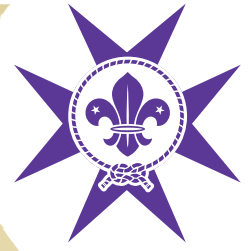


**VENTURE
UNIT**
Training
Programme



the journey

THE OLYMPIAN AWARD

Nothing is
impossible,
except putting
the tooth paste
back in the tube.

Robert Baden Powell

The Award Scheme

The Award Scheme is designed for you, the Venture Scout. It is aimed at widening your interests and knowledge. Its purpose is to assist you in planning for a balanced programme, based on the Aim and Methods of Scouting, allowing concepts of fun, variety and personal development. It is intended to be a challenge and is a system for encouraging people to have a go at a wide range of activities.



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Aims

- To identify, develop and utilise the leadership potential within each individual;
- To enhance the positive qualities within its members; upstanding and outstanding members of society who will in turn set an example for those around them;
- To give members the opportunity to discover new and exciting skills and to develop their personal potential to the limits.

Our aim is to develop grown-ups into leaders by giving them the know-how and the experience required to build a solid foundation for a successful future.

The Essence of Scouting

At the core of Scouting is adventure (indeed, it always has been). It is our Movement's personality, its very heart and soul. We believe that through adventure, we challenge individuals so that they learn and experience new things that will enrich their lives.

We are not only talking about extreme adventure. The adventure that Scouting offers is the chance to experience something different and the opportunity to challenge oneself. Through Scouting, we might have the opportunity to attempt dozens of different activities. Some have been part of our programme for years, such as abseiling, climbing, canoeing, camping, hiking or sailing.

But adventure does not have to be about expensive activities. Lighting a fire, cooking a meal, spending a night in a bivouac, cycling a trail or walking through the night until the sun rises are all amazing adventures for young people. It is an adventure to lead a team on an incident hike and be able to pass on a new skill.

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We must
change boys
from a
'what can I get'
to a
'what can I give'
attitude.

Robert Baden Powell

There are plenty of organisations that will happily give young people the chance to try any number of activities, but in Scouting it is not just about activities for their own sake. These activities are part of our Scout Method. Young people learn to enjoy what they do, to make choices, to feel part of a team, to value the outdoors, to increasingly take responsibility for others and to live out their Promise.

Some people's views will be rather out of date. They will remember that – "Scouts tie knots, wear shorts, sing Ging-Gang-Goolie and that you don't see so many around these days...". This is far from the truth. It is up to each one of us to portray a positive image of Scouting and what it truly is.

Through this programme, you will experience growth in different areas of development. This is what makes our programme a balanced one.

By balanced we mean development in the following areas:

- Social
- Physical Development
- Intellectual
- Creativity (Character)
- Emotional
- Spiritual

Through the Scout Method, with its special partnership between adults and young people, we can significantly contribute to one's development, helping each other along the road to fulfil the physical, intellectual, social and spiritual potential.

Methods

The Venturing methods listed below have been carefully designed to meet the needs of young adults.

- **LEADERSHIP.** All Ventures are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers (The Unit Executive).
- **GROUP ACTIVITIES.** 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.** Recognition comes through the venture programme and through the acknowledgement of a youth’s competence and ability by peers and adults.
- **THE IDEALS.** Ventures are expected to know and live by the Promise and Law.
- **HIGH ADVENTURE.** Venturing emphasis on high adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong memories for young adults.
- **TEACHING OTHERS.** Many of the tasks require Ventures to teach what they have learnt to others. Through teaching others, Ventures are better able to retain the skill or knowledge taught, they gain confidence in their ability to speak in public and relate to others. They acquire skills that can prove beneficial for them for the rest of their lives either as a hobby or through life experience.

In Scouting,
a boy is encouraged
to educate himself
instead of
being instructed.

Robert Baden Powell

The Scouting Method

Having a proper Symbolic Framework is an essential part of the Scout Method. Each Mission within this Programme is meant to cover different aspects of the Scouting Values and Stages of Development in order to improve the skills and values of the Venture Scout. A considerable importance is given to learning by doing, working in and leading a team and exploring nature in the Scouting Way.

The Framework

GREEK MYTHOLOGY – WHAT DOES IT MEAN?

Greek mythology refers to the myths and tales of the ancient Greeks. These legends and myths pertain to gods, the nature and their heroes. It is also a brief on the origin and significance of Greek myth, and the various practices that were followed by them.

Greek mythology also throws light on the origin of the world. It also has various accounts of the lives of many different gods, goddesses and mythological characters. Originally, the Greek mythology was in the poetic form, which has now been converted into literary forms. It can also be found in the form of vase paintings and votive gifts.

Greek mythology can also be termed as a refined form of the narratives that the Greeks recited during festivals and at banquets. Though there are many contradictions that can be found to these narratives, they also add to the fun.

Greek mythology speaks about the age of gods, the age of god and men in harmony, and an age of heroes, where the presence of gods had become limited.

The Greek mythology is an essential part of Greek history, and also a part of religion for the Greeks. The Greeks took inspiration from this mythology to talk about natural phenomenon, traditional rivalry and friendship, different cultures and they also found great pride in finding out about one's ancestor, be it a mythological hero or god.

