SPICES.

To see what development looks like in the different SPICES, take a look at page 86.



**Social**



**Physical  
& Mental**



**Intellectual**



**Character**



**Emotional**



**Spiritual**

# THE SCOUT METHOD



## Promise and Law

Te Kī Taurangi me te Ture

Values you should live by in all that you do, within and outside of Scouting.



## Adventure

Te Wae-kai-kapua

Having fun and learning in the outdoors.



## Personal Progression

Te Ahunga Whakamua Whaiaro

Challenging yourself to do your best with new and exciting adventurous things.



## Community Engagement

Te Whakawhanaunga ki te Hapori

Actively helping other people in your neighbourhood to make it a better place.



## Youth Leading, Adults Supporting

Ko ngā Taiohi ki te Arataki, ko ngā Pakeke ki te Tautoko

Scouting is for you, and the adults support you in your journey.



## Learning by Doing

Mā Mahi ka Ako

Trying new things and practicing them.



## Small Teams

He Tīma Iti

Working with others in small teams.

## PROGRAMME AREAS

The Programme Areas help you to make sure there are a range of activities in your programme. Use them to help you think of ideas when you are planning your programme.

Work together with other Venturers, with the support of your Kaiārahi, to build your programme to involve activities from each of these areas.

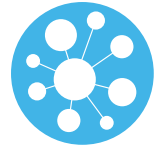
For some ideas on activities you might do in these areas, take a look at pages 113-114.



**Personal**



**Adventure**



**Community**

## ADVENTUROUS, FUN, CHALLENGING, ACTIVE, AND INCLUSIVE

These are the five things that every activity we do in Scouting should be.



**Adventurous:** Taking risks, trying new things, and pushing yourself.

**Fun:** The most important! Everything you do in Venturers should be fun.

**Challenging:** Learning new things and developing your skills.

**Active:** Being actively involved with the activities you do.

**Inclusive:** Making sure that everyone is involved and able to be a part of Venturers!

# PLAN, DO, REVIEW

## WHAKAMAHERE, MAHI, AROTAKE

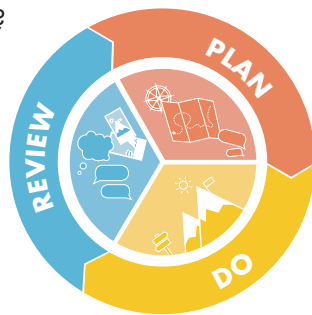
Plan, Do, Review is how we approach every activity in Scouting. There are 3 steps in this cycle:

### Plan Whakamahere



Having a plan helps you achieve what you want and keeps you focused. Here are some points to think about that can help you plan:

- What are you planning to do?
- What skills and knowledge will be developed (SPICES)?
- Where will it happen; do you have/need permission?
- What resources and gear do you need?
- Who can do what to make it happen?
- What do you need to think about for everyone's health, safety and hauora/wellbeing?



### Do Mahi



Put your plan into action!

- Follow your plan
- Try out new things
- Learn new skills
- Challenge yourself

### Review Arotake



This is where you get to learn from your experiences; the doing part. To help you to review, here's some questions to consider:

- Did the activity go well?
- What did I learn from the experience?
- Did others take part as expected and what did they think?
- What would you change if you were to do it again?
- Did you enjoy the activity and was it fun?

# VENTURER ACHIEVEMENT PATHWAYS

The Venturer Award Scheme is designed to help you plan your Scouting experiences around a variety of different experiences.

The key to a great time at Venturers is challenge, learning, and fun. These are obtained by fully engaging, participating, and leading the programme in your Section. It's important to remember that awards are a recognition of achieving your goals of your own development and progression, but shouldn't be the goal themselves. Badges should be a result of these rather than the goal themselves - you'll get a lot more out of them this way.

## Membership Badge

Before you are invested into your Venturer Unit, you will need to complete your Membership Badge. Your Unit will help you with this.



**VENTURER**

There are three main parts to this:

- Introduction to Scouting
- Introduction to Venturers
- Safe From Harm

## Bronze, Silver, and Gold Awards

The Bronze, Silver, and Gold awards recognise your progression through the programme.

To complete these awards, you will need to **Participate**, **Assist**, and **Lead** in a number of activities from each of the Programme Areas.

At the end of each award, you will also take part in a reflection.



## The Adventure Skills

The Adventure Skills help you to gain the skills you need to participate in, assist with, and lead adventurous activities. It is up to you how quickly or slowly you do the different stages.

Currently there are 7 Adventure Skills. They are:



Air Activities



Tramping



Boating



Vertical



Camping



Water Safety



Emergency Skills

You can find out more about the Adventure Skills on page 50.



## Better World

Better World is your opportunity to get involved and make a difference to our world through **Experience, Act, and Share**.

There are 8 Better World Programmes. They are:



Climate Change



Community



Conservation



Equity



Oceans



Global Citizenship



Sustainable Choices



Peace Education

You can find out more about Better World on page 54.

## Queen's Scout Kauri Award

The highest award you can earn as a Venturer is the Queen's Scout Kauri Award. This is the Capstone award for the Venturer section.

To achieve the Queen's Scout Kauri Award, you will need to:

- Achieve your Gold Venturer Award
- Complete 8 Adventure Skills progressions during your time in Venturers
- Complete 4 Better World projects, across at least 2 different programmes
- Plan and lead a 4 day, 3 night Adventurous Journey
- Take part in 50 Community Engagement hours over at least 12 months.
- Complete a Residential Project of 5 days, 4 nights
- Complete a peer-led review of your time in Venturers

You can find more details about these challenges in the appropriate areas of this handbook.



# SCOUT LAW AND PROMISE

The Law and Promise are values every member of Scouting agrees to live by in everything we do. This means all the time, even if we are at home or school.

