



# 2014 Program Changes - Venturing

Contact [411@scouting.org](mailto:411@scouting.org) with questions.



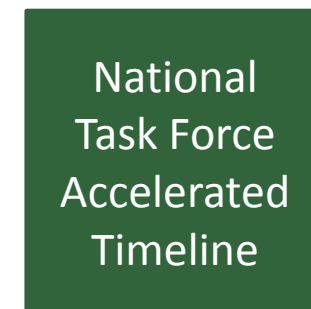
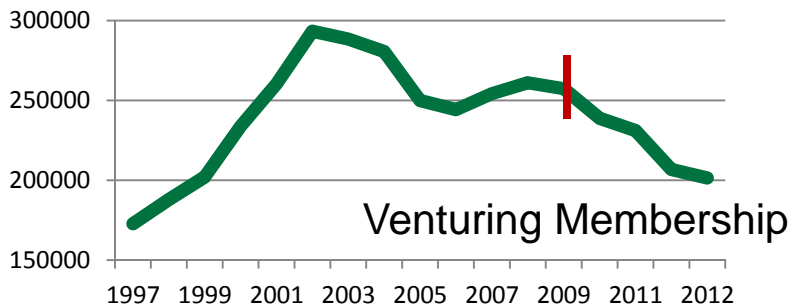
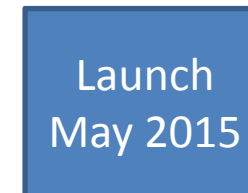
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March 2014

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# Why a National Task Force – Different Timing?



