Welcome to the CANADIAN PATH

Program Quality Standards, Self-Assessments and the Role of the Group Committee
WHAT DO YOU HOPE TO LEARN ABOUT THE NEW CANADIAN PATH PROGRAM QUALITY STANDARDS?
LEARNING OUTCOMES

- The make up and transition of the new Program Quality Standards (PQS)
- How to conduct a Self – Assessment (Youth & Scouters)
- The four Program Cycles
- The objectives, goals and outcomes of a Group Committee when introducing and implementing the PQS
- The Canadian Path Transition
PROGRAM QUALITY STANDARDS

TROOP STANDARDS

PER MONTH
1 Meeting outdoors

PER CYCLE (SEASON)
2 Outils, visits or events
2 Troop Leadership Team meetings
1 PQS assessment and plan

PER SCOUTING YEAR
12 Nights away
2 Adventures for each Program Area
2 Adventures with Pack or Company (one for Trailblazers)
1 Personal progression review
1 Section Code of Conduct developed
1 Environmental service project
2 Community service projects
2 Activities with parental participation

COMPANY STANDARDS

PER MONTH
1 Meeting outdoors

PER CYCLE (SEASON)
2 Outils, visits or events
2 Company Leadership Team meetings
1 PQS assessment and plan

PER SCOUTING YEAR
12 Nights away
2 Adventures for each Program Area
2 Adventures with Troop and Crew (one for senior Venturers)
1 Personal progression review
1 Section Code of Conduct developed
1 Environmental service project
2 Community service projects
1 Activities with parental participation

CREW STANDARDS

PER MONTH
1 Meeting outdoors

PER CYCLE (SEASON)
2 Outils, visits or events
2 Crew Leadership Team meetings
1 PQS assessment and plan
1 Meeting with Mentor

PER SCOUTING YEAR
12 Nights away
1 Adventure for each Program Area
2 Adventures to Link with Company or Troop
1 Personal progression review
1 Section Code of Conduct developed
1 Environmental service project
2 Community service projects
WHO FOCUSES ON WHAT?

- **SECTIONS**: Should focus on Program and Youth’s Personal Progression

- **GROUP COMMITTEE**: Should focus on Support to Section Scouters
  - Administrative
  - Volunteer Support Tasks
GROUP COMMITTEE FOCUS

• **Group Committee** should focus on the **OUTCOMES** the Group is trying to achieve – a quality program

• They should also focus on the **youth and their program**, and what **support** the Group Committee can provide to the youth and Scouters

• Other important factors:
  • Safety
  • Communication/Parent Engagement
  • Volunteer Development
PLAN – DO - REVIEW

- **PLAN** – The standards help set the bar for your section and determine goals for the **Program Cycles**

- **DO** – Follow through with your plans when going on **Adventures**

- **REVIEW** – As cycles end, assess the experience with your **Youth**, and identify both the strengths and weaknesses of the planning process and the adventure
Download and Insert Program Cycles video here

http://www.scouts.ca/canadianpath/videos.html
YOUR FOUR CYCLES

• The **Scouting Program** breaks down quite easily into four cycles

  • **FALL:** September – November

  • **WINTER:** December – February

  • **SPRING:** March – May

  • **SUMMER:** June - August

• With each new season – Imagine Great New Adventures
ASSESSMENT

Using the PQS Section Specific Standards

1) Youth evaluate their Program and Self-Assess

2) Section Leadership Team Assess

3) Section Scouter shares plans and accomplishments with Group Committee

4) Group Commissioners will indicate on each Section’s profile which Seasonal Reviews have been completed through a new 'PQA' tab in Myscouts.ca

5) Myscouts.ca will automatically confer the Program Quality Award to those Sections that have completed three of the four Seasonal Reviews during the Scouting Year and have shared the results with their Group Committees.