## Our Scout Law

### Te Ture Scout

Our Scout Law is our contemporary values model, made up of three values:



#### Have Respect

He Whai Whakaaro

For yourself and others  
*Ki a koe, ki tangata kē atu*

For the environment  
*Ki te taiao*



#### Do What is Right

Kia Tika

Be trustworthy  
and tolerant  
*Kia manawanui*

Have integrity  
*Kia ngākau pono*



#### Be Positive

Kia Ngākau Pai

Accept challenges  
with courage  
*Tū whitia te hopo*

Be a friend to all  
*Hei hoa ki te katoa*

## Kaitiakitanga

Kaitiakitanga is the te reo Māori understanding that we are a part of the natural world, not separate from it, and it is our responsibility to act as guardians of our environment.



We do this by having respect for the environment - the sky, the sea, and the land, and doing what is right by looking after, protecting and cherishing it.

Whenever we do things, in Scouting, and in the rest of our lives, we should always think about how we are impacting the world around us.

## Our Scout Promise

### Te kī Taurangi Scout

The Scout Promise is a commitment we all make when we are invested into Scouting. Before you make or reaffirm your promise as a Venturer, you should have a discussion with your Section or Kaiārahi about what it means for you.

You can make your promise in te reo Māori, New Zealand Sign Language, or English.

### Our Scout Promise



On my honour,  
I promise to do my best,  
To develop my spiritual beliefs,  
To contribute to my community, country and world,  
To help other people,  
And to live by the Scout Law.

### Te kī Taurangi Scout

E mana ai taku kī taurangi,  
kia pukumahi te mahi,  
Kia tau te whakapono-ā-wairua,  
Kia ihu oneone ki te hāpori, ki te whenua tupu, ki te ao  
Kia manaakitia tangata kē atu,  
Kia ū ki tā te ture i kī mai ai.



You can also watch a video of the NZSL promise here:



**On my Honour**



**I**



**Promise**



**(to do) try**



**my**



**best**



**(to) develop**



**(my) spiritual**



**beliefs**



**(to contribute to) include**



**(my) community**



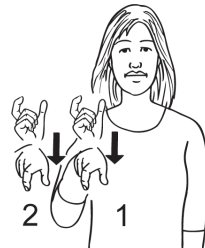
**country**



**world**



**(to) help**



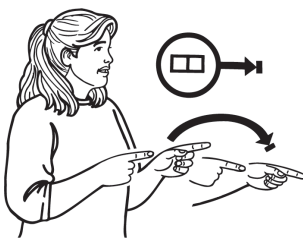
**(other) people**



**I**



**promise**



**(to live by) follow**



**(the) Scout**



**Law**

# INTRODUCTION TO SCOUTING

## History of Scouting

Scouting was founded by Lord Robert Baden-Powell (BP) in England in 1907. In 1908 groups were operating in communities all across Aotearoa; including in Auckland, New Plymouth, Petone, Wellington, and Kaiapoi.

Today Scouting is a global Movement, with over 50 million Scouts, both young people and adults, in over 200 countries and territories!

Scouts is the world's largest non-formal youth education movement!

While every National Scout Organisation is different, we all share similar goals and values, and there are traditions and symbols used by Scouts all over the world. These include Scout scarves, the Scout sign/three finger salute, and the left handshake.

Scouts Aotearoa is a diverse and vibrant Movement that welcomes everyone and celebrates the different values and experiences brought by all of our members.

## Introduction

One of the first things you do when you join any section of Scouting is to learn about Scouting. To help you do this, you should complete your 'Introduction to Scouting'. This will help you to understand what Scouting is all about.

You can talk with your Section about the key aspects of Scouting and get them signed off below.

This introduction is not a test. You do not have to do it all at once - it can happen over a few weeks. If you like, you can also do your 'Introduction to Venturers' at the same time.

<b>We have discussed</b>	<b>Date</b>	<b>Initials</b>
The World Organisation <ul style="list-style-type: none"> <li><input type="checkbox"/> Who started Scouting</li> <li><input type="checkbox"/> Fun facts about Scouts around the world</li> </ul>		
Scouting in Aotearoa New Zealand <ul style="list-style-type: none"> <li><input type="checkbox"/> When Scouting started in NZ</li> <li><input type="checkbox"/> Fun facts about Scouts NZ</li> </ul>		
Our Scout Group		
Some of the traditions and symbols of Scouting <ul style="list-style-type: none"> <li><input type="checkbox"/> Why do we wear a scarf?</li> <li><input type="checkbox"/> What is the Scout sign?</li> <li><input type="checkbox"/> Why do we do ceremonies?</li> <li><input type="checkbox"/> Why do we shake with the left hand?</li> </ul>		
What is investiture and when does it happen?		
What does Plan, Do, Review mean?		

# INTRODUCTION TO VENTURERS

As a new Venturer, there are some things that are important to learn about or review that are specific to the Venturer section.

This will help you:

- Meet other Venturers
- Set goals for what you want to get out of your time in Venturers
- Learn how Venturer Sections run

You can talk with your Section about what it means to be a Venturer and get them signed off below.

This introduction is not a test.

You do not have to do it all at once - it can happen over a few weeks. If you like, you can also do your 'Introduction to Scouting' at the same time.

You will find more information on page 90 to help you.

When you have finished your 'Introduction to Scouting' and 'Introduction to Venturers' you will be invested into your Venturer Section in a special ceremony and presented with your Venturer Membership Badge.

This is your formal welcome to the Venturer Section. This is often when you will receive your group scarf as well. This is also the time when you will make your promise.



