



2014 Program Changes - Venturing

Contact 411@scouting.org with questions.



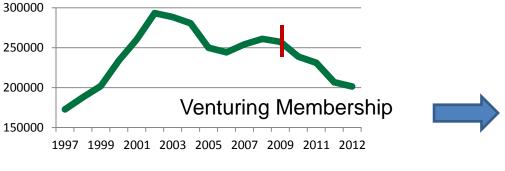


Why a National Task Force – Different Timing?











National Task Force **Accelerated** Timeline



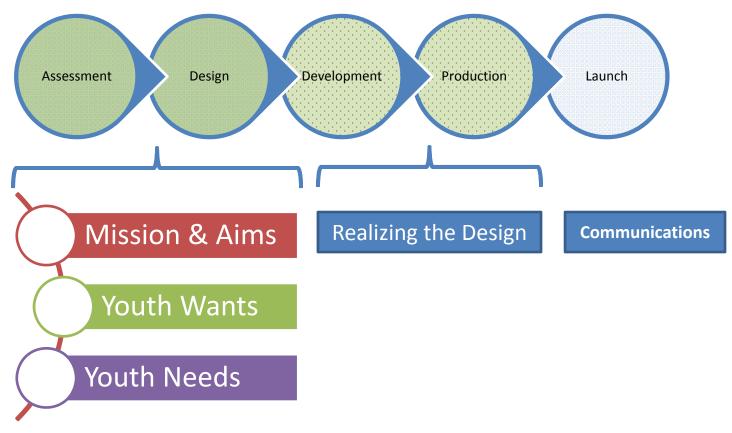


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- Experience New Things (68%)
- Hang Out w/ Friends (67%)
- Help w/ Future Activities (55%)
- Leadership Opportunities (29%)
- Earn Awards/Recognition (25%)

What youth tell us the want in after school program.¹

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



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

Youth fears and concerns.3

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 private⁴
- 75% think it harder to pay than parents

Fact – Debt

- 4X increase in young adult debt vs '05⁵
- 16% delinquent 90 days +⁵
- Teen depression, bullying, etc. etc.

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- 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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- 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

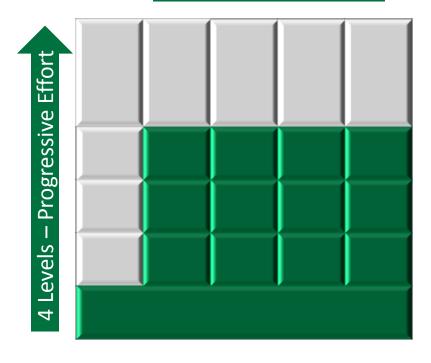


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NEW Venturing Program – The ALPS Model