6) Sections that have earned the Program Quality Award will have the PQA icon appear in 'Find a Group' results.
ASSESSMENT

• The days of checklists are gone
• Use the assessment questions at the end of each cycle
• Section Scouter should log the results of their discussion
• Notes should be used to report to their Group Committee
Cubs’ Assessment

1. Has our Pack spent enough nights camping?
2. Do we go outdoors for meetings at least once a month?
3. Have I tried new things this year at Cubs that I have not tried before?
4. What do I want to try before Cubs is over?
5. What was my favourite part of Cubs this year?
6. Is our Lair a good team?
7. Do we use the Jungle Map to try new things?
8. What three things have I done that were new from last year?
9. Am I discovering how to be a good leader and a good team member at Cubs?
10. Runner: Do I know how to participate in planning, doing and reviewing an activity?
11. Tracker: Have I planned and led an activity for other Cubs in my Lair or Pack?
12. Howler: Can I help other Cubs to follow the Plan-Do-Review cycle?
13. Tracker: Have I helped at multiple Beaver meetings?
14. Tracker: How have I helped a Runner to feel like part of the Pack?
15. Howler: Have we met regularly as the Howlers’ Council to make decisions for the Pack?
   a. Have I met regularly with my Lair to listen to its ideas and concerns, and represented my Lair’s interests at the Howlers’ Council?
16. Do I plan to return to Cubs next year?
17. Do Howlers plan to join Scouts next year?
SCOUTERS’ Assessment

1. Section attendance
2. Section year-over-year retention rate
3. Number of nights away and outdoor activities: are we on track to meet standard?
4. Assessment of skills and knowledge: does the team have what is needed to facilitate a safe, adventurous outdoor program?
5. As a team of Scouters, we regularly meet and review:
   a. with the youth, the personal progression of our Cubs with respect to SPICES
   b. our use of all Program Areas
   c. youth leadership
   d. the level of Adventure included in our program (i.e. how many new activities have we tried and how many new places have we visited?)
6. We would rate the level of parent engagement as ______. What steps can be taken to improve the overall level of parental support and engagement?

How do I use the Program Quality Standards?

- Howlers and Scouters need to review the Standards at the beginning of each program cycle to set some of the expectations.
- Have the Howlers use some of the assessment questions within their Lairs. Have them log the feedback.
- At the Howlers’ Council, Howlers can formulate a plan to help adjust the program to the needs of the Pack, based on the feedback from the Lairs. Repeat process at next program cycle.
HOW DO GROUP COMMITTEES KNOW IF A SECTION IS FACILITATING A QUALITY PROGRAM?
The GROW method

Coaching for a Quality Program can use the GROW method:

**WRAP-UP**
What actions are the Section and the Group Committee going to take?

**OPTIONS**
What are some different ways that a Section can meet its goals?

**REALITY**
How prepared is the Section to achieve its goals?

**GOALS**
What does the Section want to achieve?

Coaching relies on development and empowerment through Plan-Do-Review cycles. Make sure that Scouters have the right knowledge, skills and attitude, then step back to watch them succeed or course correct where necessary.

Hint: These count as your three support visits per year.

Support visits to assess PQS progress should happen once per cycle and a minimum of three times annually.
The GROW Method

GOALS
What is the big Adventure for this cycle?
What Program Areas do you want to visit?
Which program standard objectives are you focusing on over the next cycle?

REALITY
Are youth fully engaged in their program?
Are youth leadership mechanisms being used effectively?
What training do youth and Scouters need?
What would prevent you from meeting Program Quality Standards?

WRAP-UP
What actions are you going to take?
How can the Group Committee support you?

OPTIONS
What are different ways that you could achieve your goals?
If you had unlimited resources, what would you do differently?
What are the pros and cons of these options?
GROUP COMMITTEE ASSESSMENT

- GC support visits after each cycle - during a Committee or a Section Leadership Team Meeting.

- A new copy of this form should be used for each visit, with each Section.

- Helps Support Scouters identify areas where they can help the Section improve its program quality.
ROLE PLAY – YOUTH ASSESSMENT

• We’ve Planned…Now let’s DO

• Break into small groups with each group assigned a section. Using knowledge of a Section in your own Group role play a youth led assessment, with one member of the group acting as Scouter/Facilitator

• 10 Minutes
We’ve **Planned**… Now let’s **DO**

- Break into small groups with each group assigned a section. Using knowledge of a Section in your Group role play a Scouter assessment, with one member of the group acting as the Contact Scouter/Facilitator

- 10 Minutes
• Bring groups back and conduct Group Committee meeting Program Review

• I will be the GC and Group Committee participants will respond as Scouters, with 1 participant representing a Scouter for each section.

