

TOPIC: Venturing’s Methods: An Overview

Participants will answer the following questions by the end of the session:

- What is the difference between an aim and a method?
- How do the methods help us deliver Venturing?
- What does it mean to suggest that the methods represent a process as opposed to an outcome?

Presentation Method

In planning the presentation, you should review the latest materials posted at <http://www.venturing.org/>. The most recent program updates are posted there are ready for your use.

Use the discussion outline below to help you prepare your remarks. PowerPoint presentation slides were not prepared for use during this session. If you wish to use one, the content below will be helpful in constructing your presentation.

Resources





Boy Scouts of America (2014). *Handbook for Venturers*. Irving, TX: Boy Scouts of America (BSA No. 619088)

Boy Scouts of America (2014). *Venturing Advisors Guide*. Irving, TX: Boy Scouts of America (BSA No. 618768)

Boy Scouts of America (2014). *Venturing Awards and Requirements*. Irving, TX: Boy Scouts of America (BSA No. 618767)

OVERVIEW The Venturing program is structured around four areas of program emphasis: Adventure, Leadership, Personal Growth, and Service – ALPS. This session explores the use of leadership and mentoring as an area of program emphasis.

INTRODUCTION The ALPS model was developed during the 2012-2014 program review process by the National Venturing Task Force.

	ADVENTURE	LEADERSHIP	PERSONAL GROWTH	SERVICE
SUMMIT 	<i>Mentoring and participation</i>	<i>Ongoing leadership development</i>	<i>Goal-setting and personal growth</i>	<i>Leading others in service</i>
PATHFINDER 	<i>Leading and participation</i>	<i>Leading others</i>	<i>Goal-setting and personal growth</i>	<i>Participating in service</i>
DISCOVERY 	<i>Participation</i>	<i>Preparing to lead</i>	<i>Goal-setting and personal growth</i>	<i>Participating in service</i>
VENTURER 	<i>Initial participation, orientation to the crew, Personal Safety Awareness training, induction into the crew</i>			

AIMS AND **Venturing’s Aims** denote the purpose and outcomes of Venturing. Venturing has

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three aims: character development; citizenship; and physical, mental, emotional, and spiritual fitness. In addition to these defined aims, two additional desired outcomes are identified among the program outcomes of Scouting: developing leadership skills and adventurous programming.

The aims of Venturing are used throughout the program of the Boy Scouts of America. The additional desired outcomes are likewise identified as program outcomes at all levels of the BSA program, from Cub Scouting, into Boy Scouting and into Venturing.

The **Venturing methods** provide the process through which the Venturing aims and the mission of the Boy Scouts of America are accomplished. The methods are presented in no particular order, as there is no hierarchy among them. Consistent application of each of these methods is at the core of delivering the Venturing program.

METHOD	DESCRIPTION
Leadership and Mentoring	All Venturers are given opportunities to learn and apply leadership skills. A Venturing crew is led by elected crew officers. Venturing’s program model provides explicit training experiences to help youth lead and mentor as well as opportunities to test and refine their skills during youth-led and youth-mentored adventures.
Group Activities and Adventure	Venturing’s emphasis on adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong memories to young adults. Venturing activities are interdependent group experiences in which success is dependent on the cooperation of all. Learning by doing in a group setting provides opportunities for developing new skills.
Recognition	Personal growth comes through the Venturing recognition program and through the acknowledgment of a youth’s competence and ability by peers and adults. The recognition program is more than just earning awards. As a Venturer progresses through the four levels of the Venturing recognition program, he or she will learn valuable skills and competencies that have been identified as vital to achieving success in education, in a work environment, and in life.
Adult Association	The youth officers lead the crew. The officers and activity chairs work closely with Advisors and other adults in a spirit of partnership. The adults serve in a “shadow” leader capacity. The Advisor is there to support and challenge youth officers to make the best decisions as they learn to lead their colleagues on adventures of ever-increasing challenge and sophistication.
Ideals	Venturers are expected to know and live by the Scout Oath and

Scout Law and commit to serving God and country, other people, and themselves. A Venturer measures himself or herself against these ideals and continually tries to improve. The goals are high, and Venturers reach for them, continuously meet the challenge, and answer the question of how these statements of personal value guide their life path.

Group Identity Peer groups are essential for the growth and development of young adults. Group identity is the shared sense of belonging to a group with common values and serves as a means to build positive group interactions and self-confidence. Some crews use outward signs of group identity, such as a uniform or jacket, but a crew may decide to form an identity that is more focused on shared commitments.

Service Service encourages youth to identify a community need and to take action to address that need. Service helps youth make a difference in the world beyond themselves and in the process develop the disposition to put the needs of others first.

Think of the methods like this: the better we implement each of the methods individually, the better we deliver Venturing, collectively.

METHODS AS A TOOL The methods of Venturing are designed to help advisors guide and support Venturers as the young adults design and carry out youth-led adventures.

Each of the methods of Venturing is designed to provide support for youth led adventure.

- Leadership and Mentoring – uses adventures to develop leadership skills
- Group Activities and Adventure – provides the program focus for the crew
- Recognition – provides benchmarks of progress and increased competency through external recognition devices
- Adult Association – provides guidance and support by caring adults
- Ideals – connects the shared experiences with a statement of positive values
- Group Identity – shared interests in positive activities supports a constructive peer group
- Service – inculcates a value of supporting and caring for others.

None of the methods require outdoor adventure, though outdoor adventure is a terrific way to deliver Venturing. All it takes to have a great crew is an inspiring advisor, guided by these methods and the Scout Oath and Law to help Venturers to take on personal challenges and lead others in fun and adventure.

DISCUSSION QUESTIONS Use the discussion questions to provide advisors an opportunity to process and analyze the information presented during this session. As a general suggestion, keep the discussion positive and constructive, in keeping with the values of Scouting and of Venturing as a youth development program.

A helpful comment to use to keep the discussion moving in a positive direction might be, “how does [comment] promote a youth-designed and youth-led program?”

- What is the difference between an aim and a method?
- How do the methods of Venturing support the activities of any crew, regardless of the sort of activities in which they like to participate?
- How do the methods of Venturing support the essence of Venturing: youth leading youth-planned adventures?
- How can you help some advisors in keeping the methods in perspective (i.e., using them as the *how* of Venturing and not as the *what*?)

CLOSURE

Wrap up conversation. Close by asking participants how they will use what they learned during this evening’s roundtable to support their crew’s program.

ASSESSMENT

Look for participant answers to the following questions by the end of the session:

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