

Barbados Boy Scouts Association Venture Scout Programme



**Progressive Awards Requirements
March 2016**

Table of Contents

MEMBERSHIP BADGE	1
Action.....	1
Understanding	1
Scout Salute, Foot Drill and Scout Handshake	2
Commitment	2
Notes	2
Duration.....	2
VENTURE SCOUT AWARD	3
Notes	3
Prerequisites.....	4
Responsibility.....	4
Self-Reliance.....	6
Activity	7
Exploration	7
Interview & Assessment:.....	10
BARBADOS VENTURE GOLD AWARD	11
Notes	11
Prerequisites.....	12
Barbadian Heritage – Part 1	12
Barbadian Heritage – Part 2	13
Presentation.....	15
Interview & Assessment:.....	16
QUEEN’S SCOUT AWARD	17
Notes	17
Prerequisite.....	18
Responsibility	18
Self-Reliance:	19
Activity	20
Exploration	21
Interview & Assessment:.....	24
APPENDIX A – AWARD ASSESSMENT GUIDELINES	25
Assessment Objectives	25
Assessment Tools	25



Membership Badge

The Arrowhead badge on a purple background and surrounded by a rope in a circle, tied in a reef knot at the bottom.

The Membership Badge aims to help new members be aware of the responsibilities and implications of membership and to be accepted in the Unit bringing a unique relationship with the other members of the Unit.

The Membership Badge is awarded by the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit after consulting with the Assistant District Commissioner (Venture Scouts).

Action

1. Take part in six worthwhile activities of the Unit to ensure that you are aware of the responsibilities and implications of membership. The activities undertaken must be approved by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consulting with the Assistant District Commissioner (Venture Scouts).

Note:

Activities completed with a registered Venture Scout Unit as part of the Course & Traverse, and Chief Scout's and/or Moving on (Scouts to Venture Scouts) Awards qualify for this requirement as determined by the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit after consulting with the Assistant District Commissioner (Venture Scouts).

Suggested Activities:

- a. A Venture Scout membership badge hike/expedition.
- b. A Venture Scout camp/special activity.
- c. Give assistance to a Cub Pack and/or Scout Troop in a chosen activity or activities.
- d. Participate in a relevant District activity.
- e. Participate in a relevant National activity.
- f. Participate in a relevant Scout Group activity.

Understanding

2. Show that you understand and support the aims of the Scout Movement and that you know how your Unit is managed and what is expected of you as a Venture Scout.
3. Show an understanding of the Barbados and International aspects of Scouting.
 - a. What is Venture Scouting?
 - b. What are the awards being pursued?

- c. What are the tasks of the executive committee?
- d. What is expected of a Venture Scout?
- e. What activities do Venture Scouts do?
- f. What is the purpose of Scouting Worldwide?
- g. What does Scouting hold as its objectives for the future?

Scout Salute, Foot Drill and Scout Handshake

- 4. Know the Scout Salute, handshake and basic foot drill.
 - a. Know the Scout Salute and the Sea Scout Salute and the correct use of them.
 - b. Know the Scout Handshake.
 - c. Be familiar with the basic skills and instructions of foot drill as a Scout and its importance.

Commitment

- 5. Know, understand and accept the Scout Promise and Law.
 - a. Understand the importance of the Scout Law and Promise at this stage of development.
 - b. Accept the Scout Law and Promise by practicing it in everyday life.

Notes

A Scout may qualify for all of the Requirements of this Badge during the (3) three months immediately prior to his transfer from the Scout Troop.

After completion, the Membership Badge and the Venture Scout Flashes are presented at the Venture Scout recruit's Investiture/Renewal of Promise Ceremony by the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit.

Provision will be made for Venture Scout recruits with special needs or disability, in order to gain the badge in an appropriate manner that is suitable to them, after prior notification of the situation have been made by the particular recruits and an assessment has been made by the Venture Scout Leader after consultation with the Assistant District Commissioner (Venture Scouts) on the matter.

Before deciding on any activity or activities in the Action Section of this badge, carefully read the notes entitled "Award Assessment Guidelines" in Appendix A.

All projects and individual requirement reports must be submitted in an approved format and must include references or citations or bibliographies or quotations, where applicable. It can take the form of a formal presentation by way of a log book, tape, slide/PowerPoint presentation, video film, etc. providing that it reflects the purpose of the particular requirement.

Before undertaking any adventurous activity in the Action Section of this badge, reference must be made to the Association's activity rules in Policy, Organization and Rules.

Duration

3 months for the completion of this Badge (minimum).



Venture Scout Award

A white "V" with a laurel wreath and arrowhead on a brown background.