• 10 Minutes
OBJECTIVE FOR 2015 - 2016

• By August 31, 2016, 50% of Sections are demonstrating engagement with the Canadian Path as measured by Section use of the Self-Assessment at least 3 times.
FREQUENTLY ASKED QUESTIONS

• Do I still get an award?

• Will Groups still have recognition in “Find a Group” online?

• Who do I submit the paperwork to?

• What if the Scouters have youth in the Section and can’t stay after a meeting for the Scouter assessment?

• If I have questions about the new PQS, who should I ask?
WHERE DO WE GO FROM HERE?

• Set an assessment date NOW to meet with your Section Scouters

  • The Fall, Winter and Spring Cycles have now ended, so set a date now to assess the Fall, Winter & Spring Cycles, if you have not already done so.

  • Begin the Summer Program Cycle!

• Start Sharing the news!
Canadian Path
Colony Program Quality Standards

Per Month

<table>
<thead>
<tr>
<th>Month</th>
<th>1 Meeting Outdoors</th>
</tr>
</thead>
<tbody>
<tr>
<td>September</td>
<td>1 Meeting Outdoors</td>
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<tr>
<td>October</td>
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<tr>
<td>August</td>
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</tbody>
</table>

Per Season

<table>
<thead>
<tr>
<th>Season</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fall</td>
<td>Outing, Visit, or Event, White Tail Council</td>
</tr>
<tr>
<td>Winter</td>
<td>Outing, Visit, or Event, White Tail Council</td>
</tr>
<tr>
<td>Spring</td>
<td>Outing, Visit, or Event, White Tail Council</td>
</tr>
<tr>
<td>Summer</td>
<td>Outing, Visit, or Event, White Tail Council</td>
</tr>
</tbody>
</table>

Per Year

<table>
<thead>
<tr>
<th>Adventures</th>
<th>Big Brown Beaver’s Lodge</th>
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<tbody>
<tr>
<td></td>
<td>rusty’s Meadow</td>
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<tr>
<td></td>
<td>Malak’s Maple</td>
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<td></td>
<td>Rainbow’s Reflections</td>
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<td></td>
<td>Rascal’s River</td>
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<tr>
<td></td>
<td>Ringtail’s Hollow</td>
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<td></td>
<td>With Pack</td>
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</table>

1st Chemainus Beaver Scouts
# Canadian Path

## Pack Program Quality Standards

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<thead>
<tr>
<th>Month</th>
<th>Activity</th>
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</thead>
<tbody>
<tr>
<td>September</td>
<td>Meeting Outdoors</td>
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<tr>
<td>August</td>
<td>Meeting Outdoors</td>
</tr>
</tbody>
</table>

### Per Season

**FALL** September to November
- Outing, Visit, or Event
- Howler’s Council
- Assessment

**WINTER** December to February
- Outing, Visit, or Event
- Howler’s Council
- Assessment

**SPRING** March to May
- Outing, Visit, or Event
- Howler’s Council
- Assessment

**SUMMER** June to August
- Outing, Visit, or Event
- Howler’s Council
- Assessment

### Per Year

<table>
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<th>Adventures</th>
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<tr>
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<table>
<thead>
<tr>
<th>Code of Conduct</th>
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<tbody>
<tr>
<td>Section Code Of Conduct</td>
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<tr>
<td>Community Service Project</td>
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<tr>
<td>Community Service Project</td>
</tr>
<tr>
<td>Environmental Service Project</td>
</tr>
</tbody>
</table>
# Canadian Path

**Pack Program Quality Standards**

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<tbody>
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</tr>
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## Per Season

### FALL
- September to November
  - Outing, Visit, or Event
  - Howler’s Council
  - Assessment

### WINTER
- December to February
  - Outing, Visit, or Event
  - Howler’s Council

### SPRING
- March to May
  - Outing, Visit, or Event
  - Howler’s Council
  - Assessment

### SUMMER
- June to August
  - Outing, Visit, or Event
  - Howler’s Council
  - Assessment

## Per Year

<table>
<thead>
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<th>Yearly Activity</th>
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</tbody>
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## 1st Chemainus Cub Scouts

- Personal Review
- Activity with Parents
- Activity with Parents
- Activity with Parents
Welcome to The Canadian Path

Youth Led

Plan-Do-Review

Plan: Think of ideas, make suggestions, decide which program area you are interested in.