0.7% Earned  
1:12,000 Youth

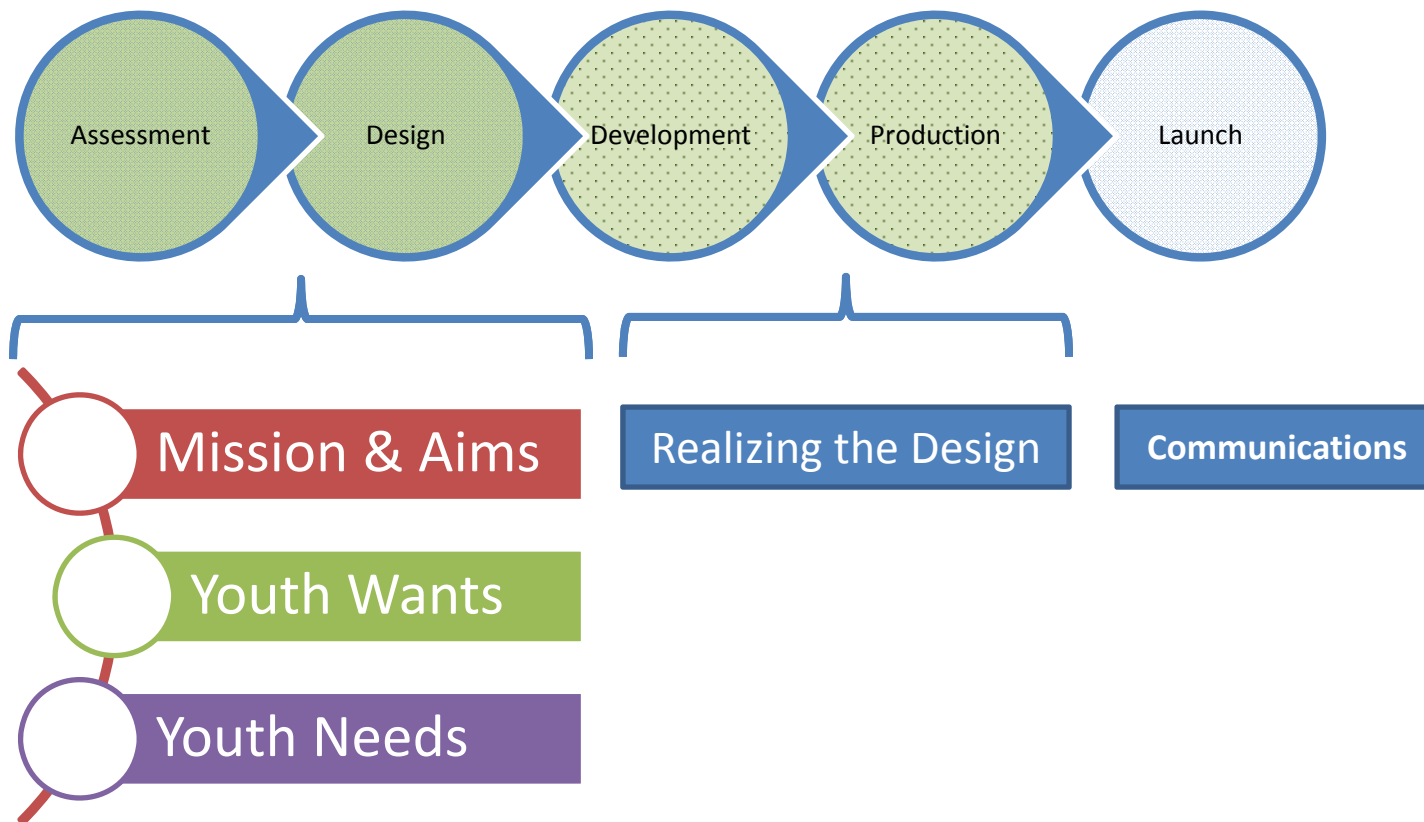


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# Program Process





# Wants or Needs?

- Experience New Things (68%)
- Hang Out w/ Friends (67%)
- Help w/ Future Activities (55%)
- Leadership Opportunities (29%)
- Earn Awards/Recognition (25%)

What youth tell us they want in after school program.<sup>1</sup>

<sup>1</sup>Venturing Youth Study 2009, <sup>2</sup>Pew Research Center 2012, <sup>3</sup>stagesoflife.com 2013, <sup>4</sup>College Board ('73 vs. '13) 2013, <sup>5</sup>Mother Jones, US Census 2013

- Grades (75%)
- Preparation Beyond HS (66%)
- Money (56%)
- Depression/Suicide (43%)
- Bullying (33%)

Youth fears and concerns.<sup>3</sup>

And They Are Right To Worry

### Fact – Employment

- 54% among 18-24 (record low)
- 82% think it harder to find than parents

### Fact – College Costs

- Tuition 11X for public, 12X for private<sup>4</sup>
- 75% think it harder to pay than parents

### Fact – Debt

- 4X increase in young adult debt vs '05<sup>5</sup>
- 16% delinquent 90 days +<sup>5</sup>

••• Teen depression, bullying, etc. etc.

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# And Yet ... Hope Abounds!

- 90% believe they will one day have their ideal job
- But 84% will postpone to make a difference in the world

Allstate/Junior Achievement 2013

61% supported a cause in the past 30 days

Youth Beat 2013

- 54% better to be a teen now
- 45% feel they will be better off than their parents

Allstate/National Journal 2013



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# Venturing's Challenge

- Deliver the fun and peer engagement!
- Create the opportunity for leadership!
- Harness the optimism!
- Set the table for their future!

**The NEW Venturing Program Model**

**Adventure – Leadership – Service - Personal Growth**



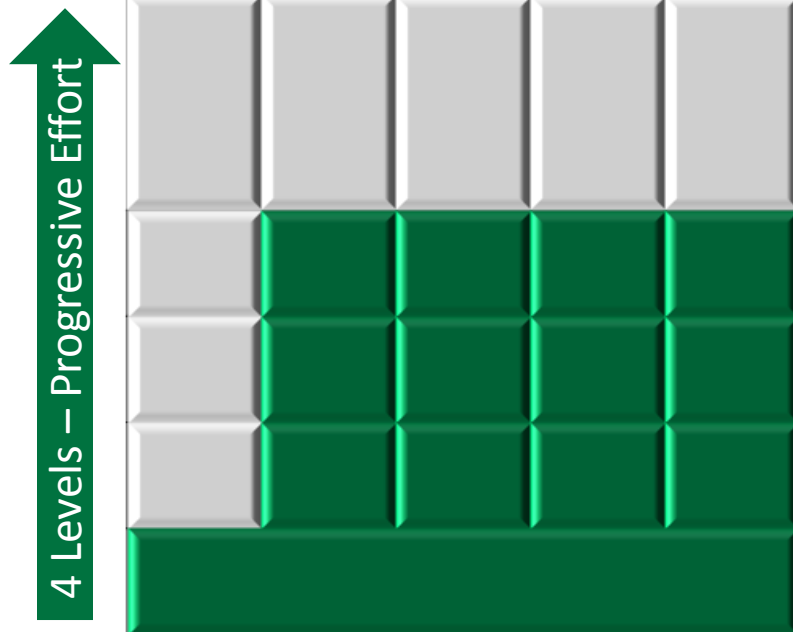
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## NEW Venturing Program – The ALPS Model