<b>We have discussed</b>	<b>Date</b>	<b>Initials</b>
What is the Venturer section all about? <input type="checkbox"/> What is the programme?		
What is a small team? <input type="checkbox"/> What kinds of small teams am I likely to work in?		
What is a Youth Leadership Team? <input type="checkbox"/> Who is in my Section's Youth Leadership Team?		
What can I do in Venturers? <input type="checkbox"/> What are the key activities of Venturers? <input type="checkbox"/> What are the interests of my Section? <input type="checkbox"/> What am I interested in?		
How are my achievements recorded?		
Who signs off my achievements?		
What is the Scout Method?		
What is Kaitiakitanga?		
Why is it important to look out for each other?		
What does Plan, Do, Review look like in Venturers?		

<b>We have discussed</b>	<b>Date</b>	<b>Initials</b>
What are the SPICES? <input type="checkbox"/> How can I develop in each SPICES area at Venturers?		
What is the Scout Law and Promise? <input type="checkbox"/> What do they mean to me? <input type="checkbox"/> How do they shape my behaviour and actions in Venturers? <input type="checkbox"/> How do they shape my behaviour and actions in my life? <input type="checkbox"/> How is the Section connected to the Law and Promise?		
What is Safe From Harm? <input type="checkbox"/> What should I expect of adults? <input type="checkbox"/> What do adults expect from me? <input type="checkbox"/> Where can I go if I need help?		
What are the behaviour expectations for me and the Section?		
What do I want to achieve in Venturers?		

Safe From Harm Modules Completed:	Signature:
-----------------------------------	------------

Investiture Date & Badge Awarded:	Kaiārahi Signature:
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# INTRODUCTION TO VENTURERS

## About Me!

My goals for Venturers are: \_\_\_\_\_

\_\_\_\_\_

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# BRONZE, SILVER, AND GOLD AWARDS

You gain your Bronze, Silver, and Gold awards by participating, assisting, and leading activities in Venturers. These activities are based on the 3 Programme Areas.

Each award is likely to take you about 6-12 months to complete.

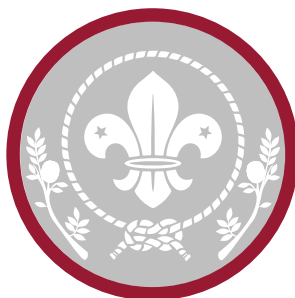
If you are participating in your regular Venturer nights, you are likely to end up completing a lot of your Bronze, Silver, and Gold awards just by showing up and getting involved!

There are two parts to each of these:

1. Participating, Assisting, and Leading activities in the Programme areas
  - o This is about doing your best
2. Personal Reflection at the end of each award
  - o This means thinking about how you have developed your SPICES through the activities you did to complete the award



	Bronze	Silver	Gold
<p><b>Participate</b></p> 	<p><b>8</b> different activities from <b>each</b> Programme Area</p>	<p><b>6</b> different activities from <b>each</b> Programme Area</p>	<p><b>5</b> different activities from <b>each</b> Programme Area</p>
<p><b>Assist</b></p> 	<p><b>3</b> different activities from across at least <b>2 different</b> Programme Areas</p>	<p><b>4</b> different activities from across at least <b>2 different</b> Programme Areas</p>	<p><b>5</b> different activities from across at least <b>2 different</b> Programme Areas</p>
<p><b>Lead</b></p> 	<p><b>1</b> activity from <b>any</b> Programme Area</p>	<p><b>2</b> activities from <b>any</b> Programme Area</p>	<p><b>4</b> activities from across at least <b>2 different</b> Programme Areas</p>



# PARTICIPATE, ASSIST, LEAD

Participate, Assist, Lead is the way you measure how involved you are in the Venturer programme. Your involvement and experience in the programme will help you achieve your Bronze, Silver, and Gold awards.

Think about:

- What did you do in the activity?
- Did you help prepare the activity?
- What did you learn from what you did in the activity?
- What can we do better next time?

In Venturers, Participate, Assist, and Lead look like this:

## Participate



Active participation in a Programme Area related activity, and reviewing your learning.

## Assist



Assisting in the organisation of a Programme Area related event (like a Section night or camp). This might include taking on delegated tasks from a Project Team Leader, or running an activity at an event.

## Lead



Organising the programme for a Programme Area related event (like a Section night or camp) and leading the running of it, including arranging multiple activities.

This may also include acting as a Project Team Leader for a Programme Area or Better World based project.

# BRONZE - Participate

Participate in 8 activities from each Programme Area



## Personal

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:
<b>Personal Activity 6</b> Activity Description:	Date:
<b>Personal Activity 7</b> Activity Description:	Date:
<b>Personal Activity 8</b> Activity Description:	Date:



## Adventure

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:



<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:
<b>Personal Activity 6</b> Activity Description:	Date:
<b>Personal Activity 7</b> Activity Description:	Date:
<b>Personal Activity 8</b> Activity Description:	Date:



## Community

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:
<b>Personal Activity 6</b> Activity Description:	Date:
<b>Personal Activity 7</b> Activity Description:	Date:
<b>Personal Activity 8</b> Activity Description:	Date:

## BRONZE - Assist



Assist with 3 or more activities from across at least 2 different Programme Areas

Activity 1:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 2:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 3:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 4 (optional):	Date:
Programme Area:	Initials (YLT):
My role was:	

## BRONZE - Lead



Lead at least 1 activity

Activity 1:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	

### Other Bronze Requirements

Personal Reflection	Date:
Award Issued	Date:                      Signed:

# SILVER - Participate



Participate in 6 activities from each Programme Area



## Personal

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:
<b>Personal Activity 6</b> Activity Description:	Date:



## Adventure

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:

<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:
<b>Personal Activity 6</b> Activity Description:	Date:



## Community

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:
<b>Personal Activity 6</b> Activity Description:	Date:

# SILVER - Assist



Assist with 4 or more activities from across at least 2 different Programme Areas

Activity 1:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 2:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 3:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 4:	Date:
Programme Area:	Initials (YLT):
My role was:	



# SILVER - Lead



Lead at least 2 activities from any Programme Areas

Activity 1:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	

Activity 2:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	

### Other Silver Requirements

Personal Reflection	Date:
Award Issued	Date:                      Signed:

# GOLD - Participate



Participate in 5 activities from each Programme Area



## Personal

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:



## Adventure

<b>Personal Activity 1</b> Activity Description:	Date:
<b>Personal Activity 2</b> Activity Description:	Date:
<b>Personal Activity 3</b> Activity Description:	Date:
<b>Personal Activity 4</b> Activity Description:	Date:
<b>Personal Activity 5</b> Activity Description:	Date:



## Community

**Personal Activity 1**  
Activity Description:

Date:

**Personal Activity 2**  
Activity Description:

Date:

**Personal Activity 3**  
Activity Description:

Date:

**Personal Activity 4**  
Activity Description:

Date:

**Personal Activity 5**  
Activity Description:

Date:

# GOLD - Assist



Assist with 5 or more activities from across at least 2 different Programme Areas

Activity 1:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 2:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 3:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 4:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 5:	Date:
Programme Area:	Initials (YLT):
My role was:	

Activity 6 (optional):	Date:
Programme Area:	Initials (YLT):
My role was:	

## GOLD - Lead



Lead at least 4 activities from across at least 2 different Programme Areas

Activity 1:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	



Activity 2:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	

Activity 3:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	

Activity 4:	Date:
Programme Area:	Initials (YLT):
My role was:	
How were you involved in planning?	
How did you lead?	
How were you involved in reviewing?	

**Other Gold Requirements**

Personal Reflection	Date:
Award Issued	Date:                      Signed:

# THE ADVENTURE SKILLS

The Adventure Skills are your pathway to adventure. They are designed to help you gain the skills you need to participate in, assist with, and lead adventurous experiences.

The Adventure Skills are designed so that you can work on them as you move through your Scouting journey. Instead of being attached to a Section, you can complete any level of any Adventure Skill in any Section, as long as you have completed the previous levels of that Skill.

Each Skill has 9 levels, each with a set of competencies to complete that build on the level before it.

Currently there are 7 Adventure Skills. They are:



Air Activities



Tramping



Boating



Vertical



Camping



Water Safety



Emergency Skills

To be assessed, you must have each requirement signed off by a “qualified” person. This might be another youth member who has achieved the skill two levels above the level you are being assessed on, or an adult who holds the relevant skills/qualifications in that field.

For some Skills your Kaiārahi will be able to assess you, however at the higher levels of some Skills you may need to talk to an industry expert or other qualified outsider.

Remember that once you reach level 3, you can start to mark off others who are working at level 1!

To complete your Queen’s Scout Kauri Award, you will need to complete 8 Adventure Skills progressions during your time in Venturers.

A progression is gaining a new level in a Skill. It’s up to you if you want your progressions to be across a lot of different Skills, or mostly in just a few of them.

You can find all the requirements for each of the Adventure Skills in the Programme Manual, on Mahi Tahī, or in the separate Adventure Skills resources. On Mahi Tahī, you can also find space to record your Adventure Skills progression and resources to do this offline.

When you finish an Adventure Skill Level, you can then record it on the space in the next page.

	Level 1	Level 2	Level 3	Level 4
<b>Air Activities</b>				
<b>Boating</b>				
<b>Camping</b>				
<b>Emergency Skills</b>				
<b>Tramping</b>				
<b>Vertical</b>				
<b>Water Safety</b>				

Level 5	Level 6	Level 7	Level 8	Level 9
Climbing				
Caving				

# BETTER WORLD

Better World helps you live out your Scout Promise by contributing to your community, country, and world.

There are 3 parts to every Better World programme:



**Experience:** Learn about an issue that is interesting to you. Find out about how it affects people, and what you can do to help.



**Act:** Participate in, Assist with, or Lead a project that helps with the issue you've been learning about. Remember to Plan, Do, Review every part of your project.



**Share:** Share what you have done with others, and let them know how they can get involved.

There are 8 Better World Programmes. They are:



Climate Change



Conservation



Oceans



Sustainable Choices



Community



Equity



Global Citizenship



Peace Education



You can complete a Better World with fellow Venturers, by yourself, or with another group.

To complete your Queen’s Scout Kauri Award, you will need to complete 4 Better World projects in at least 2 different programmes.

Better World works with the Sustainable Development Goals (SDGs). This is a set of 17 goals for the world that were agreed upon by world leaders in 2015 to make the world a better place for everyone.




You can find specific programme requirements and resources in the Programme Manual, or in the programme resources portion of Mahi Tahī.

Record your Better World achievements on the following pages, or in Mahi Tahī.

# BETTER WORLD - 1



## Experience

Better World Programme:

SDGs:

Activity 1:

Activity 2:

Activity 3:

Activity 4:



**Act**

The topic I'm going to focus on is:

What are people already doing in this area?

My project goal is:

Who will be involved?

What will I/we do?

How will it help?



## Share

What was the impact of the project?

What did you learn?

Did you achieve your goal?

How will you share what you did?

Who will you share it with?

How will it inspire others?

How have you changed what you do?

What will you do next?

**Badge Completed:**

Date:

Signed:

# BETTER WORLD - 2



## Experience

Better World Programme:

SDGs:

Activity 1:

Activity 2:

Activity 3:

Activity 4:



**Act**

The topic I'm going to focus on is:

What are people already doing in this area?

My project goal is:

Who will be involved?

What will I/we do?

How will it help?



## Share

What was the impact of the project?

What did you learn?