Then choose your activities.

Do: Go out and have your Adventure!

Review: How was your Adventure? Did you have fun? What was your favourite part?

What could be better next time? What do you know now that you didn’t know before?

Adventure

Exciting and Meaningful Experiences. Going out and having fun. Exploring the unknown and finding new things and new ideas.

Through participation in Scouting Adventures, youth begin to understand how they depend on others, and how others depend on them. Scouting Adventures allow them to be part of a diverse group and develop cooperation and leadership skills.

Scouting Adventures provide many opportunities for youth to be responsible for the care and wellbeing of their bodies.

Through Scouting Adventures, youth have opportunities to develop in their ability to think, to plan, to innovate and to use information in an original way to adapt to new situations.

Scouting Adventures guide youth to take responsibility for themselves while still respecting the needs of others, helping them to create a lifelong personal values system.

Through Scouting Adventures, youth members are given opportunities to recognize and respect their own feelings and to learn to express them in a healthy manner while respecting the feelings of others.

In the midst of Scouting Adventures, youth members have experiences in which they recognize that they are part of a larger spiritual reality and learn to respect the spiritual choices of others.
WELCOME TO YOUR NEW WORLD!

Download and Insert “Welcome to your New World” video here

http://www.scouts.ca/canadianpath/videos.html
Welcome to the CANADIAN PATH

Section Progression Journey
## Beaver Scout Journey

<table>
<thead>
<tr>
<th>YEAR</th>
<th>FRIENDS OF THE FOREST ADVENTURES</th>
<th>ADDITIONAL CHALLENGES</th>
<th>REVIEW PROCESS</th>
<th>NEXT STEP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brown Tail Age 5</td>
<td>3–5 adventures for each area on the Pond Map with the Lodge or Colony</td>
<td>• Learn Beaver Scout Promise, Law and Motto</td>
<td>• Review each adventure with Lodge and/or Colony</td>
<td>Blue Tail</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Outdoor Adventure Skills</td>
<td>• Year-end Review with Colony (with specific attention to the SPICES)</td>
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<td></td>
<td></td>
<td>• option of Personal Achievement badges</td>
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<td></td>
<td></td>
<td>• at least one linking activity</td>
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<tr>
<td>Blue Tail Age 6</td>
<td>3–5 adventures for each area on the Pond Map with the Lodge or Colony</td>
<td>• take part in leadership of Lodge</td>
<td>• Review each adventure with Lodge and/or Colony</td>
<td>White Tail</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Outdoor Adventure Skills</td>
<td>• Year-end Review with Colony (with specific attention to the SPICES)</td>
<td></td>
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<td>• option of Personal Achievement badges</td>
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<tr>
<td></td>
<td></td>
<td>• at least one linking activity</td>
<td></td>
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</tr>
<tr>
<td>White Tail Age 7</td>
<td>3–5 adventures for each area on the Pond Map with the Lodge or Colony</td>
<td>• participate in leadership for Colony in White Tail Council</td>
<td>• Review each adventure with Lodge and/or Colony</td>
<td>North Star Quest for the North Star Award</td>
</tr>
<tr>
<td></td>
<td>• Northern Lights Quest begins in about January</td>
<td>• Outdoor Adventure Skills</td>
<td>• Review with White Tail Council and Scouters</td>
<td>Cub Scouts</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• option of Personal Achievement badges</td>
<td>• Year-end Review with Colony (with specific attention to the SPICES)</td>
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<td></td>
<td></td>
<td>• help White Tail Council plan at least one linking activity</td>
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</tbody>
</table>

Beaver Scouts progress from Brown Tail to Blue Tail to White Tail according to their age. For example, a 7 year-old registering for the first time will be a White Tail. Age groups progress together from year to year.