4 Program Areas or Pillars

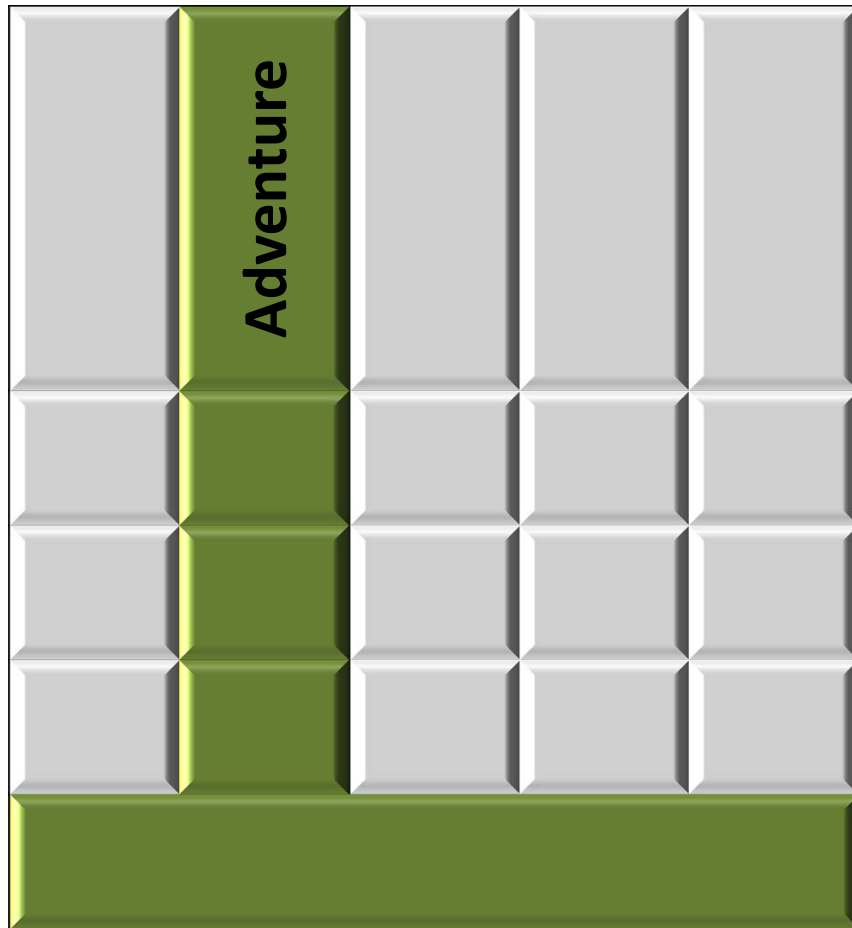


- Alignment with BSA mission
- Sensitivity to youth wants
  - Maintains peer involvement
  - Based on foundation of adventure
- Respect for their future needs
- Progressive increase in challenge and effort





# Program Areas - Adventure



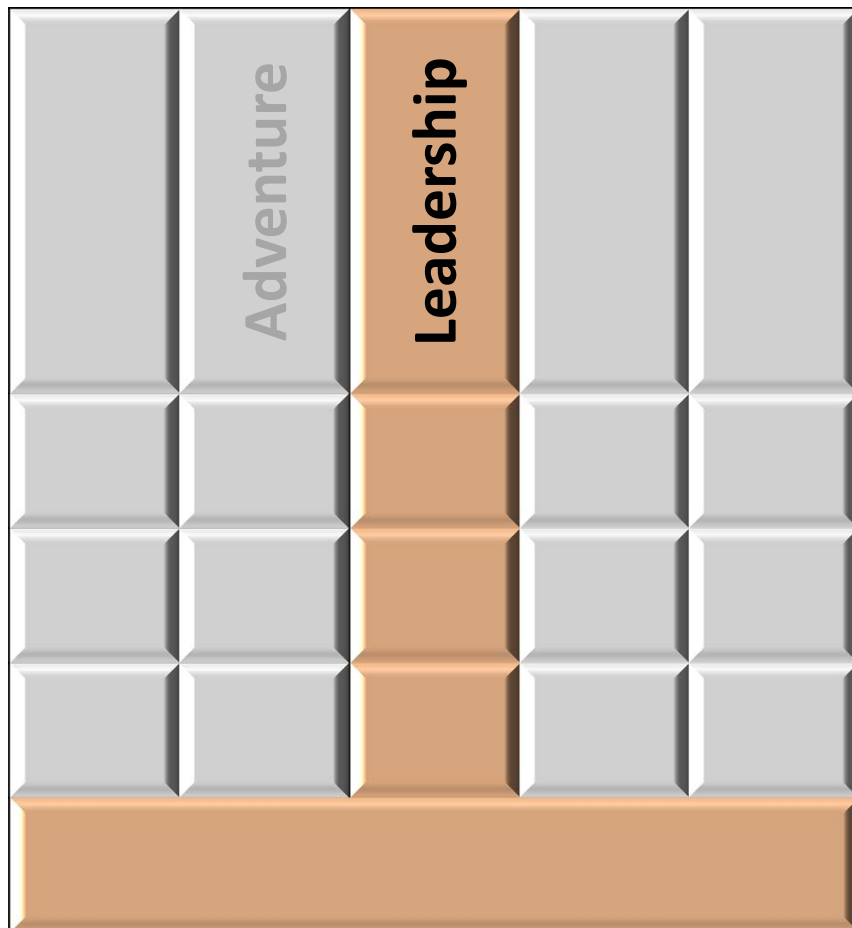
- **Purpose:** New experiences which push Venturers to new personal heights
- **Insight:** Adventures and activities provide the social benefits youth crave at this point of development
- **Level of difficulty:** Variable; may be tailored to crew skills and experience
- Individual and crew-defined
- Historic appeal of Venturing