The Venture Scout Award aims to provide a balanced programme for each Venture Scout and for the Unit as a whole. To achieve the Award, a Venture Scout must have made personal progress and widened his experience and skill in each of the following areas of personal growth. There are Responsibility, Self-reliance, Activity and Exploration. The Award must be completed within two years of starting.

The Venture Scout Award is awarded by the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit after consulting with the Assistant District Commissioner (Venture Scouts).

Notes

Subject to the approval of the Assistant District Commissioner (Venture Scouts), chosen proficiency badges and qualifications obtained in the Scout Section may be qualified for all Sections of this Award providing that the particular badges have not been used to complete any previous Scout Section awards and that the qualifications are entirely new or are existing work, developed to a higher level. The aim of this is to encourage more Scouts to join the Section and enforce the progressive training between Sections.

The work for the selected projects for this Award can be existing work, developed to a higher level, which was not used for any other previous Scout award. Subject to the approval of the Assistant District Commissioner (Venture Scouts), such work submitted must include a report/presentation, outlining the objectives, achievements and challenges of the specific project, and copies of the certified qualifications, transcripts, and/or written account.

All Venture Scouts will only be permitted to pursue the Responsibility Section of the Queen Scout Award when such courses arise within the Association or approved organizations whilst completing this Award.

Venture Air Scouts are encouraged to undertake an air experience activity to qualify for the Self-Reliance Section of this Award.

Venture Sea Scouts are encouraged to undertake a water activity to qualify for the Self-Reliance Section of this Award.

Subject to the approval of Assistant District Commissioner (Venture Scouts), a Venture Scout who passes or has passed the Advance Aviation Skills, the Power Coxswain, the Leading Seaman, or the Master Seaman Badge MAY be exempted from the Exploration Section of this Award only.

The Achievement Award badges for each section of this Award should be presented to the Venture Scout when he completes each of the individual sections. It is presented by the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit.

Provision will be made for Venture Scouts with special needs or disability, in order to gain the award in an appropriate manner that is suitable to them, after prior notification of the

situation have been stated by the particular Venture Scouts and an assessment has been made by the Venture Scout Leader after consultation with Assistant District Commissioner (Venture Scouts) on the matter.

Before deciding on any activity or activities in each section of this Award, carefully read the notes entitled "Award Assessment Guidelines" in Appendix A.

All projects and individual requirement reports must be submitted in an approved format and must include references or citations or bibliographies or quotations, where applicable. It can take the form of a formal presentation by way of a log book, tape, slide/PowerPoint presentation, video film, etc. providing that it reflects the purpose of the particular requirement.

Before undertaking any adventurous activity, reference must be made to the Association's activity rules in Policy, Organization and Rules.

Alternative activity ideas, which are not listed in each section, may be undertaken with the prior agreement and assessment being made by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with Assistant District Commissioner (Venture Scouts).

Award sections that do not have a specific duration period for projects, the duration period will be determined with the prior agreement and assessment being made by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with Assistant District Commissioner (Venture Scouts).

Prerequisite

1. Hold the Venture Scout Membership Badge.

Responsibility

Relationship - Learning to live and work with other people.

2. Undertake any one of the following projects and submit a report on the completed project:
 - a. Attend a recognised Venture Scout Leadership Course or a recognised Introductory Course in Venture Scouting or a conference, seminar, forum, or residential work project in conjunction with Venture Scouts outside your own Unit.
 - b. Work with others in a small group within or from outside the Unit to organise an event or activity including all planning, financial and other arrangements and the sharing of responsibility for its execution. This should be a major weekend project, a series of Unit meetings on a special theme, a fund raising project, a service project, a join activity with impaired or handicapped persons or a joint project with Ranger Guides or other recognised service organization.
 - c. Spend a residential weekend on some training courses in a specialist activity (e.g. Artistic/Decorative/Creative course) meeting people from the community.
 - d. Carry out a survey of a local social problem e.g. drug/substance abuse or crime or poverty and investigate this in depth, meet the people most concerned about these issues and obtain their views. Present your findings, by the communication media (such as photographs, tape recordings, videos, press cuttings, etc.), to members of the



Unit and propose your solution of the problem.

- e. Study, with other Unit members, available methods of communicating with other people and how such methods of communication might be improved in your Unit. Present your findings in a report format to the entire Unit.
- f. Help someone who has special needs. After spending some time helping them with, for example, household activities including some shopping; present a report to your Unit on the successes and challenges you encountered in undertaking this project.
- g. Participate in a local or international or regional exchange programme in which the duration should not be less than 3 days and 2 nights. Share your experience and what you have learnt during the trip to members of your own unit.

