

TOPIC: Adventure

Participants will answer the following questions by the end of the session:

- What is adventure in the Venturing program?
- How is adventure used as an area of program emphasis?
- What is meant by tiers of adventure?

Presentation Method

In planning the presentation, you should review the latest materials posted at <http://www.venturing.org/>. The most recent program updates are posted there are ready for your use.

Use the discussion outline below to help you prepare your remarks. PowerPoint presentation slides were not prepared for use during this session. If you wish to use one, the content below will be helpful in constructing your presentation.

Resources



Boy Scouts of America (2014). *Handbook for Venturers*. Irving, TX: Boy Scouts of America (BSA No. 619088)

Boy Scouts of America (2014). *Venturing Advisors Guide*. Irving, TX: Boy Scouts of America (BSA No. 618768)

Boy Scouts of America (2014). *Venturing Awards and Requirements*. Irving, TX: Boy Scouts of America (BSA No. 618767)

OVERVIEW The Venturing program is structured around four areas of program emphasis: Adventure, Leadership, Personal Growth, and Service – ALPS. This session explores the use of adventure as an area of program emphasis.

INTRODUCTION The ALPS model was developed during the 2012-2014 program review process by the National Venturing Task Force.

	ADVENTURE	LEADERSHIP	PERSONAL GROWTH	SERVICE
SUMMIT 	<i>Mentoring and participation</i>	<i>Ongoing leadership development</i>	<i>Goal-setting and personal growth</i>	<i>Leading others in service</i>
PATHFINDER 	<i>Leading and participation</i>	<i>Leading others</i>	<i>Goal-setting and personal growth</i>	<i>Participating in service</i>
DISCOVERY 	<i>Participation</i>	<i>Preparing to lead</i>	<i>Goal-setting and personal growth</i>	<i>Participating in service</i>
VENTURER 	<i>Initial participation, orientation to the crew, Personal Safety Awareness training, induction into the crew</i>			

ADVENTURE IN Adventure is the key to Venturing, and developing outings with a sense of adventure

VENTURING is the key to the crew having fun and learning something new about themselves. As an Advisor, your responsibility is to help guide Venturers as they plan and participate in outings and adventures. As their leadership skills develop, they will move from participant to leader to mentor of others. What the adventure looks like is up to the crew members and their imagination. You have a great opportunity to challenge them to try things that they have never done before and to help them make sense of along the way.

PROGRAM EMPHASIS **Why Adventure?**

- Through adventure, Venturers learn and practice leadership.
- Through adventure, Venturers learn and practice service.
- Through adventure, Venturers learn and experience personal growth.

Adventures are the laboratory that helps Venturing come to life. Through adventure, participants grow as leaders, in the delivery of service, and in their sense of self efficacy and confidence. Your job as an advisor is to help them find those talents within them as they plan and carry out crew adventures.

TIERS OF ADVENTURE **Why Tiers of Adventure?**

Not all outings are the same. A crew can have a fun program that can be as simple as getting together a couple of times each month and playing board games. However, as a program designed to support positive youth development and personal growth, it's clear that a more significant challenge is needed for activities to grow into the realm of adventure.

Venturing's three levels of adventure are designed to challenge and engage crew members to experience adventure. Each level provides crew members with opportunity for leadership, personal growth, and skill development. While Tier I activities are fairly basic, they provide a preparation for the greater challenges and opportunities involved in Tier II and Tier III activities. A well-balanced crew activity program will include activities and adventures in all tiers.

Tier I adventure—Little preparation or planning; little or no prior skill development; less than one day duration (not overnight); not far outside comfort zone. Typically, these adventures are good crew fun or recruiting activities and easily accommodate guests. Examples include bowling night, watch-and-learn STEM night, a trip to a natural history museum, and a climbing wall activity.

Tier I adventures can serve as great examples of Crew Sustainability projects – a single day or evening outing is a great way to introduce prospective Venturers to what the crew likes to do.

- Tier I adventures may be stepping stones that lead to implementing a Tier II or Tier III adventure. Tier II adventure—Some planning or preparation is required; some prior skill development may be desirable or even required; less than four days duration; outside the standard range of activities. Tier II adventures can serve as shakedown events that lead to Tier III adventure.

- Examples include organizing and running a Special Olympics event, staging a music and dance event for a nursing home, a weekend canoe trip or camping trip, and a three-day crew road rally.

Tier III adventure—Extensive planning, preparation, and skill development required prior to participation; at least four days duration; mentally and physically challenging. Tier III adventures are highlights of the program year and may take place once or twice annually. Your crew will invest considerable time and energy in preparing and carrying out a Tier III adventure. Examples include a 50-mile backpacking trip, planning and directing a science-themed Cub Scout day camp, taking a trip to a weeklong arts festival, planning a New York City museum tour, organizing a sports camp for disabled youth, participating in an international Scouting event, and organizing and participating in programming at a BSA high-adventure base.

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As the Advisor you should be consulted to confirm the tier of adventure being implemented. You have the final word, for example, as to whether a single-day organization-intensive activity meets

Differentiating Tier II from Tier III

The fundamental difference is in the level of preparation, planning, and gathering resources to carry out the adventure. Generally, a Tier II adventure lasts from two to four days and a Tier III adventure lasts for four days or more.

When an event of fewer than four days is considered a Tier III adventure, it should reflect these criteria:

- The planning needed to carry out a shorter event is comparable to that of a longer event.
- The preparation needed to implement the activity is similar to the preparation needed to implement a longer event.
- The opportunity to challenge the activity chair and the members of the crew is similar as to what would take place during an activity of longer duration.

DISCUSSION QUESTIONS

Use the discussion questions to provide advisors an opportunity to process and analyze the information presented during this session. As a general suggestion, keep the discussion positive and constructive, in keeping with the values of Scouting and of

Venturing as a youth development program.

A helpful comment to use to keep the discussion moving in a positive direction might be, “how does [comment] promote a youth-designed and youth-led program?”

- How can the advisor use his role in determining the tier of adventure help members of the crew grow personally?
- Why might an adventure be experienced as a different tier, i.e., how will the experience be different for a Venturer planning the even versus a Venturer who simply shows up for the activity?
- What might adventure look like for a crew interested in STEM activities? What might adventure look like for a crew interested in bicycling? How does setting up a Cub Scout day camp count as an adventure?

CLOSURE

Wrap up conversation. Close by asking participants how they will use what they learned during this evening’s roundtable to support their crew’s program.

ASSESSMENT

Look for participant answers to the following questions by the end of the session:

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