# Program Areas- Leadership



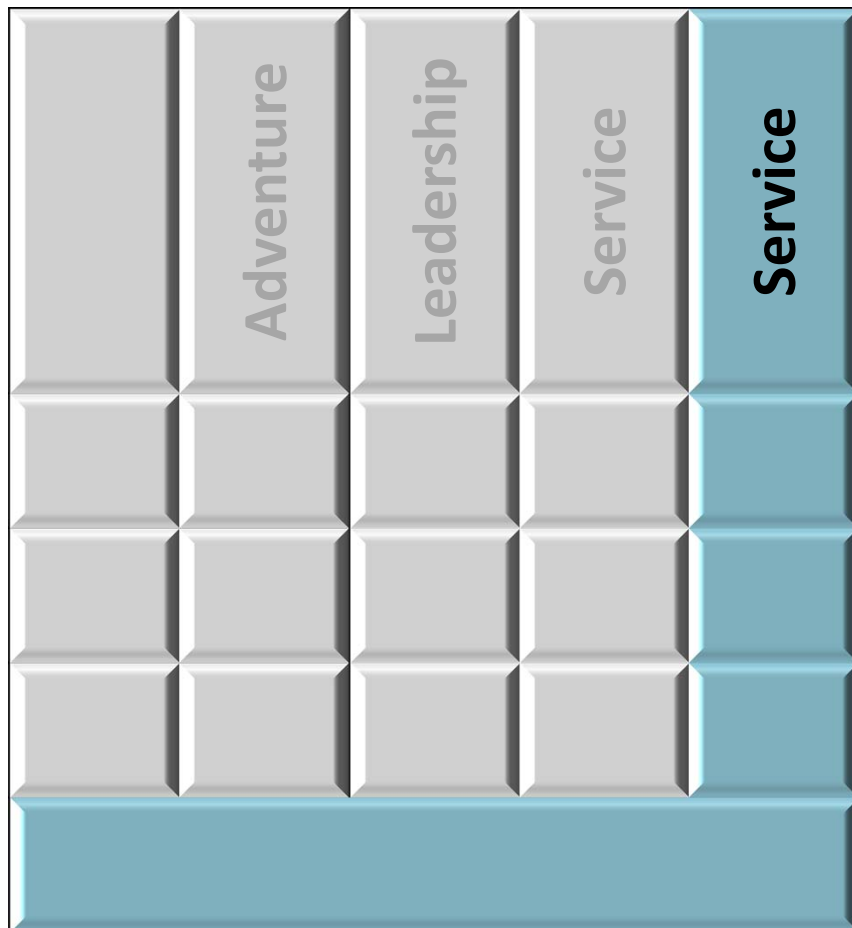
- **Purpose:** Develop broad interpersonal leadership skills applicable to life situations
- **Insight:** Societal expectations of leadership qualities as desirable are growing—especially among youth’s life influencers
- **Level of Difficulty:** Escalating: Participate/follow, lead, mentor
- Leverages formal training and practical experience (elected or appointed)







# Program Areas -- Service



- **Purpose:** Develop behavior leading to ongoing sense of responsibility
- **Insight:** Youth have limited control of their lives. They enjoy the opportunity to assert their values through the choice to serve.
- Crew or individual
- Scouting and/or community focus