Note:

The exchange programme mentioned above refers to a programme organized by the Association, District or Group. Programmes of similar function organized by other organizations or schools should also be included. However, self-organized tours or travel to overseas areas should not be included.

Citizenship - Be familiar with Barbados as a country.

3. Undertake any two (2) of the following projects and give a report on your chosen projects:
 - a. Visit a community institution eg. Senior Citizen's Home, Children's Home, Hospital to find out how it functions, what difficulties are encountered and any voluntary help they may need.
 - b. Know the organisation and administrative functions of the Government.

OR

Know the system and functions of the Judiciary. Attend a session of any court of the Judiciary.

 - c. Have an understanding of what constitutes an environment and how the activities of man can affect the natural environment. Undertake a survey on some local pollution problems, e.g. river/stream pollution, machinery noise, smoke, oil on beaches, traffic noise, measure the extent and intensity of the problem, consult local experts (e.g. the Environmental Protection Department or the Coastal Zone Management Unit) and people living in the area and prepare a summary of your findings and conclude what needs to be done.
 - d. Find out about the work of the Folkestone Marine Reserve and by extension the National Conservation Commission in Barbados. Decide on what assistance you can give to promote the efforts of the Reserve and/or the Commission within our country. Present your findings to your Venture Scout Unit.
 - e. Find out about the process that must be followed to become a citizen of Barbados and the Rights and Privileges that are granted according to the Laws of Barbados by contacting the relevant personnel within the Immigration Department of Barbados. Present your findings to your Venture Scout Unit.

Note:

Venture Scouts who complete Requirement b. will not be permitted to complete Requirement p. in the Barbadian Heritage – 1 Section of the Barbados Venture Gold Award.

Self-Reliance



Physical Efficiency - Develop self-confidence and improve your physical fitness through acquiring new skills or existing skills to a higher level.

4. Reach a recognised standard of physical efficiency by undertaking **one** (1) of the following and give a report on your chosen project:

a. Play a sport regularly.

The following list of activities has been approved by the National Venture Scout Committee: Athletics, Badminton, Basketball, Competitive Canoeing, Competitive rowing, Competitive Sailing, Competitive swimming, Cricket, Cross country running, Golf, Hockey, Hard court tennis, Karting, Lacrosse, Lawn tennis, Orienteering, Rugby, Mini-soccer, Soccer, Volley ball, and Water polo.

This list is not closed and the Committee is prepared to approve additions on application from a Venture Scout Leader and/or Unit Executive Committee of a registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts). The criterion is that the sport is active and predominantly outdoor and competitive.

b. Reach a recognised standard in an outdoor pursuit. The Venture Scout should have a good knowledge of the pursuit and of any safety requirement, which are appropriate.

The following list of activities has been approved by the National Venture Scout Committee: Archery, Astronomy, Archaeology, Boating, Caving, Canoeing (non-competitive), Conservation, Cycling (pedal or motor), Fishing, Forestry, Gardening, Horse riding, Mountaineering, Parascending (Gliding), Rock-climbing, Sailing (non-competitive), Boxing, Fencing, Judo, Karate Martial and Foreign Arts, Rifle-shooting, Sport Climbing, and Driving.

The list is not closed and the Committee is prepared to approve additions on application from a Venture Scout Leader and/or Unit Executive Committee of a registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts). The criterion is that the pursuit must be predominantly outdoor. None of the sports listed under Option a. above or any of the predominantly indoor pursuits may be added to the list.

c. Qualify in two of the activities listed below:

- (i) Running: 400 metres in 66 seconds
Or 1500 metres in 5 minutes 15 seconds
Or 10 kilometres in 72 minutes 30 seconds
Or 13 kilometres in 100 minutes

- (ii) Canoeing: 5 kilometres in 62 minutes
Or 13 kilometres in 3 hours

- (iii) Cycling: 80 kilometres in 3 3/4 hours
Or 160 kilometres in 7 1/2 hours
- (iv) Swimming: 1,000 metres in 26 minutes 12 seconds
- (v) Walking: 6 kilometres in 46 minutes 12 seconds
- (vi) Perform the followings:
 - Climb a tree to a height of 7 metres above the ground.
 - Throw an 18 metres line to fall between two pegs (1 metre apart) at a distance of 15 metres twice out of every 3 times.
 - Climb a rope to a height of 4.5 metres above the ground.
 - Abseil 6 metres

Activity

Indoor Pursuit - Develop self-confidence through creative/artistic/other similar skills, which may be new interests or existing interests to a higher level.



5. Reach a recognised standard in an indoor pursuit. The Venture Scout should have a good knowledge of the rules and the terminology of the pursuit and of any safety requirement, which are appropriate.