Did you achieve your goal?

How will you share what you did?



Who will you share it with?

How will it inspire others?

How have you changed what you do?

What will you do next?

**Badge Completed:**

Date:

Signed:

# BETTER WORLD - 3



## Experience

Better World Programme:

SDGs:

Activity 1:

Activity 2:

Activity 3:

Activity 4:



**Act**

The topic I'm going to focus on is:

What are people already doing in this area?

My project goal is:

Who will be involved?

What will I/we do?

How will it help?



## Share

What was the impact of the project?

What did you learn?

Did you achieve your goal?

How will you share what you did?

Who will you share it with?

How will it inspire others?

How have you changed what you do?

What will you do next?

**Badge Completed:**

Date:

Signed:

# BETTER WORLD - 4



## Experience

Better World Programme:

SDGs:

Activity 1:

Activity 2:

Activity 3:

Activity 4:



**Act**

The topic I'm going to focus on is:

What are people already doing in this area?

My project goal is:

Who will be involved?

What will I/we do?

How will it help?



## Share

What was the impact of the project?

What did you learn?

Did you achieve your goal?

How will you share what you did?



Who will you share it with?

How will it inspire others?

How have you changed what you do?

What will you do next?

**Badge Completed:**

Date:

Signed:

# ADVENTUROUS JOURNEY

Adventurous Journeys are a way for you to get out, explore, and put into action the skills you have learned as a Venturer. Your Adventurous Journey should take place while you're working on your Gold Venturer Award.

## Plan

Plan a journey of at least 4 days, 3 nights in duration:

- Choose what type of journey you want to do. It could be walking, cycling, kayaking, sailing, or many more. Your method of travel should be mostly powered by you, not a car, train, plane, or other powered vehicle
- Choose the route you will take. (Travel to and from the start and end points of the journey should not be counted in its duration).
- Select appropriate equipment
- Plan an appropriate menu
- Recruit others to join you
- Choose a suitably qualified mentor
- Complete risk management documentation
- Plan for contingencies
- Comply with all Government and Scouting rules and regulations
- Complete your planning and discuss it with your mentor
- Share your plan with your Youth Leadership Team

**Do**

Put the Scout Method into practice by:

- Having an adventure!
- Learning by doing
- Enjoying working in your small team
- Leading others

**Review**

When your journey has finished think about your journey and what you have achieved:

- Was it fun, challenging, active, and inclusive?
- What went well?
- What would you do differently next time?
- Share what you did with your Venturer Section.

Journeys undertaken for an Adventure Skill can be counted as the Adventurous Journey, as long as your journey fulfills the requirements for both.

# ADVENTUROUS JOURNEY



## Plan

Date:	Start Date:	Location: (attach/ submit route plan)
	End Date:	
What Adventure Skills will you use?		
Who else will be in your journey team?		
What equipment do you need?		
What kind of risks can you think of? What can you do to minimise those risks?		
What is your backup plan?		



**Do**

What did you do?



**Review**

What did you enjoy?

What did you learn?

What would you do differently next time?

**Journey Completed:**

Party Size:	
Date:	

# COMMUNITY ENGAGEMENT

Community Engagement is about spending time doing activities with your community.

To complete your Queen's Scout Kauri Award, you need to take part in 50 Community Engagement hours over at least 12 months.

These hours might come from taking part in a Better World programme, or from any other activities that get you out in your community.

These can be done as one big project, or as several different activities, depending on what you want to do. The most important thing is that you are spending time engaged with your wider community.

Examples of activities could be;

- Volunteer at a retirement home
- Get involved with your favourite local charity
- Organise a community gathering
- Volunteer at a soup kitchen
- Get involved with a local conservation initiative
- Visit a local place of worship
- Volunteer at your local SPCA/animal rescue
- Clean up or restore cemetery graves
- Establish a community garden



# RESIDENTIAL EXPERIENCE

The Residential Experience involves spending at least five consecutive days and four nights in a residential setting where you are working and mixing with people who are “new” to you.

This could take place in a whole number of different ways. You need to be doing something new, and spending time with new people while working towards a common goal.

For example, you might:

- Attend/volunteer at a National School
- Volunteer at a Jamboree as staff
- Attend a Venture
- Participate in a Spirit of Adventure voyage
- Attend an Outward Bound course
- Volunteer at a youth camp (cancer, disability, health etc.)

The requirements for this are aligned with those of the Duke of Edinburgh’s Hillary Gold Award, so if you are also working towards this award, you might want to sign off the requirements for both!





Date:	Start Date:	Location:
	End Date:	
Notes:		



**Review**

What did you enjoy?
What did you learn?

**Residential Experience Completed:**

Date:	Signed:
-------	---------

## PEER-LED REVIEW

The peer-led review should be the final part of your Queen's Scout Kauri Award. The purpose of this is to give you a chance to reflect on your time as a Venturer and what you have achieved and learned along the way.

You should organise your peer-led review in consultation with your Section Chairperson and Kaiārahi when all three of you are confident you have completed the criteria for the award. It should happen in a comfortable and relaxed location, and take no more than 2 hours.

Ideally the people involved in your peer-led review should be those who are familiar with either your work in completing the award, the Venturer programme, or youth development as a whole. This should be a maximum of 5 people, and have a balance of youth and adults. We recommend the following:

- The Section Chairperson (or representative as chosen by the Section)
- A recent recipient of the Queen's Scout Kauri Award (from any Section)
- A person of your choosing (ideally a youth member)
- One of the Section's Kaiārahi
- The Zone Venturer Leader (or Regional/National Venturer Leader, or Zone Leader if not available)

The panel should select one amongst them to chair, with the responsibility to make sure all areas are covered as needed and keep the conversation moving.