# Program Levels (Awards)

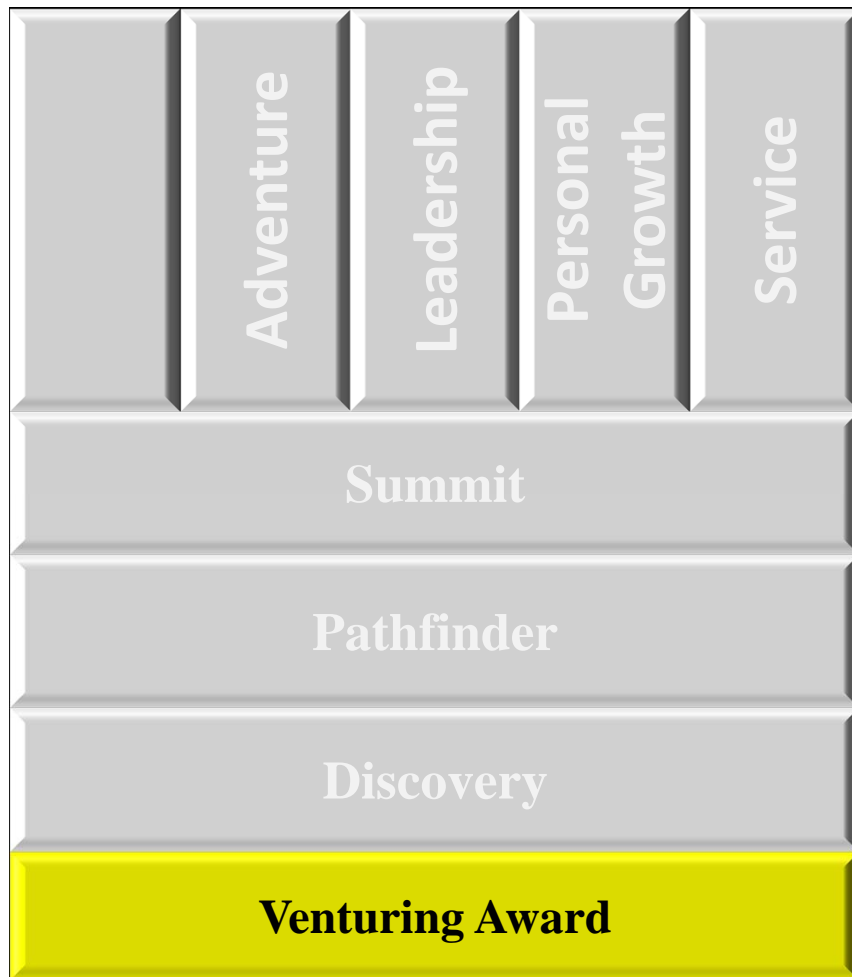
Four awards, progressive in nature,

<b>Venturing Award</b>	The first step in any journey is the courage to begin. At this level, the new crew member makes their commitment to join and move forward into the experience of Venturing.
<b>Discovery Award</b>	The adventure of participating with the crew unfolds, and each Venturer begins to discover his or her interests and talents. As the Discovery Award recipients develop new skills and competencies, their eyes are opened and the world expands for them.
<b>Pathfinder Award</b>	The Venturer's capabilities and skills expand and with them come increased responsibility for defining their own way forward in life, service to others and formal planning and leadership of the crew toward its goals.
<b>Summit Award</b>	The highest award of Venturing, the Summit Award, goes to those Venturers who have matured in their personal direction, skills, and life competencies, and who have accepted the responsibility to mentor others and serve their communities in a lasting way.





