

Scouting Ireland > ONE Programme and the setting of outcomes for young people

Developing learning, knowledge, and skills in relation to Scouting within **Scouting Ireland** is achieved through the delivery of the **ONE programme**. The ONE programme has been designed in reference to a set of underlying principles to ensure that young people engaged across **all sections of the organisation**- Beavers, Cubs, Scouts, Venture, and Rover- are in receipt of training and development in a similar way or in other words via a 'standardised approach'.



The **principles** that underpin the programme are as follows:

- The use of the **Scout Method**
- **ONE** programme for all age ranges
- **Youth Participation** within the planning process
- **Individual** personal journeys/ experiences

The **aim** of Scouting is to develop young people Socially, Physically, Intellectually, Character, Emotionally and Spiritually- (SPICES). This is achieved through programme experience and achieved via the implementation of the Scouting Method, monitoring and recognition of the personal journey and in the design of program, as led by youth members.

**SPICES** establish a total of **36 learning objectives** or areas for growth that Scouting aims to encourage and develop in youth members. These objectives will be delivered via age-appropriate activities and learning and will be embedded across all areas of delivery within the Scouting journey.

To capture these outcomes, at more junior levels of membership (Beavers/ Cubs) symbolic frameworks are used such as a 'journey map' or 'travel' card for young people to recognise their achievement across SPICES.

As young people progress through sections, they will keep logs and journals that detail their achievements in their own personal development as experienced within their own Scouting journey.

**SPICES overarch all ONE Programme delivery components. In completing these components, the young person will have the chance to practice, demonstrate and recognise how they have grown across their personal journey.**

**The Personal Journey > PLAN, DO, REVIEW**

Within the ONE Programme, every Scout is **responsible** for their personal journey/ experience, and as such helps **design** and **plan** that journey. **Plan, Do, Review** is the process that is followed- after learning and activities have been agreed and executed, a **reflective approach** is used so that the young person can recognise their achievements, acknowledge, and understand their own learning and help in planning the next step of their journey.

It is within this process that **outcomes** and **objectives** are **measured** and **recorded** by the individual and across the group by the Scouter working with the young people, as part of internal group records.

## Personal Progression > Badges

The **'badge'** system enables youth members to identify areas of Scouting that they would like to develop and grow in, it also serves to establish outcomes for the young person to work toward and provides a platform of recognition and achievement.

The badge system covers a wide range of areas relating to the Scouting journey; for example, > Progress Awards, Adventure Skills, Special Interest Badges, and the Chief Scouting Award.

Each of these areas contain their own set of objectives and outcomes but are closely intertwined and relevant to one another. Activities completed in one area can be used as indicators and markers for completion of another. Regardless of the badge, all training and outcomes will relate back to the personal development of the young person via SPICES.



**Personal Progression Badges-** These are awarded in recognition of the **development** made by youth members across their Scouting journey. They are linked to the delivery of the Scouting Programme decided upon and delivered that year and will **reflect the individual progress** a youth member has made in relation to their own ability to work toward the outcomes associated with SPICES.

**Adventure Skills-** There are a total of **9 Adventure Skills** areas relating to Scouting activities **Camping/ Backwoods/ Pioneering/ Hillwalking/ Emergencies/ Air Activities/ Paddling/ Rowing/ Sailing and Leave no Trace.**

Across each area, there are **9 stages** to be completed, with stages 1-4 acting to develop introductory and foundation learning for the young person. Each stage has a set of unique outcomes attached, with learning in these areas being facilitated through practical based activities.

Young people **track their own progress** across these stages and Scouters keep **records** and **reviews of training** and **assessments** delivered, and the outcomes achieved, **awarding the appropriate badges** for the Adventure Skill/ stage completed.

**Special Interest Badge (SIB)-** Special Interest badges are on component of the youth programme. They are used in conjunction with the Adventure Skills and Personal Challenges. Hobbies of interests specific to the young person will be identified and space for **enhancing** or **developing new knowledge** and **skills** in these areas will be supported.