Canadianpath.ca
# Progress Through the Cub Scout Journey

<table>
<thead>
<tr>
<th>YEAR PROGRESSION</th>
<th>JUNGLE ADVENTURES</th>
<th>ADDITIONAL CHALLENGES</th>
<th>REVIEW PROCESS</th>
<th>NEXT STEP</th>
</tr>
</thead>
</table>
| **Runner Age 8** | One or more adventures for each area of the Jungle Map with the Lair or Pack | • Learn Cub Scout Promise, Law and Motto
• Outdoor Adventure Skills
• Option of Personal Achievement Badges
• Do at least one linking activity | • Review each adventure with Lair and/or Pack
• Year-end Review with Pack, with specific attention to the SPICES | Tracker |
| **Tracker Age 9** | One or more adventures for each area of the Jungle Map with the Lair or Pack | • Take part in leadership of Lair
• Plan and participate in linking activities, especially those with Beaver Colony
• Outdoor Adventure Skills
• Option of Personal Achievement Badges | • Review each adventure with Lair and/or Pack
• Year-end Review with Pack, with specific attention to the SPICES | Howler |
| **Howler Age 10** | One or more adventures for each area of the Jungle Map with the Lair or Pack | • Participate in leadership of Pack in Howler Council
• Outdoor Adventure Skills
• Option of Personal Achievement Badges
• Participate in linking activities with other sections, especially with Scout Troop | • Review each adventure with Lair and/or Pack
• Review their Cub Scout Journey with the Howler Council and Scouters
• Year-end Review with Pack, with specific attention to the SPICES | Seconee Award
• Scouts

Each year provides new challenges for the Cub Scout. Let’s take a look at the following chart which shows how the Cub Scout program does that in a progressive way.
<table>
<thead>
<tr>
<th>CANADIAN TRAILS CHECKPOINTS</th>
<th>TRAILS TO COMPLETE</th>
<th>ADDITIONAL CHALLENGES</th>
<th>REVIEW PROCESS</th>
<th>NEXT STEP</th>
</tr>
</thead>
</table>
| **Pioneer**                 | Complete six adventures*, one on each Program Area. Each Scout defines a personal challenge within Patrol or Troop Adventure | - one linking activity**
- learn Scout Promise, Law and Motto, as well as basics of how a Scout Troop works
- Outdoor Adventure Skills
- option of Personal Achievement badges | Review with Patrol or Patrol Leader the work done to complete Pioneer (with specific attention to the SPACE(S)) | Voyageur |
| **Voyageur**                | Complete six adventures*, one on each Program Area. Each Scout defines a personal challenge within Patrol or Troop adventure | - one linking activity**
- assist in leading at least one activity in preparation for an adventure, using Plan-Do-Review
- Outdoor Adventure Skills
- option of Personal Achievement badges | Review with Patrol or Patrol Leader the work done to complete Voyageur (with specific attention to the SPACE(S)) | Pathfinder |
| **Pathfinder**              | Complete six adventures*, one on each Program Area. Each Scout defines a personal challenge within Patrol or Troop adventure | - one linking activity**
- lead at least one activity in preparation for an adventure, using Plan-Do-Review
- Outdoor Adventure Skills
- option of Personal Achievement badges | Review with Patrol or Patrol Leader the work done to complete Pathfinder (with specific attention to the SPACE(S)) | Trailblazer |
| **Trailblazer**             | Complete six adventures*, one on each Program Area. Each Scout defines a personal challenge within Patrol or Troop adventure | - one linking activity**
- take lead (or co-lead) in Plan-Do-Review for at least one adventure.
- Outdoor Adventure Skills
- option of Personal Achievement badges | Review with Troop Leader or Patrol Leader the work done to complete Trailblazer (with specific attention to the SPACE(S)) | - Venturer Scouts
- Chief Scout’s Award |

* Adventures at the Scout level should take several levels of planning, and are normally undertaken as a Patrol or Troop, though the Troop Leadership Team can give permission for Scouts to pursue adventures individually. Adventures are followed by a review.