# Program Levels

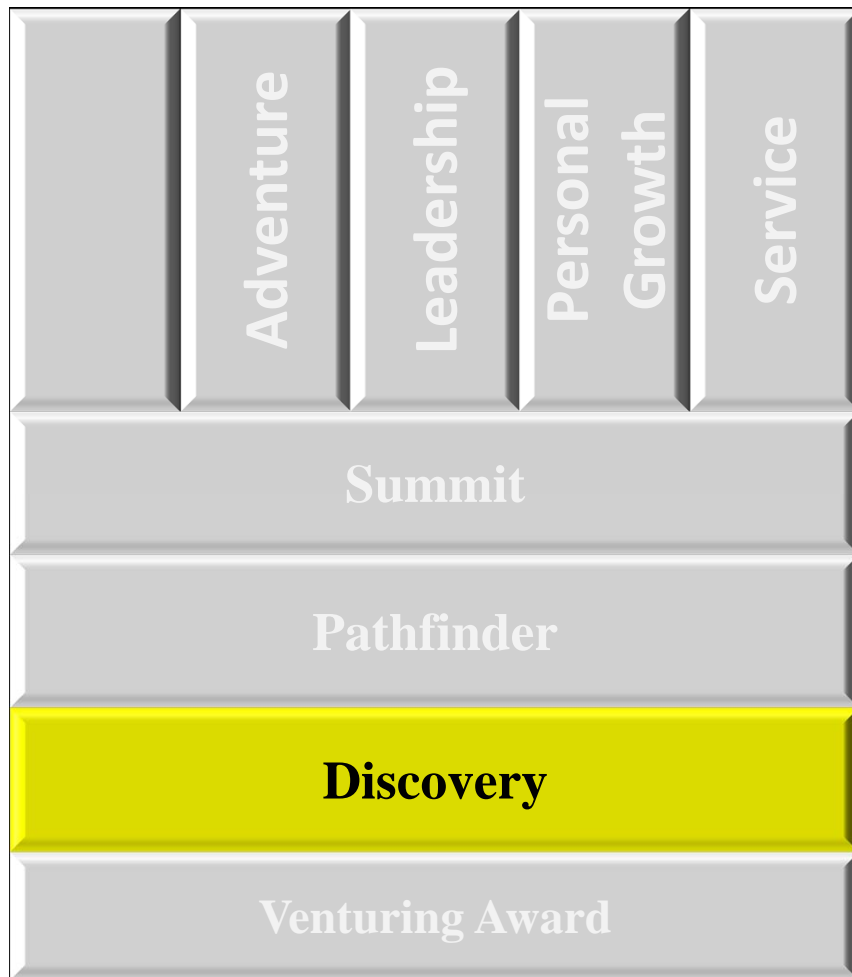


- Joining level
- Initial participation
- Commit to crew and ideals
- Induction into crew





# Venturing Program Matrix

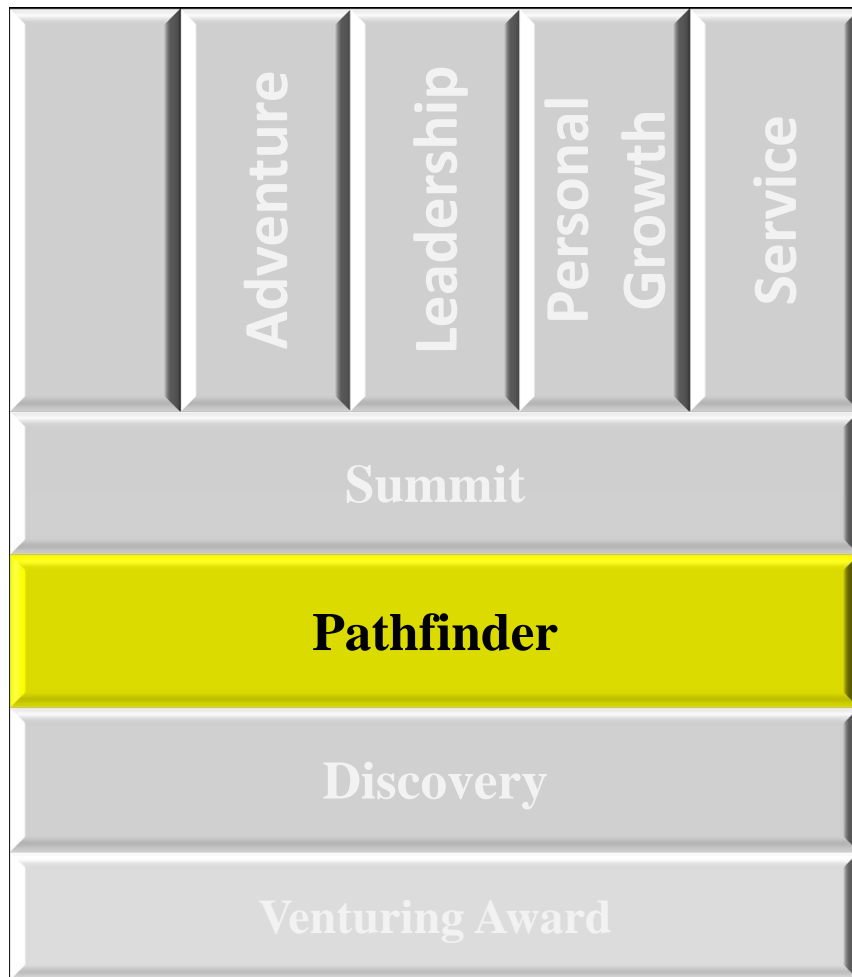


- Full participant, developing core skills
- Active in crew adventures and activities
- Introduction to leadership (training and practice)
- Participation in crew or individual service
- Goal setting and personal management training