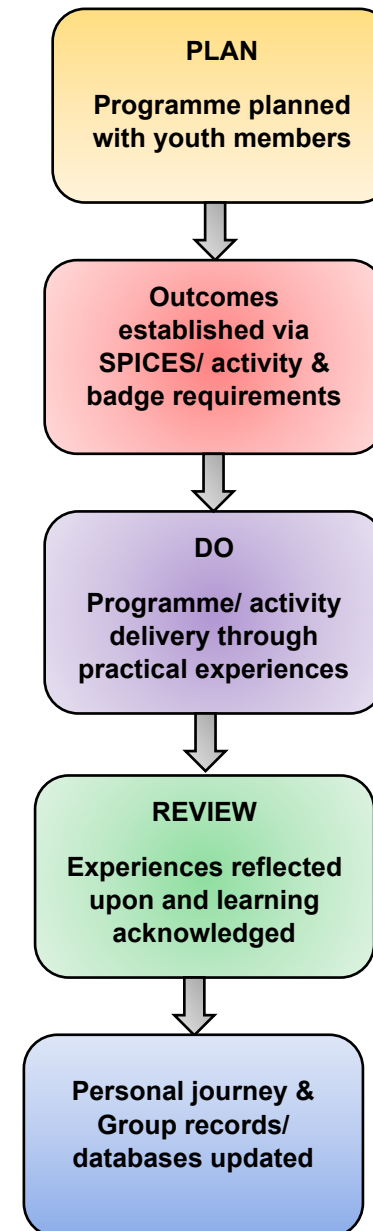
**SIBs cover 5 areas** > Personal Skill, Physical/ Recreation/ Community Involvement, Environment + Adventure. There is no set standard for SIBs, instead the young person consults with their Scouter, creates a **project or plan**, and determines what it is they **wish to achieve** and **how** this will be demonstrated.







**Chief Scout Award-** Each section will have its own Chief Scout award attached, with its **own set of requirements** put in place to achieve this. The award is a supplementary component of the personal journey of each youth member and can be achieved through participating in the normal youth programme.

The Award is split into 7 parts with outcomes relating to the completion of **SIBs** (Skills, Physical, Community + Environment); advancement in (Scout) **Adventure Skills**, an **Expedition** and **Residential/ Intercultural** activities.

As stated, the awards are linked to the delivery of normal programme activities with any additional components planned for with the individual and completion of these supported by and reflected upon by the Scouter.

The ONE Programme > Outcomes for Young People > Process Diagram



| Social    | Physical                                | Intellectual   | Character   | Emotional                                       | Spiritual    |
|--|--|---|--|--|---|
| 1. Demonstrate how to value others and develop skills and attitudes in maintaining positive relationships with others                          | 6. Understand and show how to maintain a healthy diet  | 13. Assess and determine outcomes relating to situations as you find them, developing skills in making informed decisions and choices to find the best possible solution to any given situation | 19. Demonstrate the confidence to live by the Scout Promise and Law<br><br>Live the Scouting Spirit                                  | 26. Be able to interpret and accept own emotions, their changing nature, and the effects they have on all aspects of your own life | 33. Be able to express, uphold and where appropriate reevaluate own spiritual beliefs/faith upon reflection   |
| 2. Communicate effectively with others   | 7. Take responsibility for personal hygiene and the impact it has on others  | 14. Be responsible for own learning   | 20. Show awareness and understanding of the true value of things   | 27. Know how others can support the understanding of emotions  | 34. Understand and demonstrate a respect and appreciation for 'own' environment, the role played within it and the contributions and impact your actions have upon it.        |
| 3. Demonstrate respect for the social integration of other cultures  | 8. Show responsibility for own physical development through maintain a healthy and balanced lifestyle                    | 15. Understand differences in leaning styles of others and incorporate these into own experiences to develop and learn  | 21. Display the ability to believe in oneself, accepting own abilities and show contentment while striving to be the best one can be | 28. Be tolerant of the emotional needs of others   |   |
| 4. Identify own role within society and understand how to positively contribute to it  | 9. Understand the importance of recognising when you are well or unwell and making good choices to seek help when needed | 16. Apply own capacity for imagination and ideas, showcasing the ability to be innovative and creative  | 22. Demonstrate ability to take a stand and be strong in the face of adversity   | 29. Strive to express emotions constructively  | 35. Explore and develop own spiritual being and relationship with (your) God through interactions and connections with others, nature, and the environment in which you exist |
| 5. Explain and show how to use Scout Promise and Law within everyday life for and describe how this impacts positively on the self and others. | 10. Understand that society is richer because of physical difference   | 17. Demonstrate ability to make decisions, execute and review a project and accept responsibility for the outcomes  | 23. Treat others with respect  | 30. Demonstrate the confidence to deal with life's challenges  |   |
|  | 11. Explore and understand the risks and benefits of making lifestyle changes for the self and others                    | 18. Develop knowledge, skills, and experience in working as part of a team, creating a space where all are involved to the best of their abilities.   | 24. Identify injustice, inequality or conflict and explore how to resolve this, playing an appropriate part in resolution            | 31. Stand up for one's own personal beliefs and values   | 36. Recognise own spirituality as an essential part of your own life  |
|  | 12. Recognise and understand the impact of physical abuse on myself and others   |   | 25. Exemplify the courage to live own dreams and aspirations   | 32. Develop own potential and recognise one's own possibilities for the future   |   |

