



The Canadian Path program is the way Scouting is done in Canada. Developed by Scouts Canada, this well-rounded program offers youth aged 5 to 26 an opportunity to experience new things, to have more adventures, and to develop into confident and capable individuals better prepared for success in the world. From Beaver Scouts to Rover Scouts, The Canadian Path represents an opportunity to provide youth with a program that is modern, but consistent with the Scout Method.

Implementing The Canadian Path requires both Scouters and Scouting youth to learn and practise some key behaviours. While the adventures that make up experiences on The Canadian Path are fundamentally youth-led, the behaviours that will make the program successful can be qualitatively measured and evaluated.



MEASUREMENT OF BEHAVIOUR

Continuous

Improvement
Utilization of seasonal
Program Quality
Assessments and

degree of youth input

Youth-led

Utilization and consistency of the Patrol (Team) System

Degree of youth involvement in Section leadership

Plan-Do-Review

Utilization of planning and degree of youth input (short-term, seasonal, long-term)

Utilization of reviews after adventures to identify lessons learned and near misses

SPICES

Degree of youth goal-setting and review of personal progression

Degree of parental engagement

Adventure

Degree of program "freshness" (unique adventures)

Degree of Program Area alignment and balance



Canadian Path Navigator

As Sections implement The Canadian Path, they will progress through different stages of performance according to the degree of youth involvement and alignment with the Four Elements of The Canadian Path.

- **Basic Programming:** Programs offer fun and safe activities for youth with limited use of the Four Elements.
- Scouter-led Programming: Programs align with the Four Elements. Youth involvement is limited.
- **Facilitated Programming:** Scouter-facilitated programs actively involve youth and align with the Four Elements.
- Youth-led Programming: Youth take active leadership roles in all aspects of the program with Scouters providing situationally appropriate support.

	1: Basic Programming	2: Scouter-led Programming	3: Facilitated Programming	4: Youth-led Programming
Youth-Led	Youth teams not utilised on a regular basis	Small teams (Patrols) are regularly used in meetings but not program design	Most meetings and day-events primarily happen in small teams (Patrols)	All adventures and planning happen in youth-led small teams (Patrols)
	Youth have little input in programing	Leadership roles for youth are in place but largely symbolic	Section Leadership Teams are in place and regularly utilised	Sections are actively led by Section Leadership Teams
Plan-Do-Review	Scouters develop short-term plans	Scouters develop short-term, seasonal and long-term plans with some youth input	Scouter and the SLT develop short-term, seasonal and long- term plans	Youth develop short-term, seasonal and long-term plans with Scouter support
	Activities are rarely reviewed for youth feedback and improvement	Scouter teams regularly review activities with some youth input	Scouters facilitate reviews with youth after each adventure	Youth-led reviews happen after every adventure with Scouter support
SPICES	Goal-setting and review of personal progression for youth is limited	Scouters reflect on youth goal setting and personal progression	Goal-setting and personal progression reviews occur at the team level facilitated by Scouters	Youth-led goal-setting and personal progression reviews occur at the individual level
	Parental engagement and feedback is limited	Scouters showcase personal progression and skill development to parents	Scouters and youth showcase personal progression and skill development to parents	Youth showcase personal progression and skill development to parents
Adventure	Activities are often repeated month after month, year after year; plans (e.g. camps) are set without youth involvement	Youth are offered a selection of adventures with a high degree of repetition year over year	Scouters facilitate planning of new adventures with some repetition year over year	Youth-led adventures are consistently fresh, new experiences—supported by Scouters
	Activities are used to fill time have limited context—Program Areas not utilised	Adventures are planned considering the six Program Areas	Adventures for each year are balanced across all six Program Areas	Adventures for each program cycle are balanced across all six Program Areas
Continuous Improvement	Program quality is rarely reviewed, typically without Group Commissioner involvement	Scouters assess program quality each cycle with limited youth input and some Group Commissioner involvement	Scouters facilitate program quality reviews each program cycle with youth input and Group Commissioner involvement	Youth-led program quality reviews happen each program cycle with Group Commissioner involvement

A Section that has successfully implemented The Canadian Path will have reached Stage 3 in all key behaviours and will be using continuous improvement through seasonal Program Quality Assessments. Section Leadership Teams, Section Scouters and Group Commissioners can use the Canadian Path Navigator to self-assess where they are on The Canadian Path and plan for future improvement.

Share you results:

We prepared a survey to collect feedback of your experience on the Navigator and the results of your activity.

You can find it here:

surveymonkey.com/r/FJFG7FX