

Using Learning Objectives to build your Venture Scout Programme

Your Venture Scout Programme is based around making progress in the different areas of the SPICES. We use the SPICES to help guide us to make sure we run varied and interesting scouting adventures. The Fiontar Awards, Suas and Trasná, help us focus on this aim. The six areas of the SPICES are broken down into 36 learning objectives. As the SPICES are a very broad idea, the learning objectives help focus the programme on tangible outcomes. For example, the 'Social' can mean practically anything involving interactions between people, so learning objectives, such as 'Get involved in your community' or 'Try to understand other cultures' are much more useful to work with.



The Venture Scout Programme is based on these steps:

Preparation (once a year)

- Use the SPICE Wheel
- Each Venture Scouts choose 18 objectives to progress towards, these should define their role on activities throughout the year

Plan

- The Crew or Unit begins to plan a programme cycle
- Each Venture Scout has an objective
- Crews generate activity ideas which will allow each member to achieve their objectives
- Executive combines ideas and decides on Venture Activity Programme



Do

- Activity Crews are formed
- Prepare and practice skills
- Do the activities

Review

- Review the activity as a Venture Unit
- Evaluate how you progressed towards your objectives
- Plan a new cycle

The learning objectives sheets in this document are designed to help you to connect our objectives to the activities you plan. On the grids, one for each of the SPICES, there are learning objectives marked off according to a selection of activities. So, if you organise an overnight kayak/canoe trip the grid suggests it would help Venture Scouts with Physical objectives (Making time for physical activity; Getting medical help when you are not feeling well), Intellectual (Able to learn something from every new situation; Plan, carry out and review a project; Know what qualities you bring to a team), Character (Try your best in everything you Do; Embrace the Scouting Spirit); Emotional (Confidence to deal with all that life can throw at you); and, Spiritual (Positive impact on the environment). There's something in this one activity that will help everyone in the Crew.

This document is designed to help you plan and review using the learning objectives in a practical way. It can be used by the Crew or each of you individually to mark off the objectives you can reach by planning, doing, and reviewing different activities. There are blank sections on the grid which will allow you to add your own activities and mark off the objectives you think are relevant using the samples for inspiration.

The learning objective grids are designed to supplement the current planning and reviewing tools. They link activities and objectives to help you achieve your Suas and Trasna awards.

Print them out, and give them a try!



The learning objective grids are designed to supplement the current planning and reviewing tools. They link activities and objectives to help you achieve your Suas and Trasna awards. Print them out, and give them a try!

	Adventure Race	Local Community Project	Survival Island	Overnight Kayak/Canoe Trip	Darkness into Light Walk	Venture Challenge									
The right skills and attitudes to build friendships						🏆									
Communicate with others			🏆			🏆									
Try to understand other cultures that you come into contact with															
Get involved in your community		🏆			🏆										
Understanding how the Promise and Law fits into everyday life		🏆			🏆	🏆									

A balanced diet			🏆			🏆									
Good personal hygiene and how it effects others			🏆			🏆									
Making time for physical activity	🏆			🏆		🏆									
Getting medical help when you are not feeling well				🏆											
Appericiate that physical differences make society better															
Understand the impact your choices have on your life	🏆														
Know the effect of abuse on your body															

	Adventure Race	Local Community Project	Survival Island	Overnight Kayak/Canoe Trip	Darkness into Light Walk	Venture Challenge									
Able to solve problems			CS			CS									
Able to learn something from every new situation		CS		CS											
Think outside the box and try your own creative ideas			CS		CS										
Plan, carry out and review a project		CS		CS		CS									
Know what qualities you bring to a team				CS		CS									

Promise and Law in to practice		CS			CS	CS									
Know what is important in your life						CS									
Try your best in everything you do	CS			CS			CS								
Stand up for what you believe in															
Treat others with respect															
Try to help where you see injustice or inequality		CS					CS								
The courage to reach for your goals				CS				CS							
Embrace the Scouting Spirit					CS			CS							

	Adventure Race	Local Community Project	Survival Island	Overnight Kayak/Canoe Trip	Darkness into Light Walk	Venture Challenge												
Can deal with having an off day																		
Call on others when you have a problem																		
Listen when someone has a problem																		
Show your feelings in a positive way																		
Confidence to deal with all that life can throw at you																		
Be open to change in your beliefs																		
Do you try to develop your talents?																		

Stand by your spiritual beliefs																		
Positive impact on the environment																		
See God in the world around me																		
See spirituality as a vital part of your life																		