# Chief Scout Awards



| Beaver Chief Scout Award Information/ Outcomes |   |
|--|---|
| <b>Requirements</b>                            | Should be in final year in the section.   |
| <b>Timeline</b>                                | Minimum 6 Months duration   |
| <b>Skill</b>                                   | 1x SIB from this area   |
| <b>Physical</b>                                | 1x SIB from this area   |
| <b>Community</b>                               | 1x SIB from this area   |
| <b>Environment</b>                             | 1x SIB from this area   |
| <b>Scout Skill</b>                             | 2x Adventure Skills to Stage 2  |
| <b>Expedition</b>                              | Walking 10Km over a 6-hour day  |
| <b>Residential/ Intercultural</b>              | Shared activity with a group in a residential /camp setting for 2 days and 1 night, and find out about different cultures |

| Cub Chief Scout Award Information Outcomes |   |
|--|---|
| <b>Requirements</b>                        | Should be in final year in the section.   |
| <b>Timeline</b>                            | Minimum 9 Months duration   |
| <b>Skill</b>                               | 1x SIB from this area   |
| <b>Physical</b>                            | 1x SIB from this area   |
| <b>Community</b>                           | 1x SIB from this area   |
| <b>Environment</b>                         | 1x SIB from this area   |
| <b>Scout Skill</b>                         | 2x Adventure Skills to Stage 2<br>1x Adventure Skill to stage 4   |
| <b>Expedition</b>                          | Walking 20Km over an 8-hour day   |
| <b>Residential/ Intercultural</b>          | Shared activity with a group in a residential /camp setting for 3 days and 2 night, inclusive of a cultural element |

| Scout Chief Scout Award Information Outcomes |  |
|--|--|
| <b>Requirements</b>                          | Should be in final year in the section and at least 14 years of age  |
| <b>Timeline</b>                              | Minimum 12 Months duration   |
| <b>Skill</b>                                 | 1x SIB from this area  |
| <b>Physical</b>                              | 1x SIB from this area  |
| <b>Community</b>                             | 1x SIB from this area  |
| <b>Environment</b>                           | 1x SIB from this area  |
| <b>Scout Skill</b>                           | 2x Adventure Skills to Stage 4<br>1x Adventure Skill to stage 6  |
| <b>Expedition</b>                            | Walking 25-35 Km over 2 consecutive days   |
| <b>Residential/ Intercultural</b>            | Shared activity with a group in a residential /camp setting for 4 days and 3 night, inclusive of an intercultural aspect and community project |

| Venture Chief Scout Award Information/ Outcomes |   |
|---|---|
| <b>Requirements</b>                             | Should have served 9 months within section and at least 16 years of age   |
| <b>Timeline</b>                                 | Minimum 12 Months duration<br>6 months if hold Scout 'Chief Award'  |
| <b>Skill</b>                                    | 1x SIB from this area   |
| <b>Physical</b>                                 | 1x SIB from this area   |
| <b>Community</b>                                | 1x SIB from this area   |
| <b>Environment</b>                              | 1x SIB from this area   |
| <b>Scout Skill</b>                              | 2x Adventure Skills to Stage 6<br>1x Adventure Skill to stage 7   |
| <b>Expedition</b>                               | Walking 50-79 Km over 3 consecutive days and 2 nights   |
| <b>Residential/ Intercultural</b>               | Shared activity with a group in a residential /camp setting for 5 days and 4 nights, must include an intercultural aspect and community project |

| Rover Chief Scout Award Information/ Outcomes |   |
|---|---|
| <b>Requirements</b>                           | Should have served 6 months within section  |
| <b>Timeline</b>                               | Minimum 18Months duration<br>12 months if hold Venture 'Chief Award'  |
| <b>Skill</b>                                  | 1x SIB from this area   |
| <b>Physical</b>                               | 1x SIB from this area   |
| <b>Community</b>                              | 1x SIB from this area   |
| <b>Environment</b>                            | 1x SIB from this area   |
| <b>Scout Skill</b>                            | 2x Adventure Skills to Stage 7<br>1x Adventure Skill to stage 8   |
| <b>Expedition</b>                             | Walking 80-110 Km over 4 consecutive days and 3 nights  |
| <b>Residential/ Intercultural</b>             | Shared activity with a group in a residential /camp setting for 5 days and 4 nights, must include an intercultural aspect and community project & portfolio |