

# SCOUTERS' TIP #18

VENTURER SCOUTS

ROVER SCOUTS

PLAN-DO-REVIEW

## Your Section's Adventures and the Six Program Areas

**THE CANADIAN PATH** is divided into six core Program Areas: Environment & Outdoors, Leadership, Active & Healthy Living, Citizenship, Creative Expression and Beliefs & Values. The Program Areas are broad categories of Adventures, developed to ensure the Canadian Path serves Scouts Canada's mission to develop well-rounded youth, better prepared for success in the world.

The Program Areas are the same for every Section, from Beaver Scouts to Rover Scouts—though the Program Areas may be divided into smaller categories from time to time. For example, Environment and Outdoors are addressed independently for Cub Scouts, rather than as a single Program Area.

How can you include all six Program Areas in your Section's Adventures?



For any Section, it's important that the program be Youth-led. This does not just mean that youth lead their Adventures, they choose their Adventures!

Youth in Beavers, Cubs and Scouts use the Program Map designed for their Sections (available at [Canadianpath.ca](http://Canadianpath.ca)) to help plan their Adventures.

Venturer Scouts and Rover Scouts also include the six Program Areas when planning their Adventures. Individual Companies and Crews are encouraged to create their own visual aids: as maps, charts, models or whatever other helpful approaches they can imagine!

How can youth plan Adventures for all six Program Areas?

- When youth brainstorm their Adventures, they share what they most want to do. The Section uses its visual aid to provide cues for planning.
- However your Section chooses its Adventures—and there are **many ways to do this**—the next step is to compare what the youth want to do with the Program Areas. This is a great time

to bring the focus back to the visual aid for your Section. Have the youth planned Adventures for every Program Area?

- As the youth recognize what Program Areas they have planned for, ask some guiding questions if necessary. Some Adventures might significantly include more than one Program Area. In these cases, they should count for one or the other, but not both. For example, planting Scoutrees should be counted either as a Citizenship Adventure or an Environment & Outdoors Adventure, but not both.
- The youth should decide how they want to include every Program Area. If they do not have a Beliefs & Values Adventure planned, for example, they should either plan one or find a way to include this Program Area (in a significant way) into an Adventure that's already planned. For example, a canoe trip could be reimagined as a spiritual retreat, with an emphasis on exploring faith (i.e. wonder, gratitude, beliefs about the outdoors) while out in nature.

### Resources

[Canadianpath.ca](http://Canadianpath.ca)

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It starts with Scouts.