

TOPIC: Service

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

- How does service fit into Venturing?
- How do we “sell” the idea of service to a crew that does not typically make service part of their program?
- How do the opportunities for service grow over time in Venturing?
- How can a crew use service opportunities to (1) contribute to the crew program and (2) provide the foundation of success in delivering adventures?

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 service 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>			

**SERVICE IN
 VENTURING**

Service encourages youth to identify a community need and to take action to address that need. Service helps youth make a difference in the world beyond themselves and in the process develop the disposition to put the needs of others first.

Crew service projects encourage Venturers to discover that they have the ability to make positive changes in their communities. They can help protect and improve the environment, too, giving something back to the land they use and enjoy. Crew service projects benefit others while building character and good citizenship in young adults. In many ways, service projects are Venturing at its best.

Benefits of service for young adults fall into several areas. Research summarized through the University of Michigan has affirmed the value of service in these areas:

Psychological Benefits	Social Benefits	Cognitive Benefits
<ul style="list-style-type: none"> ▪ Less stress and depression, and more life satisfaction ▪ That “feel good” feeling ▪ Improved mental health 	<ul style="list-style-type: none"> ▪ Trust, cooperation, and citizenship ▪ Improved communication skills ▪ Positive opportunities for at-risk youth 	<ul style="list-style-type: none"> ▪ Political and civic awareness ▪ Exposure to diversity, multiculturalism, and different ways of thinking ▪ Critical thinking and problem-solving skills

As an Advisor, your role is to help crew members identify, plan, and deliver service as part of their experiences in Venturing. The seven-step planning model described in the Building a Crew Program chapter is as helpful for planning service as for planning adventures. Above and beyond the mechanics of the planning, however, an Advisor must be vigilant as to the process that surrounds the planning. The points that follow will help you to support the crew’s participation in service to others.

The place to begin developing crew service projects begins with the annual crew program planning meeting. Members of the planning team might have ideas of their own for worthwhile efforts the crew could undertake to help its chartered organization, people in the community, or some other group. Advisors are also good sources of ideas, as are chartered organization representatives and neighborhood or community leaders.

Service is an important part of the Venturing program and so it needs to be built into the program plan from the beginning. Some crews find it helpful to build an ongoing relationship with a single organization and deliver service on a regular basis; other crews may take a more ad hoc approach, but still ensure that service remains an ongoing part of the crew program.

Getting the Youth on Board

Selling the idea of service is a little different from selling the idea of adventure to

Venturing-age youth. Whereas adventure can often be defined by the youth themselves and the benefits (fun, social time with peers, new skills) are somewhat obvious, the idea of service isn't as obvious to a lot of youth and the benefits to them may be fuzzy as well. Core ideas for selling the idea of service are outlined in the youth handbook's Service chapter.

**VENTURING
AND
DISCOVERY**

The Venturing recognition system is used to help track and reinforce the value and delivery of service as part of the crew program. Looking at each level of recognition, the A-L-P-S system is designed to help Venturers become more proficient in the delivery of service – as well as helping them to develop an ethic of service to other people.

Service, of course, doesn't just happen – it requires planning, preparation – and executing the plan. Delivery of service is another way that leadership is developed in Venturing.

Venturing Award

While service is not a recognition requirement for Venturers seeking the Venturing award, it may be worthwhile for your crew's cabinet to schedule regular service activities that can serve also as an activity that takes place outside of the crew meeting. This helps to establish early in the life of a new member the value the crew places on delivering service.

Discovery Award

Requirement 8. Participate in service activities totaling at least 24 hours. Up to half of the service may be delivered personally; the rest must be delivered through crew service activities.

Note that half of the service takes place outside of the crew's activities. This is a great opportunity to counsel a new Venturer in seeking opportunities to provide service to other people.

PATHFINDER

At the **Pathfinder award** level, two service requirements are expected: one requirement is external to the crew – the other is service to help sustain and grow the crew.

Requirement 8. Plan, organize, and give leadership to a project designed to sustain and grow your crew. Submit the plan to your crew president (or Advisor, if you are president), and explain how you think it will encourage more young people to join Venturing.

Requirement 9. Participate in service activities totaling at least 36 hours. This in addition to the 24 hours of service required to earn the Discovery Award. Up to half of the service may be delivered personally; the rest must be delivered through crew activities.

Pathfinder requirement 9 builds on the delivery of service that was present in the

Discovery award. Requirement 8 helps the Venturer to look objectively at his or her crew and look for ways to grow and sustain the crew.

Sustainability is about the capacity to endure. In Venturing, sustainability involves good stewardship of crew resources and ensuring that the crew and the opportunities it provides for others will continue into the future. A sustainability project, whether a long-term project or a single event, should support the crew's ongoing viability by attracting new members and/or the crew's ability to continue to follow its chosen path of adventure.

The National Venturing Cabinet and Venturing Officers Associations across the country have developed useful peer-to-peer recruiting materials for crew sustainability projects. To find them, visit:

<http://www.scouting.org/scoutsources/Marketing/Recruiting2/VenturingToolBox.aspx>.

SUMMIT

At the **Summit** Level, the service helps develop leadership skills and leave a legacy, through service, of benefiting one's community

Requirement 8. Since earning the Pathfinder award, plan and conduct a service project as described in the Venturing Summit Award Service Project Workbook. Before you start, have the project proposal form from the workbook completed and approved by those benefiting from the effort, your Advisor, and designated crew or ship youth leadership. This project must be a different service project than one carried out for the Eagle Scout Award, the Sea Scout Quartermaster Award, or the Girl Scout Gold Award.

A workbook has been developed to help structure the planning and delivery of the service project.

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?"

- What are some ways that you can see that would work well to "sell" the idea of service to the leadership of the crew you work with?
- How does the opportunity to plan and deliver service (1) help the crew's program and (2) help crew members grow as leaders?
- How does an advisor help a Venturer develop a crew sustainability project that will make a difference for the crew, as opposed to a project that is simply an easy one to organize and deliver?
- What sort of counseling is needed to help Venturers take on the opportunities to

deliver service to others?

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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