The following list of activities has been approved by the National Venture Scout Committee: Aircraft Recognition, Amateur Radio, Ballroom Dance, Calligraphy (Chinese or Western), Canoe Construction, Ceramics, Civics, Computer, Digital Photography, Folk Dance, Graphic Design, Languages, Meteorology, Motor Vehicle Mechanics, Making Clothes, Music, Painting, Pottery, Photography, Philately, Printmaking, Public Speaking, Radio Construction, Silkscreen Printing and Sculpture.

The list is not closed and the Committee is prepared to approve additions on application from a Venture Scout Leader and/or a Unit Executive Committee of a registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts). The criterion is that the pursuit must be predominantly indoor.

Exploration

Expedition - Developing team spirit in an adventurous activity.

In this Section the Venture Scout has a choice of completing a traditional **expedition** or completing an **exploration**. The exploration offers an exciting alternative to the regular expeditions which main focus is for a team of Venture Scouts to cover a fixed distance or hours of travel followed by project work. In comparison, the explorations main focus is for a team of Venture Scouts to cover the chosen project work followed by at least a minimum of ten (10) hours journeying throughout the exercise. Please note the following criteria for Explorations:



Notes:

Expedition/exploration training must be completed before the expedition/exploration is

attempted. The training must be appropriate to the type of expedition/exploration intended. This should include practice expedition(s)/ exploration(s) lightweight camping experience, selection of correct clothing and equipment, load carrying, food, cooking, hygiene, map reading and compass work, route planning and route cards, leading a team, first-aid training, accident precautions and procedures. For explorations the training should also include recording and observing techniques and equipment where needed to collect data.

This training must be approved by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts).

The duration of the expedition/exploration is 3 days. The alternative of two linked and related expeditions/explorations (e.g. where one is of two nights and the other is of one day) will be permitted at the discretion of the Expedition/Exploration Leader concerned in consultation with the Assistant District Commissioner (Venture Scouts).

The expedition/exploration & project report(s) can take the form of a formal presentation by way of a log book, tape, slide/PowerPoint presentation, video, film, or other medium providing that it reflects the purpose of the expedition/exploration.

6. Complete either Section A or Section B

Section A - Expedition

a. Undertake one of the following expeditions:

(i) Local Expedition.

Area: A suitable, safe area, preferably in an unfamiliar district.

Distance: On Foot – 52 km/32 miles

Cycling – 120 km/75 miles

Canoe/Kayak or boat/dinghy without motor – 52 km/32 miles

On Horseback – 80 km/50 miles

Composition: The group should consist of 3 to 6 persons. For mixed group it must consist of at least two persons of each sex.

Tasks: Each candidate should take a responsible role in the expedition.

Reports: Each candidate or Team must submit their expedition & the project report within 1 month after the completion of the expedition.

(ii) Overseas Expedition

Area: An unfamiliar, safe and suitable overseas area outside Barbados territory.

Distance: On Foot – 52 km/32 miles

Cycling – 120 km/75 miles

Canoe/Kayak or boat/dinghy without motor – 52 km/32 miles

On Horseback – 80 km/50 miles

Composition: The group should consist of 4 to 12 persons. The size of the group can be determined by the Venture Scout Commissioner concerned according to the existing circumstances. For mixed group it must consist of at least two persons of each sex.

Task: Each candidate must take on a responsible role in the expedition.

Reports: Each candidate or Team must submit their expedition & project report within 1 month of the completion of the expedition.

Section B – Exploration

Notes:

The collection of source and reference material must be completed before the exploration is attempted.

The exploration must be suited to the level and ability of each Venture Scout and must be based on his observations, experience or study. There is an endless variety of subjects that can give rise to an exploration, and they do not have to be based primarily on the sciences or field study type of projects. They can be developed by projects from the Arts and Humanities areas as well. There is no need for groups to be “academic” in order to participate in an exploration.

The purpose of this exercise must depend upon the journeying element: if it can be completed by visiting a library or museum or by use of the internet, it not suitable for this Award.

The work of the project should be based on previous study or activity.

A specific and trained resource person relevant to the project work such as a Mentor will be required to facilitate the exercise as he or she works in collaboration with the leader of the exploration exercise.

All Venture Scouts must observe all policies and rules governing the exploration exercise which includes those of the field of study. All safety rules and potential hazards must be known and observed by all Venture Scouts prior to their involvement in the exploration

b. Undertake one of the following exploration:

(i) Local Exploration.

Area: A suitable, safe area, preferably in an unfamiliar district.

Distance: On Foot – 40 km/25 miles

Cycling – 80 km/50 miles

Canoe/Kayak or boat/dinghy without motor – 40 km/25 miles

On Horseback – 40 km/25 miles

Composition: The group should consist of 3 to 6 persons. For mixed group it must consist of at least two persons of each sex.