WHY WAS THIS FRAMEWORK CHOSEN?

The journey of the young Scout in the Venture Unit is not an easy one. It is the time when we have loads of decisions to make, face exams, choose between friends, decide on our future and loads of experience to undertake. Our life is a journey and during these crucial years many of us feel that life is sometimes unfair and difficult.

“Greek mythology speaks about the age of gods, the age of god and men in harmony, and an age of heroes, where the presence of gods had become limited”. In our daily lives, we encounter many forms of gods being alcohol, smoking, drugs, sex etc. We might forget the true god as many other “important” aspects are being presented in our lives. We tend to also forget about true friendship and many a times our priorities get confused and mixed up. We limit our time for important things/people but spend a lot on other less important things.

As Baden-Powell said: “In Scouting you are combating the brooding of selfishness.” Our society is becoming more and more self-centric; individualistic. We as Scouts have the power to change this and we can be the difference B-P envisioned the movement to be, hence CREATING A BETTER WORLD.

As the Venture Scout Motto states – LOOK WIDE – meaning think outside of the box and explore all possibilities. Do not limit yourself to what you know, but always strive to learning things you don’t know, to accept challenges which might seem boring or difficult, take over new responsibilities.

How is the Programme Designed?

The Journey was chosen to give you challenges and assist you in your daily life decision. Through Scouting we feel that a lot of decisions and positive attitudes can be achieved even if sometimes we feel we are climbing a steep hill. Mount Olympus is our challenge. We need to work together as a team and sometimes even on our own to climb and overcome these challenges.

During this journey you have to complete and choose different tasks. The Olympian Award is composed of Theseus and 6 missions. These missions are based around areas of development and interests which are characteristic of these particular gods. The Venture Scout needs to achieve all the Missions in order to finally achieve the Olympian Award.

**VENTURE
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The Programme at a glance

The Venture Programme is split into seven (7) missions. Each mission is named after a Greek god depending on particular characteristics as listed below. Each mission has a number of tasks and each task carries a number of points depending on the level of commitment. The Venture Scout has to gain 520 points (excluding Theseus which carries no points) in total to achieve the full Venture Programme. This means that two out of six missions are achieved when a total of 60 points are collected.



THESEUS - THE DEMI-GOD - A UNIFYING KING LIVING IN ACROPOLIS

Theseus is the Link Badge and the first badge to be achieved within this programme. Every Venture must achieve this mission in order to be able to continue the path through the journey. This badge incorporates the basic scouting skills which are of importance and also give an insight on what is venturing and the programme. A venture who is of 14 ½ yrs can start working on this mission.



ATHENA - GOD OF WISDOM, COURAGE, INSPIRATION, JUSTICE AND STRATEGY

Intellectual Knowledge
and Leadership
Improvement



POSEIDON - GOD OF THE SEA, RIVERS AND EARTHQUAKES

Expeditions and
Travelling



DEMETER - GOD OF THE EARTH, AGRICULTURE, HARVESTS, FORESTS

Environment
Awareness



APOLLO - GOD OF LIGHT, SUN, TRUTH, MUSIC AND POETRY

Social &
Community
development



HADES - GOD OF THE UNDERWORLD, THE DEAD AND HIDDEN WEALTH OF THE EARTH

Spiritual, Diversity
and Integration



HERMES - GOD OF MESSENGERS, COMMERCE, TRAVELLERS, AND SPORTS/ATHLETICS

Physical
Improvement

The Olympian Award – The Final Mission

The Olympian Award is the final award a Venture can achieve. This award can be achieved by completing all the missions within the Venture Programme, meaning achieving the full 600 points. The Olympian Award can be worn on the Uniform for the rest of your Scouting career.

Flexibility of the Missions

Each Mission is designed to take a maximum of 6 months to complete. Each mission carries 100 points however, keeping in mind that the venturing period is a difficult one due to school commitment, two of these missions can be chosen to carry 60 points.

Therefore during exam periods, one can still progress with the programme even if they don't have as much time to dedicate to the unit as before.

The point system has been adapted for tasks to give appropriate weighting to different activities and responsibilities. Each task carries different amount of points depending on the skill, time and commitment needed to complete it. Using the point system the programme can offer a more holistic approach to the Unit and offers Venture Scouts the opportunity to tailor the programme to suit own achievements according to own liking. This gives the flexibility to carry out very demanding and adventurous tasks or carry out a number of smaller tasks across the whole 6 month period.





Summary

- Theseus is to be achieved between **14 ½ yrs** till **15 yrs**.
- The Venture Programme must be completed up till the age of **18 yrs**.
- The Missions are **not in sequential order** and **may be attempted one by one or simultaneously**.
- A mission can be attempted on an individual basis or through **teamwork**. The latter is the preferred option.
- Each mission is made up of a range of tasks. Ventures can also create their own tasks to be approved by leaders.
- Points for each Task are based on Commitment, Initiative, Skill and Learning Element.
- The suggested time allocation for each mission is **approx. 6 months**.
- To achieve the full programme, you must gain **520 points** (4 missions x 100points; 2 missions x 60 points).
- To achieve the Olympian Award the full **600 points** must be obtained, and after a discussion with the Section Leader, a proper review, detailing how each mission was achieved must be presented to the Training Department during an interview.