

Facilitating Adventures

Program Facilitation

DESCRIPTION

Adventure is about exploring new things, sharing new ideas, learning new skills and creating new paths. It's about unique opportunities to explore one's self and the world. It is part of every activity, enticing youth to take part in what Scouts do best: learning through the outdoors and seeking personal challenges.

Youth engage in the planning of their adventures on The Canadian Path. Through team planning, they develop the adventure. After completing the adventurous activity, the youth review it by talking about what they experienced, how they grew, and what made the experience exciting or challenging. Each youth will view the experience differently and learn uniquely from it, even though the adventure was shared with others. This is the cycle of learning on The Canadian Path.

LEARNING OBJECTIVES

I can demonstrate my role as a facilitator to enable a youth-led adventure that uses the Plan-Do-Review process.

- I can define Adventure and describe how it takes place in each of the six Program Areas.
- I can demonstrate the Plan-Do-Review cycle for every adventure.
- I can demonstrate how to facilitate the review of an adventure using age-appropriate questions that incorporate the SPICES.
- I can demonstrate the Scout Method and apply it to facilitate adventures.
- I have facilitated an adventure that was led by youth from start to finish.

TIPS AND TRICKS

Adventure is one of the Four Elements of The Canadian Path. Each Section will plan, do and review adventures differently, and will be able to pursue adventures in a manner suitable for its ages and abilities. Beaver Scouts may be able to pursue adventures that are short in duration; Scouts may be able to pursue adventures that occur over the course of a week or more.

I DON'T
KNOW...

I KNOW...

I CAN...

I HAVE...

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PLAN

- What can you do to prepare effectively for the adventures your Section will be pursuing? What can you do to encourage the youth in your Section to prepare for their next adventure?
- To whom can you reach out if the Scouters in your Section do not have the skills required to facilitate an adventure?
- How can you ensure that an adventure is youth-led?

DO

- Complete the eLearning course “How to Facilitate Adventure”.
- Read the Adventure-specific pages in the *Scouter Manual* (pages 30–31, 36–41).
- Shadow another Section as it completes the Plan-Do-Review process for an adventure. Closely observe the Patrols (Teams) and the Section Leadership Team to learn more about their roles in this process.
- Incorporate a discussion about Adventure into your next review session with your Section. When did your Section most recently experience an adventure? Keep in mind that an adventure does not need to be a physical challenge.

- Review the Program Areas with your Section Leadership Team. Are you pursuing adventures in all six areas? How can you incorporate Adventure to create a more balanced program?
- Facilitate an adventure from start to finish involving the youth in every part.

REVIEW

- How may the youth in your Section experience an adventure differently from their peers?
- Why is it important to be aware of Adventure in your Section’s programming?
- Why is the word “adventure” not synonymous with “challenge”? When is an adventure challenging? When is an adventure not a challenge for a youth?
- What is the difference between an activity and an adventure?

SAFETY NOTE

- Develop risk assessment practices to ensure the wellbeing of everyone participating in an adventure with your Section. Include youth in the risk assessment process, and allow them to take on increasing ownership in the safety of their programs as they progress through the Sections.
- Be prepared. Always ensure you can supply or arrange for the appropriate safety equipment for an adventure.
- Recognize your limits and stay within them. Reach out to find the right resources for the adventure your Section is planning if those resources aren’t available within your Group. This can include both the equipment to complete the adventure safely, and the people to train the youth and monitor their progress throughout the adventure.

ONLINE RESOURCES

- The *Scouter Manual* **pages 30–31, 36–41**
- eLearning course: Canadian Path Principles—How to Facilitate Adventure
- Canadian Path Overview—**Adventure**
- **MythSlayer: An Adventure is always a challenge**