Tasks: Each candidate should take a responsible role in the exploration.

Reports: Each candidate or Team must submit their exploration & the project report within 1 month after the completion of the exploration.

(ii) Overseas Exploration

Area: An unfamiliar, safe and suitable overseas area outside Barbados territory.

Distance: On Foot – 40 km/25 miles

Cycling – 80 km/50 miles

Canoe/Kayak or boat/dinghy without motor – 40 km/25 miles

On Horseback – 40 km/25 miles

Automobile/Train/Vessels/Plane – Will be determined by the number of hours per day required based on the chosen project(s) and conditions such as the weather at this level as approve by the Assistant District Commissioner (Ventures).

Note: *There should be at least 3 stop over points along the journey. The candidates must stay at each stop over point for more than 2 hours. The starting point and end point of the journey must be outside of Barbados territory.*

Composition: The group should consist of 4 to 12 persons. The size of the group can be determined by the Venture Scout Commissioner concerned according to the existing circumstances. For mixed group it must consist of at least two persons of each sex.

Task: Each candidate must take on a responsible role in the exploration.

Reports: Each candidate or Team must submit their exploration & project report within 1 month of the completion of the exploration.

Notes:

Candidates should submit their draft expedition/exploration and the draft project plan(s) to the Expedition/Exploration Leader and notify their Assistant District Commissioner (Venture Scouts) 3 months before the commencement day.

After the Expedition/Eploration Leader has approved the draft plan, candidate(s) should submit their final expedition and final project plan(s) along with the member's information to the Assistant District Commissioner (Venture Scouts) as soon as possible.

The final expedition/exploration and final project plan(s) must get the final approval from the Assistant District Commissioner (Venture Scouts).

The Venture Scout Leader may accompany the candidate(s) overseas for assessment or may consider other appropriate arrangements.

The composition of the exploration, locally or overseas, may be altered by the Assistant District Commissioner (Venture Scouts) after consultation and approval from the National Venture Scout Committee or a representative from that Committee

Duration: 6 months

Interview & Assessment:

On completion of the above requirements for this Award, the Venture Scout must arrange for an informal interview with the Deputy District Commissioner or the District's representative to discuss these achievements and future plans. The Deputy District Commissioner will provide feedback to the Unit Executive Committee, which will also consult the Venture Scout Leader in reaching a final decision on making the Award.



Barbados Venture Gold Award

A white “V” with the Pride of Barbados flowers and an arrowhead on a blue background with a yellow border.

To achieve the Barbados Venture Gold Award, a Venture Scout must have made personal progress and widened his experience and skill in each of the following areas of personal growth. There are Barbadian Heritage Parts One & Two. The Award must be completed within one year and three months of starting.

The Barbados Venture Gold Award is awarded by the National Venture Scout Committee on the recommendation of the District Commissioner, and after consulting with the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit.

Notes

All Venture Scouts will only be permitted to pursue the Responsibility, Activity and Exploration Sections of the Queen Scout Award when such courses arise within the Association or approved organizations whilst completing this Award.

The projects selected, particularly in Section Two, must be of local origin, innovative and it should make a positive impact on your community, Scouting in general and the country as a whole.

The projects selected are restricted to this Award only, and must be approved by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts).

Provision will be made for Venture Scouts with special needs or disability, in order to gain the award in an appropriate manner that is suitable to them, after prior notification of the situation have been stated by the particular Venture Scouts and an assessment has been made by the Venture Scout Leader after consultation with the Assistant District Commissioner (Venture Scouts) on the matter.

Before deciding on any activity or activities in each section of this Award, carefully read the notes entitled “Award Assessment Guidelines” in Appendix A.

All projects and individual requirement reports must be submitted in an approved format and must include references or citations or bibliographies or quotations, where applicable. It can take the form of a formal presentation by way of a log book, tape, slide/PowerPoint presentation, video film, etc. providing that it reflects the purpose of the particular requirement.

Before undertaking any adventurous activity, reference must be made to the Association’s activity rules in Policy, Organization and Rules.

Alternative activity ideas, which are not listed in each section, may be undertaken with the prior agreement and assessment being made by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts).

Award sections that do not have a specific duration period for projects, the duration period will be determined with the prior agreement and assessment being made by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts).

This Award is not to be treated as a PASS or FAIL exercise. It is based on personal effort and one's ability not only to improve oneself but that such effort(s) should be of benefit to others and the country as a whole.

Prerequisite

1. Hold the Venture Scout Award.

Note:

This requirement may be exempted if the Venture Scout joined the Section on or after the age of 17½ years and holds the Venture Scout Membership Badge.