** Linking can take place with any other Section. If possible, those working on Pathfinder and Trailblazer should have opportunities to link with Venturer Scouts or Rover Scouts.

Scouts progress from Pioneer through to Trailblazer at their own pace. All new Scouts begin at Pioneer.
# Venturer Scout Journey

**“Climb Higher”**

<table>
<thead>
<tr>
<th>Personal Progression</th>
<th>Challenges to Complete</th>
<th>Expeditions</th>
<th>Review Process Before Climbing Higher</th>
<th>Climb Higher</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Trailhead</strong></td>
<td>• None &lt;br&gt;• Be introduced to process of setting personal challenges &lt;br&gt;• Outdoor Adventure Skills</td>
<td>• Learn how a Venturer Company works &lt;br&gt;• Participate in at least one expedition &lt;br&gt;• Learn the Venturer Scout Preamble, Motto and Law</td>
<td>Review with a more experienced Venturer what you have learned and noticed so far in Venturers, with specific attention to the SPICES</td>
<td>Tree Line</td>
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<tr>
<td><strong>Tree Line</strong></td>
<td>• Six personal challenges, one in each Program Area &lt;br&gt;• Introduce a new Venturer to the Section and process of setting personal challenges &lt;br&gt;• Outdoor Adventure Skills</td>
<td>• Lead or co-lead an expedition using the Plan-Do-Review process &lt;br&gt;• Participate in other Venturers’ expeditions &lt;br&gt;• Participate in at least one linking activity</td>
<td>Review with a more experienced Venturer what you have learned so far in Venturers, with specific attention to the SPICES</td>
<td>Snow Line</td>
</tr>
<tr>
<td><strong>Snow Line</strong></td>
<td>• Six personal challenges, one in each Program Area &lt;br&gt;• Assist one other Venturer in completing one of their personal challenges &lt;br&gt;• Outdoor Adventure Skills</td>
<td>• Lead or co-lead at least one more expedition using the Plan-Do-Review process &lt;br&gt;• Participate in other Venturers’ expeditions &lt;br&gt;• Co-lead at least one linking activity, possibly with a Scout Troop or another Venturer Company</td>
<td>Review with a more experienced Venturer what you have learned so far in Venturers, with specific attention to the SPICES</td>
<td>Summit</td>
</tr>
<tr>
<td><strong>Summit</strong></td>
<td>• Six personal challenges, one in each Program Area &lt;br&gt;• Assist three other Venturers in completing one of their personal challenges &lt;br&gt;• Outdoor Adventure Skills</td>
<td>• Lead an expedition independently using the Plan-Do-Review process &lt;br&gt;• Lead or co-lead at least one more expedition using the Plan-Do-Review process &lt;br&gt;• Participate in other Venturers’ expeditions &lt;br&gt;• Lead one linking activity*</td>
<td>Review with the Company Leadership Team (or a Scout Leader) what you have learned in Venturers, with specific attention to the SPICES</td>
<td>• Rover Scouts &lt;br&gt;• Queen’s Venturer Award</td>
</tr>
</tbody>
</table>

*If possible, those working on Summit should have the opportunity to link with Rover Scouts.*
Welcome to the CANADIAN PATH

Outdoor Adventure Skills
Scouts Canada is proud to introduce the Outdoor Adventure Skills, an invitation for Scouts to try something new—to be outside more, testing themselves with progressive challenges while always staying within their capabilities to stay safe. In short, it’s about having life-changing experiences.

We have nine Outdoor Adventure Skills, each with its own unique skill sets.

Each skill has its own identifying colour!

Outdoor Adventures Skills work in stages. A Scout can always be working on improving and getting to the next stage.

A youth who is two stages above another youth can mentor and sign off on the other’s competencies.

Outdoor Adventure Skills are for all Sections

“Not for me!”