# Program Levels

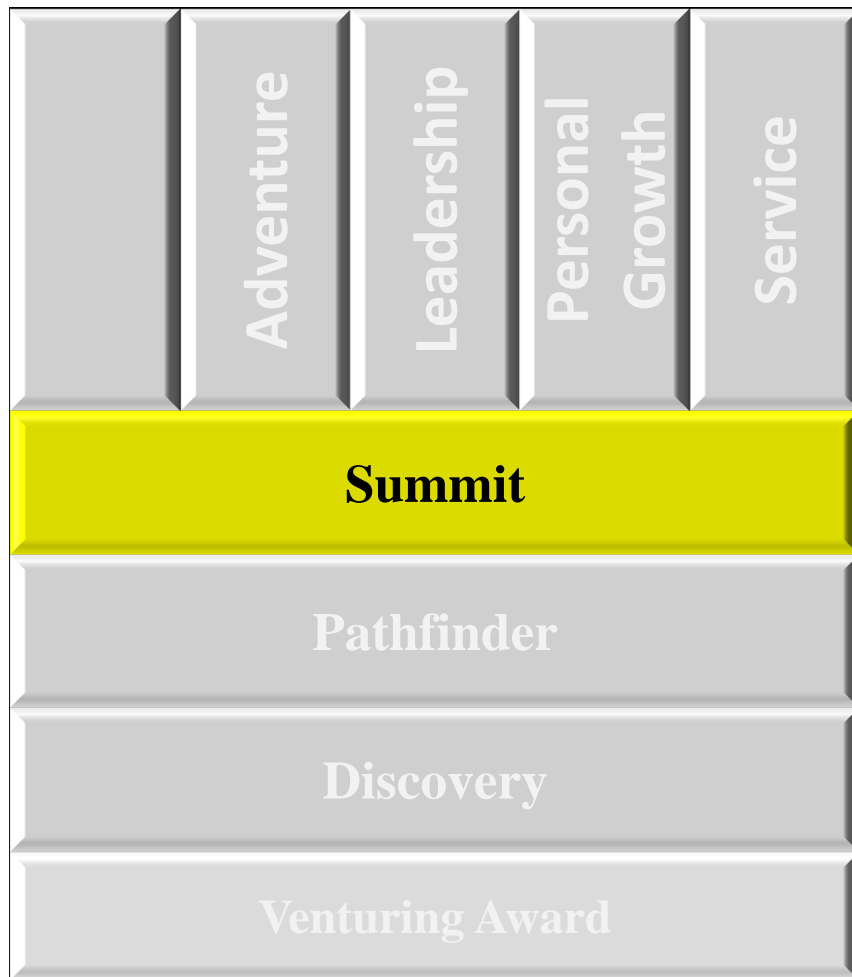


- Emerging leadership, challenging skills and activity level
- Elected or appointed leadership role including advanced training
- Participating in activity and service planning
- Goal development, planning, and pursuit





# Venturing Program Matrix



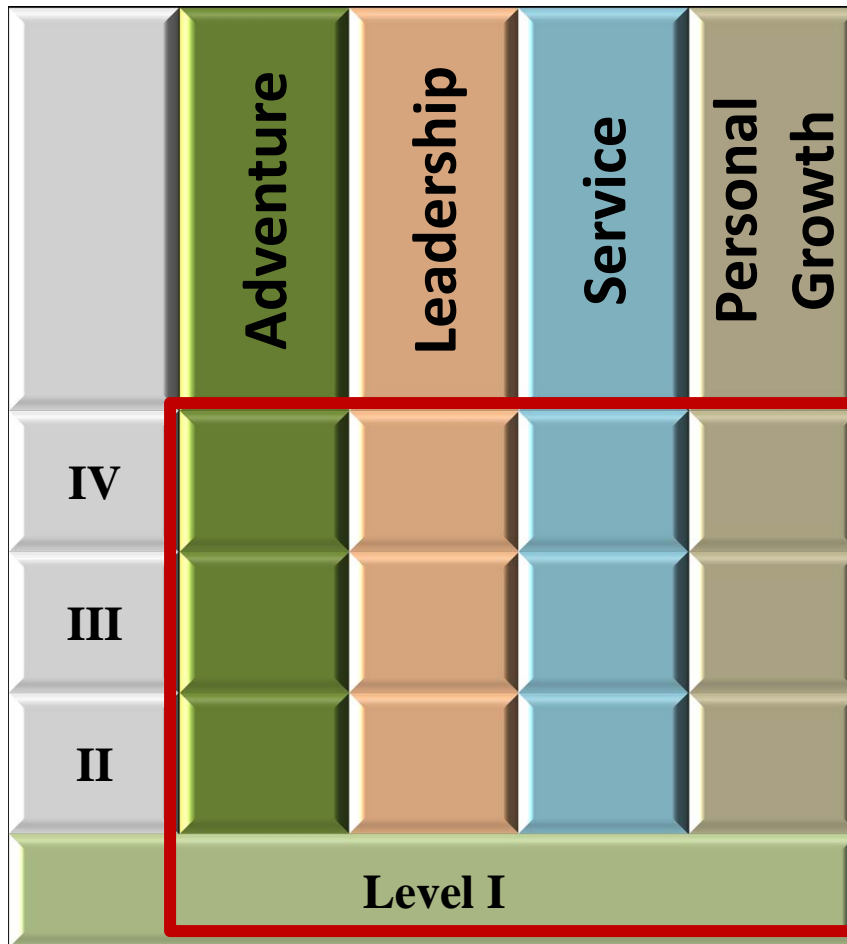
- Fully realized skills and leadership
- Focus is:
  - Mentorship of other crew members
  - Capstone service project
- Goal approach: Longer horizon, larger life impact