Barbadian Heritage - Part 1

2. Complete any ten (10) projects of your choice.

Suggested Projects:

- a. Find out and note the work of the Chief of Protocol of Barbados.
- b. Carry out research and note one of the National Awards e.g. the Silver Crown of Merit.
- c. Carry out research and note and make two visits to either of the Houses of Parliament. One of the visits must be of a sitting session.
- d. Find out and note the role of Barbados in relation to the Commonwealth.
- e. Research and note the history of the Barbados Boy Scouts Association and interview the current Chief Commissioner.
- f. Find out and note one major benefit of one of our National Festivals e.g. NIFCA, Crop Over.
- g. Find out and note the importance of the contributions made by any one of our National Heroes.
- h. Find out and note the history of any one of the following: the National Anthem, the National Pledge, the National Flag, the Pride of Barbados or the Bearded Fig Tree.
- i. Find out and note both the Prime Ministers and the native Governors General of Barbados.
- j. Find out and note one major importance of one Trade Union (e.g. Barbados Workers Union, National Union of Public Workers) in representing the rights of the ordinary man and woman in our society.
- k. Carry out research and note one aspect of our educational system in respect of the opportunities that it provides in developing our Nation's people.
- l. Find out and note the importance of one Credit Union (e.g. City of Bridgetown Co-operative Credit Union, Barbados Public Workers Co-operative Credit Union) in our society and the financial impact it has on our people and the country as a whole.

- m. Find out and note any one religion which has had an impact on our Nation's people.
- n. Find out and note one aspect of life in the villages in the early 1960's, such as the old rum shop, toys that people made, etc.
- o. Find out and note the history and at least one significant factor of any one of our Barbadian places of interest e.g. national parks, caves, museums, Queen's Park, Garrison Savannah.
- p. Find out and note the type of government instituted in Barbados.
- q. Find out and note the importance of the Constitution of Barbados.
- r. Carry out research and note one of our local industries indicating its impact on our nation's economy e.g. Tourism, Egg & Poultry, Manufacturing.
- s. Find out and note the history of one of the Barbadian places of importance eg. an historic church, areas like Speightstown, Holetown, Oistins, or Bridgetown, the Bridgetown Port or the Grantley Adams International Airport.
- t. Find out and note the role of Barbados in relation to the C.S.M.E. making mention of our role in the Caribbean Court of Justice (C.C.J.).

Barbadian Heritage – Part 2

Note:

The work for the selected projects can be existing work, developed to a higher level, which was not used for any other previous Scout award. Subject to the approval of the Assistant District Commissioner (Venture Scouts), such work submitted must include a report/presentation, outlining the objectives, achievements and challenges of the specific project, and copies of the certified qualifications, transcripts, and/or written account.

The Venture Scout is expected to reach an acceptable or recognised standard in the chosen projects. As a result he should have a good working knowledge of the sport/activity and any appropriate safety requirements.

3. **Barbadian Physical Project** - Acquire new skills, developing self-confidence, improving physical fitness and well-being through involvement in activities/games and sports that are either indigenous, national pastime(s), major, popular or pursued in Barbados throughout the years.
 - a. **Activities/Games** - Complete one (1) project from those listed below, reaching an acceptable or recognized standard, including a good knowledge of the activity/game and any safety requirements which are appropriate:

(i) Making and flying kites;	(viii) Balancing bicycle rims with a wire steerer;
(ii) Making and using a scooter;	(ix) Stilt Walking;
(iii) Playing Marble Cricket;	(x) Gully Climbing;
(iv) Playing wari, dominoes, chess, and/or draughts;	(xi) Fishing;
(v) Stick Licking;	(xii) Any other traditionally Barbadian indoor or outdoor pursuits, approved by the Assistant District Commissioner (Venture Scouts).
(vi) Marble pitching;	
(vii) Making of gutterperks;	

b. **Sports** - Complete one (1) project from those listed below, reaching an acceptable or recognized standard, including a good knowledge of the sport and any safety requirements which are appropriate:

- | | |
|----------------------------|---|
| (i) Cricket; | (ix) Cycling; |
| (ii) Beach Cricket; | (x) Athletics; |
| (iii) Football; | (xi) Horseback Riding; |
| (iv) Road Tennis; | (xii) Polo; |
| (v) Field Hockey; | (xiii) Sailing; |
| (vi) Wind or Kite Surfing; | (xiv) Any other nationally played sport approved by the Assistant District Commissioner (Venture Scouts). |
| (vii) Rugby; | |
| (viii) Golf; | |