During the review you should reflect on and demonstrate your development in the SPICES Areas of Personal Growth throughout your time working on the award. You do this by talking through the major items in the award, and the development you found through completing them. This includes any planning, how it went, what you learned from it, and things you might do differently next time.

- Adventurous Journey
- Community Engagement
- Residential Experience
- Better World projects
- Any other particularly notable experiences and/or learnings

You could do this in two different ways:

1. A short presentation on each of the items above, giving the details and your main takeaways from each. Following (or during if you prefer) the presentation, the panel can ask follow up questions based on any insights or themes they would like to explore further.
2. The panel can lead the conversation, discussing one of the major items at a time, using open questions to begin; i.e. "Tell us about your Adventurous Journey"

Following questions on the main parts of the award, you will have an opportunity to reflect more generally on your development as a whole.

For more in depth guidance on the peer-led review, and some suggested questions for those helping with your review, take a look at the Queen's Scout Kauri Award Panel Guidelines in the Resources section of Mahi Tahī.

Date:	
Signed:	

# QUEEN'S SCOUT KAURI AWARD

## Summary Page

Requirement				Date	
Gold Venturer Award					
Adventure Skills Progressions					
Skill	Level	Date	Skill	Level	Date
Better World Project 1:					
Better World Project 2:					
Better World Project 3:					
Better World Project 4:					
Adventurous Journey					
Community Engagement Hours					
Residential Experience					
Peer-Led Review					

Youth Leadership Team Approval	Date:	Signed:
Award Received	Date:	

# CONTINUING YOUR SCOUTING JOURNEY

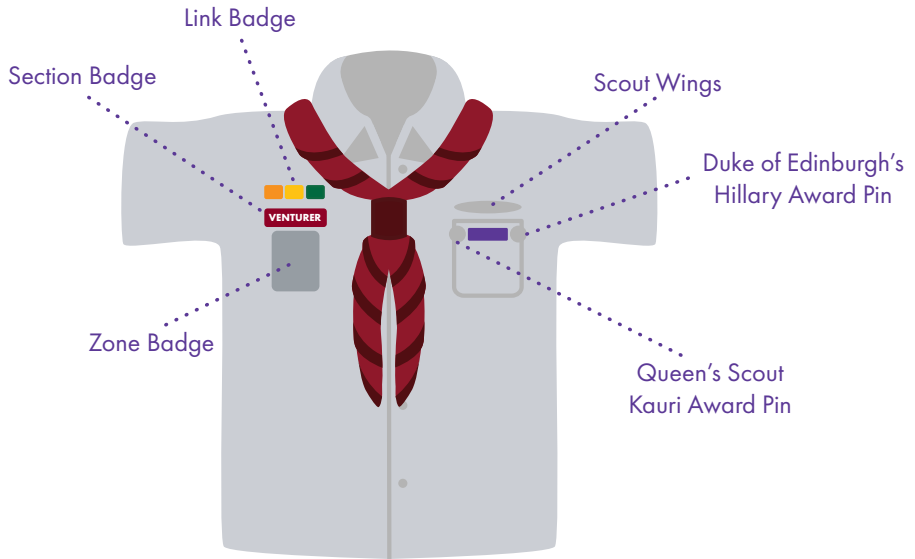
As you come to the end of your journey through Venturers, it's time to think about your next steps in Scouting. The Rover section is the pinnacle of Scouting as a "Youth" member. The Kaiārahi step back and leave you and your peers to guide your own journey.

Lots of people move cities around the time they leave Venturers, but never fear; there are Rover Crews in most larger cities in Aotearoa, with more popping up all the time. Ask your Kaiārahi, or any Rovers you've met to put you in touch with the right people. If all else fails you can call 0800 SCOUTS and they'll help you find your way.

You can start to transition as soon as you're 18, and as with every Section change you can check out Rover Crews while finishing off your Venturer Achievement Pathways (if you're that way inclined).



# UNIFORM AND BADGE LAYOUT



## Right Sleeve

Youth Training Course Badges & Naval/Air Recognition

Better World Badges

Adventure Skills Badges

## Left Sleeve

Group Nametape

New Zealand Ensign  
(International Contingents Only)

Event Badges

Capstone Award

Bronze, Silver, Gold Badges

# YOUTH LEADERSHIP TEAM

The Youth Leadership Team (YLT) oversees the operation of the Section. They support fellow Venturers to run the programme, and are responsible for guiding the overall direction of the Section.

Each member of the YLT has a specific role and responsibilities. These roles vary between Sections and can change over time based on the needs of a Section.

Most YLTs include a Chairperson, Secretary, Communications, and Treasurer.

## Team Leader

### Role Description

The Team Leader leads their Venturer Section. This includes helping the Venturers in their Section navigate their Scouting journey, leading the Section's Youth Leadership Team, and taking a leadership role in programme planning.

### Key Responsibilities

- Support fellow Venturers in planning and leading Section meetings and activities
- Keep Section members informed of important information
- Assign Section members specific duties
- Represent the Section at Group meetings
- Know the abilities and strengths of each Section member
- Act as a role model for fellow Venturers

## **Assistant Team Leader**

### **Role Description**

The Assistant Team Leader assists the Team Leader in leading their Venturer Section.

### **Key Responsibilities**

- Support fellow Venturers in planning and leading activities
- Help the Team Leader plan and steer Section meetings and activities
- Help the Team Leader keep Section members informed
- Represent the Section at Group meetings if the Team Leader is unavailable
- Know the abilities and strengths of each Section member
- Take on the responsibilities of the Team Leader if they are unavailable
- Act as a role model for fellow Venturers

## **Communications**

### **Role Description**

The Communications person is responsible for ensuring everyone in their Venturer Section knows what's going on.