# Venturing Program Matrix



- Detailed requirements have been drafted
- Vetted and approved by Advancement and Program Content Committees
- Handbook/Leader Guide development in process





# Awards Transition Plan

Initial  
Announcement  
5/2013

New Program  
Launched  
5/14

Current Awards  
Discontinued  
12/31/14

**Current**

**New**

Current Awards

Silver  
Gold  
Bronze

New Awards (Conditional Names)

Level IV  
Level III  
Level II  
Level I

- May continue working on current awards until 12/31/2014
- May convert to new awards after 5/2014, must begin with **Level II Award** regardless of current awards earned
- Must utilize the new awards requirements after 12/31/2014

- May convert to new awards after 5/2014
  - Beginning with the **Level II Award** for current Venturers
  - Beginning with **Level I** for new Venturers
- Must utilize the new awards requirements after 12/31/2014



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# Training

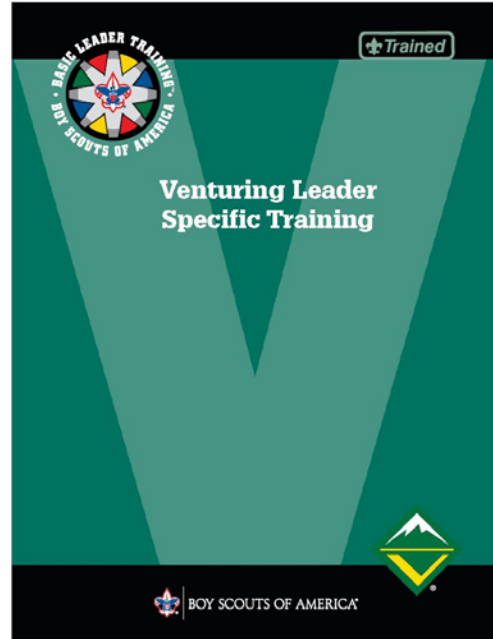
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Venturing  
Youth  
Protection  
Training



Crew  
Committee  
Challenge



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# Youth Training

- Crew Officer's Orientation
- Introduction to Leadership Skills for Crews (ILSC)





# Youth Experiences (Training) – Supporting the Program Matrix

Adventure	Leadership	Service	Personal Growth
	Mentoring Others		
			Resumes, Vitas & Applications
			Personal Interviews
	Project Management		
	Time Management		
Goal Setting			
Conducting a Personal Reflection			



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# Program Change Summary

## What's NOT Changing:

- Ages of membership
- Ranger/Trust/Quest
- Officer/Advisor relationship

## What IS Changing:

- Oath & Law
- NEW core Venturing program & recognition
- New resources:
  - Youth handbook (core)
  - Ranger/Trust/Quest combined
  - Adult leader handbook
- Enhanced youth training
- Split advisor vs. committee training





# Rollout Schedule

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## National

2013 NAM

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2013 Top **H**ands

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2014 Sea Base and PTC conferences

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2014 Regional Planning Conf.

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## Council – Unit

Winter 2014

Regional Training Weekends

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Q1/Q2 2014 Open Webinars

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## Unit

May 2014 Handbooks, Leader books, training available

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Program Implementation Begins

January 2015 New Requirements exclusively in place

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