4. Complete one (1) project from those listed below:

Barbadian Cultural Project - Show progress and lasting interest via self-expression through creative, artistic or design activities that reflects Barbadian culture throughout the years. Complete one of the following:

a. **Culinary Arts:** Complete one item from each of these subcategories:

- Bajan Dishes: Cou-cou and Flying Fish, Pudding & Souse, Jug-Jug, or Fish Cakes & Bakes.
- Desserts: Conkies, Cassava Pone, Sugar Cakes, Sweet Bread, Bread Pudding, Tamarind Balls, Comforts, Nutcakes, Glassies, Ginger Cakes, or Black Bitch.
- Local drinks: Non-alcoholic drink made from local fruits, e.g. lemons, limes, mauby bark, soursop, sorrel, ginger, or golden apples.

b. **Music:** Complete one of the following:

- With the aid of an instrument create and play and/or sing your own musical piece.
- With the aid of an instrument play and/or sing a piece of music unfamiliar to you by a local artiste (eg folk, calypso, or spouge music).
- Take part in rhythm poetry, a mime, a dance, or a drama performance that depicts our Barbadian culture.

c. **Arts:** Create/draw a structure/creative piece that depicts some particular aspect of Barbados using one of the following disciplines: Pottery, Art, Ceramics, Painting, Photography, Sculpture, Printmaking, Digital Photography, or Silkscreen Printing,

d. Any other similar skill that can be used to depict some particular aspect of Barbados, as approved by the Assistant District Commissioner (Venture Scouts).

5. Complete one (1) project from either 5a or 5b.

a. **Barbadian Community Service Project** - Provide service to an individual or the community in order to strengthen the bonds of helping each other, which was always a major feature within the Barbadian society. Briefing and training, where applicable, should be undertaken in order to gain the necessary skills. Examples of projects are:

- (i) Give assistance to a local charity or organizations outside of Scouting such as the Cancer Society, the Diabetes Association, and the Kidney Association.

- (ii) List the special skills or qualifications of each member of the Unit and discuss how you, as a Unit, can best use these skills for the benefit of the community. Then do it!
- (iii) Find out about the steps being taken to ensure that those persons with a physical impairment have access to buildings. Then make a comprehensive survey of public buildings to see which ones have complied with this situation. Consult with the local Association for the disabled on this matter and prepare a summary of your findings and conclude what needs to be done to rectify the problem.
- (iv) Find out about the views of one aspect of community relations such as the use of technology i.e. the cellular phone, the internet; discovering different customs, clothing, foods, family life and so on in comparison to the Barbados of long ago.
- (v) Complete one community project found in the Venture Scout Award which was not used for that Award.
- (vi) Complete one community project found in the Queen Scout Award that must not be used for that Award.

Duration: 6 months

- b. **Barbadian Conservation/Environmental Service Project** - Combining outdoor activities of any nature with practical effort in caring for the environment in order to preserve the beauty of our Nation. This may include pursuing one of the following:
- (i) Discuss, with a local resource person, the meaning of such terms as recycling, natural environment, ecology, biodegradable and non biodegradable material and so on. Consider visit and investigate, where applicable, local examples of areas affected by pollution and so on. Find out the current state of the law relating to conservation and pollution.
 - (ii) Play an active role in a local conservation project.
 - (iii) Find out about the steps taken locally, by consulting with experts, to deal with the protection of our environment by investigating ONE of the following: Our water resources; The treatment of garbage collection; Unwanted scrap metal, plastics/paper, toxic waste, etc. from our homes, public and private places and areas such as gullies. Prepare a summary of your findings and conclude what needs to be done.
 - (iv) Conservation, like charity, begins at home. Enhance the environment by planting trees or other plants around the Unit or Group or Scout Headquarters or some other designated area(s) and find out about the importance of planting trees in our environment.
 - (v) Complete one conservation/environmental project found in the Venture Scout Award which was not used for that Award.
 - (vi) Complete one conservation/environmental project found in the Queen Scout Award that must not be used for that Award.

Duration: 6 months

Presentation

6. Make a formal presentation or report for each project completed for this Award.

Note

The formal presentation(s) or report(s) can utilise a log book, tape, slide/PowerPoint presentation, video, film, or other medium providing that it reflects the purpose of the particular requirement.

The formal presentation(s) or report(s) for Requirement 3 should include the history of the selected item(s), and how to make or play or use the item(s) where applicable.

The formal presentation or report for Requirement 5 should include the history of the selected area, the problems or concerns of the area and the action taken to correct those concerns of the selected area where applicable.

Interview & Assessment:

On completion of the above requirements for this Award, the Venture Scout must arrange for a formal interview with the District Commissioner to discuss these achievements and future plans. The District Commissioner will provide feedback to the National Venture Scout Committee, who will also consult the Venture Scout Leader and the Executive Committee of the registered Venture Unit in reaching a final decision on approving the Award.