### **Key Responsibilities**

- Share the programme with Venturers in their Section
- Promote activities and events with other Venturers in the Zone or Region
- Communicate with other members of the Group and wider community
- Support the rest of the YLT and the Section



## **Treasurer**

### **Role Description**

The Treasurer manages and oversees the finances of the Venturer Section

### **Key Responsibilities**

- Manage finances for the Venturer Section
- Collect payments for Venturer activities
- Work with the Group Treasurer where needed
- Support the rest of the YLT and the Section

### **Other Roles**

Other common roles of the Venturer YLT include:

- Major Activities Director, Responsible for major Section events such as camps and trips etc.
- Recruitment Liaison, Manage the Section's recruitment strategy including building ties with local Scout groups

# CODE OF CONDUCT

A code of conduct is a tool for your Venturer Section to ensure all members have the same expectations for the Section and each other. One should be collaboratively completed and reviewed by the Section at least once per year.

Your Code of Conduct should be made up of three components:

- The ground rules - some universal rules that apply to all Venturer Sections based on the Scout Law
- What/how you want the Section to be
- What you will contribute to the Section

## The Ground Rules

These are grounded in the Scout Law and apply to all Venturers:

Have Respect	Do What Is Right	Be Positive
Be respectful of boundaries of others at all times	Follow the New Zealand Law	Have fun
Practice active kaitiakitanga	Ensure all activities are completed with the safety and wellbeing of others in mind	Be inclusive of everyone
Demonstrate kindness and consideration		Actively participate in the programme

## Following the New Zealand Law

In your Venturer Section, it is likely that some laws will apply differently to different members of the Section (for example, the consumption of alcohol for those over 18). To ensure we are inclusive of everyone in the Section, it's important to remember that if a legal restriction applies to one member of the Section, then everyone should be following it.

## **What/how you want the Section to be**

This is where you consider the culture of your Section, and decide what you want the Section to be. Every Section has a different culture, and there is no singular correct way to do this. Every Venturer will want something different out of their Section and contribute to the culture in different ways. So, your Section will need to continue to adapt its culture and look at what works best for its members.

Discuss what you believe a good culture is, taking into account everyone's perspectives. After this discussion, come up with a set of expectations you would like everyone to meet in order to build a positive culture.

## **What You Contribute**

Everyone has different strengths and contributes different things to a Venturer Section. When you create your Code of Conduct, also consider what things you bring to the Section, and the part that you play. When writing your Code of Conduct, have each person share the personal strengths that they will contribute to the Section's culture.

The Code of Conduct is about more than setting rules, it's about acknowledging strengths, personal contributions, and taking accountability for how you can best improve the experience of all those around you.

# INTRODUCTION TO VENTURERS

## Frequently Asked Questions

### **How does the Venturer Section operate?**

Each Venturer Section is made up of young people aged 14½ to 18½, supported by trained adult volunteers (Kaiārahi) who are on hand to share their skills and keep everyone safe.

### **How does the programme operate?**

Venturers design and run their own programme, based around the 3 Programme Areas of Personal, Adventure, and Community. Every Venturer will have opportunities to Participate, Assist, and Lead in the programme. Venturers often do activities with other Venturers in their Zone, Territory, or even Nationally.

### **How do small teams work?**

The Venturer Section is the main small team you will work in, however other small teams are often formed for events, projects, and other activities. Small teams are flexible, and should change based on the needs of the situation.

### **What is the role of the Youth Leadership Team?**

Your Youth Leadership Team are there to help guide the Section in running a fantastic programme. They often act as a go-between for Venturers and Kaiārahi to ensure everyone is getting the most out of their time in Venturers.

### **How can you develop your leadership skills?**

There are lots of different opportunities to develop your leadership skills. It might be by assisting and leading in the nightly programme, taking on a leadership role within the Section, Group, Zone, or Nationally, or by attending a leadership course. Talk with other Venturers and your Kaiārahi to learn about the different leadership opportunities that are available to you.

### **How do you get involved in projects?**

At your Section's programme planning nights there will be opportunities to put your hand up to run events and activities. If in doubt you can touch base with your Youth Leadership Team.

Other projects and opportunities will be advertised through your Zone team. Your Team Leader or Kaiārahi will pass on all the details. Or if you have something specific you want to do, talk to your Team Leader or other Venturers you know and put a team together!

### **How are achievements recorded in Venturers?**

You will record your achievements in your Venturer Handbook and/or in the digital version on Mahi Tahi.

### **Who signs off achievements?**

Primarily your Youth Leadership Team. For the Adventure Skills, anyone who has that skill in a level two or more levels above you can sign you off.

# THE SPICES

## "I" Statements



### Social Development

#### Interpersonal Development

I will develop interpersonal skills that enable me to interact and communicate effectively and safely with a diverse range of people.

#### Civic Engagement

I will develop an understanding of the communities I belong to and be actively involved in making a difference.

#### Leadership and Cooperation

I will develop the ability to co-operate with others, support them and take on responsibility.

#### Global citizenship

I will understand local and global issues and am engaged in taking action.



### Physical and Mental Health Development

#### Keeping Healthy

I will value and maintain my mental and physical health.

#### Understanding Capabilities

I will develop an appreciation of my capabilities, and those of

others, while setting goals and safely challenging myself to grow outside my comfort zone.



### Intellectual Development

#### Finding and Processing Information

I will investigate new and unfamiliar concepts, collate information and analyse information critically in relation to other concepts.

#### Applying Information

I will be able to evaluate options and develop creative and safe solutions.

#### Reflecting Critically

I will develop the skill of critical thinking and in doing so will be able to analyse and reflect on information and experiences in a more insightful way. As a result, I will be able to identify how improvements to plans and my skills can be made.



