

How can your Company make the most of its Expedition Teams?

A key dimension of the Scout Method is the symbolic framework. The symbolic framework is the story that gives structure to a Section. In Cubs, for example, Rudyard Kipling's *The Jungle Book* is used to encourage youth to imagine themselves as young wolves learning the ways of the jungle.

As part of the Canadian Path, a symbolic framework has been introduced to the Venturer Section: "Climb Higher", a mountaineering-inspired model. In the spirit of this framework, the small teams for Venturer Scouts are known as "Expedition Teams."

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Expedition Teams work a little differently from Lodges, Sixes and Patrols. They are like ad-hoc Patrols that exist for as long as it takes to Plan, Do and Review a given activity or project. An Expedition Team is essentially the organizing committee for a Company event; the entire Company is welcome to participate, but the members of the Expedition Team will make the big decisions and take on most of the preparatory work. Venturers in a Company can belong to more than one Expedition Team at a time, depending on what activities and projects they're most keen to be a part of.

Despite the name, an Expedition Team isn't just about planning outdoor Adventures. An Expedition Team may be formed to coordinate a canned food drive, or to organize a Kub Kar Rally—pretty much any activity that's a part of the Venturer program can be planned and led by an Expedition Team.

The purpose of the Expedition Team can be great or small—from getting the Company all set to attend the next Adventure Jamboree in a distant province to organizing a skating night with your Group's Beaver Colony. And if both of these sound really

interesting to a Venturer, then he or she can be a part of both Expedition Teams.

Encourage the Venturers in your Company to take on different roles for different Expeditions, so that everybody has an opportunity to be an Expedition Leader or Co-Leader. The Company Leader (formerly the Company President) needs to work closely with Expedition Leaders to make sure Adventures are coming together as they should, but it's important that the Expedition Leaders are the primary organizers.

Venturers can join as many Expedition Teams as they like, but they should be encouraged to prioritize the Expeditions they are most excited about, and reflect on how much time and energy they can commit to others. Remember, Expedition Teams organize Adventures for the entire Company. All of the Venturers can take part in the end, even if some weren't involved in the planning.