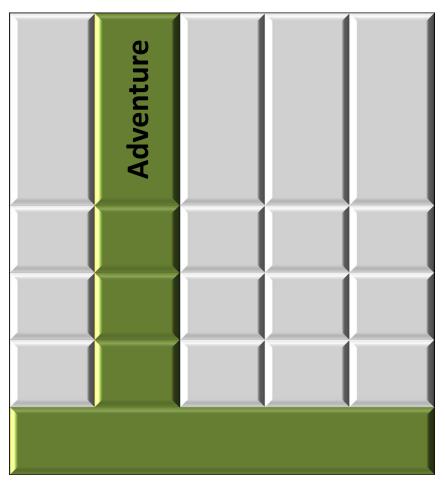
4 Program Areas or Pillars



- 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



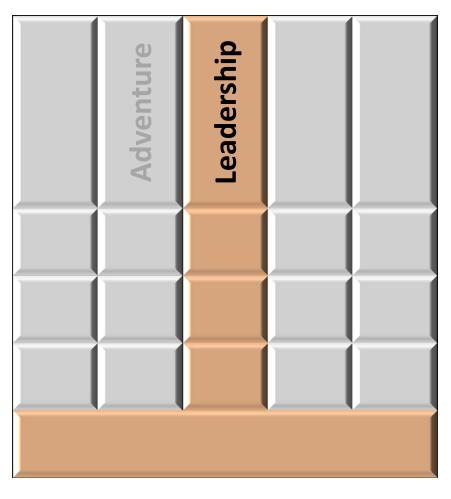
Program Areas - Adventure



- 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



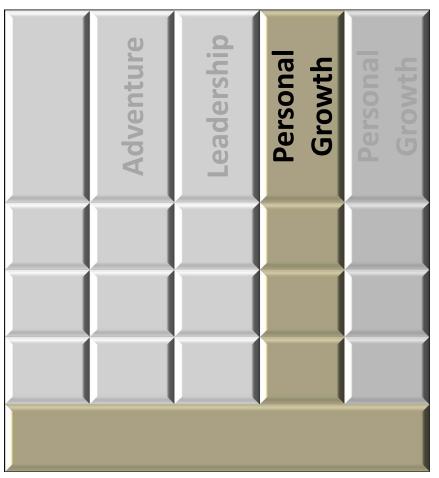
Program Areas- Leadership



- 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 – Personal Growth

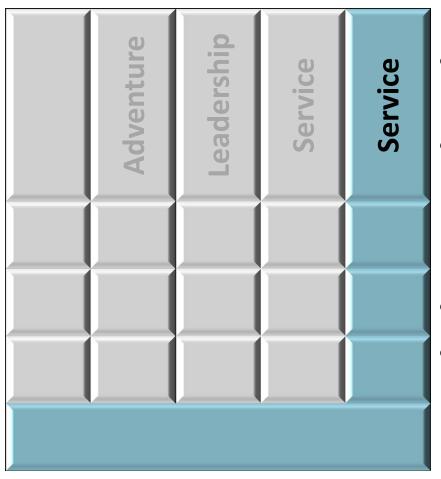


- Purpose: Growth in the skills and ethical/moral foundations which support economic independence, life-long learning, and timeless values.
- Insight: Social/educational influences provide little positive guidance on key life, social and moral/ethical skills. And youth know it.
- Focus is on goal development and personal planning.
- Small formal "trainings" facilitate practical application.
- Adult mentorship is critical ared. For Life."





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,

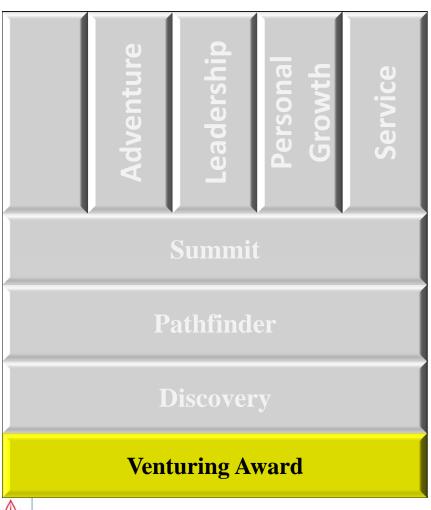
Venturing Award	The first step in any journey is the courage to begin. At this level, the new crew member makes their commitment to join and move forward into the experience of Venturing.
Discovery Award	The adventure of participating with the crew unfolds, and each Venturer begins to discover his or her interests and talents. As the Discovery Award recipients develop new skills and competencies, their eyes are opened and the world expands for them.
Pathfinder Award	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.
Summit Award	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.



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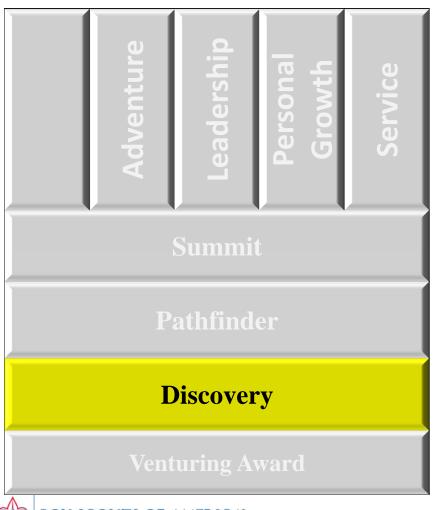




- Joining level
- Initial participation
- Commit to crew and ideals
- Induction into crew



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



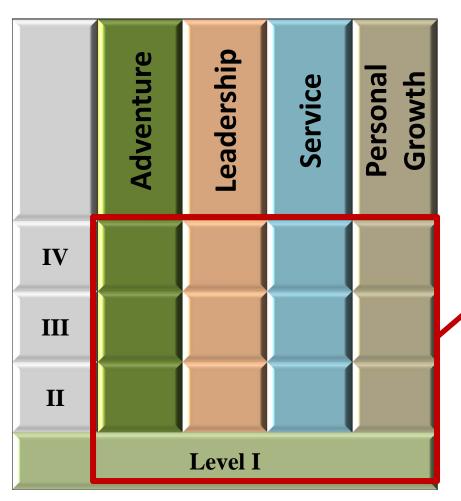
Venturing Program Matrix



- 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



Initial Announcement 5/2013 New Program Launched 5/14 Current Awards Discontinued 12/31/14

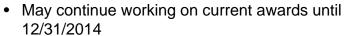
Current

New

Current Awards

Silver Gold Bronze





- 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

New Awards (Conditional Names)

Level IV Level III Level II



- 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

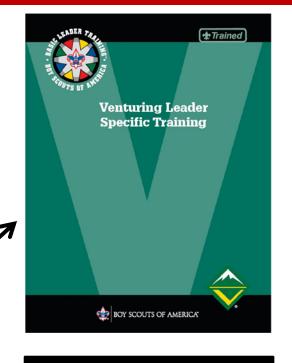


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Venturing
Youth
Protection
Training







BOY SCOUTS OF AMERICA®



- 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 So	etting	
	Conducting a Per	sonal Reflection	



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

National	2013 NAM
	2013 Top Hands
	2014 Sea Base and PTC conferences
	2014 Regional Planning Conf.
Council – Unit	Winter 2014 Regional Training Weekends
	Q1/Q2 2014 Open Webinars
Unit	May 2014 Handbooks, Leader books, training available
	Program Implementation Begins January 2015 New Requirements exclusively in place