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Smart Charts
**TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION**

**WOULD YOU LIKE TO MAKE A TOP SECTION AWARD PART OF YOUR YOUTHS’ PERSONAL JOURNEY ON THE CANADIAN PATH?**

Here’s how you can do it:
- Help youth participate fully in the Plan-Do-Review cycle for adventures right from their first day in the Section.
- Facilitate adventures where youth can complete stages of the Outdoor Adventure Skills.
- In youths’ final year before moving up to the next Section, have a conversation with them and find out if they’re interested in pursuing the Top Section Award.
- Let your Section Leadership Team and your fellow Scouters know who wants to complete the requirements for the Top Section Award.

Then follow the steps below:

<table>
<thead>
<tr>
<th>Section</th>
<th>Step One: Review youths’ personal progression</th>
<th>Step Two: Achieve the required Outdoor Adventure Skill stages</th>
<th>Step Three: Provide the required hours of community service</th>
<th>Step Four: Complete a meaningful service project</th>
<th>Step Five: Final Review</th>
<th>Presentation of the Award</th>
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<tr>
<td>BEAVER SCOUTS:</td>
<td>A review is completed with two Section Scouters, and (if possible) should include one youth from an older Section.</td>
<td>5 Outdoor Adventure Skill stages need to be completed, in any combination of skills.</td>
<td>5 Community service hours need to be completed, in Scouting or non-Scouting activities.</td>
<td>The project will usually be completed as a group by the White Tails as part of the Northern Lights Quest. All youth need to participate fully.</td>
<td>A final review of the Award project is completed with White Tail Council and Scouters.</td>
<td>Present the Award at a special ceremony held at the Group level.</td>
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<tr>
<td>The North Star Award</td>
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<tr>
<td>CUB SCOUTS:</td>
<td>A review is completed with two Section Scouters, and (if possible) should include one youth from an older Section.</td>
<td>10 Outdoor Adventure Skill stages need to be completed, in any combination of skills.</td>
<td>15 Community service hours need to be completed, in Scouting or non-Scouting activities.</td>
<td>The project may be completed individually, or as part of a team, with the expectation that all Howlers participate fully and share the work.</td>
<td>A final review of the Award project is completed with Howler Council and Scouters.</td>
<td>Present the Award at a special ceremony held at the Group or Area level.</td>
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<tr>
<td>The Seeonee Award</td>
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<tr>
<td>SCOUTS:</td>
<td>A review is completed with a member of the Troop Leadership Team and a Scouter.</td>
<td>18 Outdoor Adventure Skill stages need to be completed, in any combination of skills.</td>
<td>30 Community service hours need to be completed, in Scouting or non-Scouting activities.</td>
<td>The project may be completed individually, or as part of a team, with the expectation that all Scouts participate fully and share the work.</td>
<td>A final review of the Award project is completed with Troop Leadership Team, or its designates.</td>
<td>Present the Award at a special ceremony held at the Council level.</td>
</tr>
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<td>Chief Scout’s Award</td>
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[Canadianpath.ca](http://www.canadianpath.ca)
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<td>VENTURER SCOUTS: Queen’s Venturer Award</td>
<td>A review is completed with a member of the Company Leadership Team and a Scouter.</td>
<td>24 Outdoor Adventure Skill stages need to be completed, in any combination of skills.</td>
<td>60 Community service hours need to be completed, in Scouting or non-Scouting activities.</td>
<td>The project may be completed individually, or as part of a team, with the expectation that all Venturers participate fully and share the work.</td>
<td>A final review of the Award project is completed with Company Leadership Team, or its designates.</td>
<td>Present the Award at a special ceremony held at the Council level.</td>
</tr>
<tr>
<td>ROVER SCOUTS: Canadian Rover Scout Award</td>
<td>A review is completed with the mentor and one other member of the Crew.</td>
<td>32 Outdoor Adventure Skill stages need to be completed, in any combination of skills.</td>
<td>80 Community service hours need to be completed, in Scouting or non-Scouting activities.</td>
<td>The project may be completed individually, or as part of a team, with the expectation that all Rovers participate fully and share the work.</td>
<td>A final review of the Award project is completed with the mentor and the Crew (or its designates).</td>
<td>Present the Award at a special ceremony held at the Council level.</td>
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Find all resources and information at: www.canadianpath.ca

QUESTIONS??