### Character Development

#### Values for Life (The Scout Law and Promise)

I know, practice and exhibit the values of the Scout Law and Scout Promise, and role model them to others.

## Personal Identity

I will develop a sense of personal identity, understand and accept my responsibilities to myself and others, and take accountability for my actions. I will demonstrate that I have the courage to live out my dreams and aspirations.

## Social Identity

I will be able to express my social identity within a variety of social contexts; I embrace and celebrate diversity in all its forms.



## Emotional Development

### Awareness

I will have an awareness of my emotions and strive to read those of others, demonstrating acceptance that people express their emotions in varying ways.

### Expression

I will demonstrate how to positively express myself in a variety of situations, and will develop appropriate mechanisms to deal with stresses and emotions.

### Empathy

I will be able to empathise with others, in order to respect and understand their emotions and situations, and will explore activities of happiness.

## Balance

I will learn to find the balance between obligations and priorities.



## Spiritual Development

### Exploring Beliefs

I will explore my beliefs and values, have confidence in them and think deeply about the purpose and journey of life.

### Respect for Others

I will acknowledge and respect other people's beliefs, and will value and celebrate spiritual diversity.

### Reflection

I will regularly pause for reflection upon the Scout Promise and Law, and my personal beliefs and values; I will act upon them and consider the role they play in my life and my connection with others.

### Gratitude

I will regularly express to others the value of and my gratitude for those positively contributing to my life, my community, the environment, my country and our world.

# PERSONAL PROGRAMME AREA

## Activity Ideas

Learn the Scout Promise in New Zealand Sign Language or te reo Māori

Donate blood

Cook a banquet over an open fire

Take part in a Venturers' Own

Get your first aid certificate

Learn to play a musical instrument

Play a game or sport

Try meditation

Take a pottery class

Make a movie

Write a letter to your future self

Learn how to carve or whittle a tekoteko

Build your own drone

Learn about budgeting

Take part in a Gangshow

Learn self defence

Try yoga

Learn a new language

Reflect on your beliefs and values

Learn how to knit

Read a book that challenges you

Visit a start-up space

Start a journal

Learn about your personal biases

Design a video game

Create an app

Learn about mental health, and how to care for your own wellbeing

Any other activity you can think of!





# ADVENTURE PROGRAMME AREA

## Activity Ideas

Fly a plane

Learn how to adventure safely

Create an amazing race

Go kayaking

Go geocaching

Build and race a raft

Visit another country

Organise an ambitious event

Take part in a Gangshow

Invent a new sport (with fire)

Go horse trekking

Go mountain biking

Build a snow cave

Go bouldering

Eat something that scares you

Participate in a high ropes course

Go snorkelling

Go foraging and make a meal from what you've found

Canoe down a river

Try skydiving

Explore somewhere you've never been before

Attend a Venture

Take part in a midwinter ocean swim

Spend a weekend in a structure you constructed yourself

Attend a National Scout School

Take a virtual trip to a world monument

Any other activity you can think of!



# COMMUNITY PROGRAMME AREA

## Activity Ideas

Take part in a trapping project

Visit a local place of worship

Learn about Leave No Trace

Work with another youth organisation on a project

Learn about how civil defence works in your area

Take part in a conservation project

Connect with Scouts in a different country

Visit your local Marae

Learn about a culture different from your own

Learn about what it means for a place to be accessible

Meet your local MP

Visit a community organisation and learn about what they do

Invite a guest speaker to visit

Take part in a community event

Create a project to improve a part of your community

Attend a Group, Zone, or National event

Visit a local art gallery or museum

Learn about how your local government works

Attend a local Pride festival

Adopt a park, stream, or other area

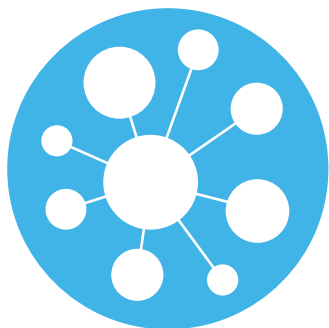
Write a letter to parliament on an issue you are passionate about

Raise awareness for a cause

Learn about your rights and responsibilities

Discover some local history

Any other activity you can think of!



## FOR PARENTS AND WHĀNAU

Venturers is a special place, where your young person will experience exciting opportunities to grow and develop as a person.

While at Venturers your young person will design their own programme and take control of what they want to do. Venturers will have the opportunity to work on activities and tasks that are meaningful to them. If they're not having fun, they're not doing it right! They will have the ability to work both individually and within their Section.

You can support your Venturer by engaging in what they're doing at Venturers. Encourage them to identify personal challenges so they can work with their Section to progress and overcome their limits. You could also help them evaluate their progress and identify potential opportunity areas for achieving their Achievement Pathways.

Remember that Venturers is all about personal determination and independence. Every young person will get something different out of Venturers, and one of the best things you can do to support them on their journey is to support and encourage them to make decisions for themselves about what their journey will be.

While parents are not expected to stay for Venturer sessions, there are many opportunities to support your Venturer and the Scout Group.

It might be joining your Scout Group's committee, helping the group fundraise, or even become a Kaiārahi! There are so many ways you can offer your support to Scouting.

If this is something that interests you, please discuss this with your Venturer's Kaiārahi or the Group Leader. As part of our child protection and Safe From Harm policy, any adult wanting to assist with any form of Scouting activity will need to be police checked. You can read more about this on our website and submit an application.

[www.scouts.nz/volunteer](http://www.scouts.nz/volunteer)

Any help you are able to give to your Group and our organisation is greatly appreciated.



# SUSTAINABILITY/MOST RECENT VERSION

Save the planet. Download a digital version by using the QR Code below. The QR Code will take you to the most recent version of the Venturer Handbook.





**SCOUTS**<sup>®</sup>  
Aotearoa