Queen's Scout Award

A gold crown with ornamentation on a brown background with a white border.

To achieve the Queen's Scout Award, a Venture Scout must have made personal progress and widened his experience and skill in each of the following areas of personal growth. There are Responsibility; Self-reliance; Activity and Exploration. The Award must be completed within two years of starting.

The Queen's Scout Award is awarded by the National Awards Committee on the recommendation of the District Commissioner. In keeping with the prestige of the Award, it should be presented by the Chief Scout wherever possible.

Notes

Venture Sea Scouts are encouraged to complete Requirement 2a. of this Award.

Venture Air Scouts are encouraged to undertake the appropriate training for an air experience exploration, where applicable, for the Exploration Section of this Award. However, if they completed an exploration by air for the Exploration Section of the Venture Scout Award or was exempted due to the fact that they have passed the Advance Aviation Skills badge in the Scout Section, they are encouraged to undertake an expedition/exploration by a different mode for this section.

Venture Sea Scouts are encouraged to undertake the appropriate training for a water based expedition/exploration for the Exploration Section of this Award. However, if they completed an expedition/exploration by sea for the Exploration Section of the Venture Scout Award or was exempted due to the fact that they have passed the Power Coxswain, the Leading Seaman, or the Master Seaman badge in the Scout Section, they are encouraged to undertake an expedition by a different mode for this section.

There will be no exemptions, based on any badge/award requirements, in completing the Exploration Section of this Award.

Venture Scouts who have successfully completed the National Leaders Camper's Course may be exempted from appropriate aspects of the Activity Section of the Queen Scout Award provided that this qualification has not been used for any other Section of this Award and subject to the approval of the Assistant District Commissioner (Venture Scouts).

The Achievement Award Advance Bars for each section of this Award should be presented to the Venture Scout when he completes each of the individual sections. It is presented by the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit.

Provision will be made for Venture Scouts with special needs or disability, in order to gain the award in an appropriate manner that is suitable to them, after prior notification of the situation have been stated by the particular Venture Scouts and an assessment has been made by the Venture Scout Leader after consultation with the Assistant District Commissioner (Venture Scouts) on the matter.

Before deciding on any activity or activities in each section of this Award, carefully read the

notes entitled "Award Assessment Guidelines" in Appendix A.

All projects and individual requirement reports must be submitted in an approved format and must include references or citations or bibliographies or quotations, where applicable. It can take the form of a formal presentation by way of a log book, tape, slide/PowerPoint presentation, video film, etc. providing that it reflects the purpose of the particular requirement.

Before undertaking any adventurous activity, reference must be made to the Association's activity rules in Policy, Organization and Rules.

Alternative activity ideas, which are not listed in each section, may be undertaken with the prior agreement and assessment being made by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts).

The work for selected projects can be new work, existing work developed to a higher level, and/or qualification already obtained within the Venture Scout Section, providing it has been used for any other Venture Scout Section Award project(s). Subject to the approval of the Assistant District Commissioner (Venture Scouts), such work submitted must include a report/presentation, outlining the objectives, achievements and challenges of the specific project, and copies of the certified qualifications, transcripts, and/or written account.

Award sections that do not have a specific duration period for projects, the duration period will be determined with the prior agreement and assessment being made by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts). However, the Award has a maximum duration of 2 years.

Prerequisite

1. Hold the Barbados Venture Gold Award.

Responsibility

Saving Life - Development of skills to preserve and save life.

2. Reach a recognise standard in first aid/life-saving/Fire Fighting training course and emergency training by completing one of the following:
 - a. Complete a life-saving certificate course from an organization which is recognized and approved by the Association.
 - b. Complete the first-aid certificate of the Red Cross Society or St. John's Ambulance or the Heart Foundation of Barbados or any other organization which is recognized and approved by the Association.
 - c. Complete a recognized Venture Scout Fire Fighting Training Course.



Community Service - The giving of time to work and find out about other people and about yourself as a consequence.

3. Complete one of the following:
 - a. Complete one of the following recognized Scout Leader Training Courses and utilize

the training within Scouting:

- (i) Initial, Explanatory or Introductory Woodbadge Leaders Course;
 - (ii) National Leaders Campers' Certificate Course;
 - (iii) National Leaders HIV/AIDS Awareness Course
 - (iv) National Leaders Substance Abuse Awareness Course;
 - (v) Any other recognized Venture Scout or Leaders Training Course approved by the Association.
- b. Undertake some regular form of service. No specialist qualifications are required but sustained effort over a period is required. The service could be to the young, old, sick, mentally or physically challenged or deprived. It could be given through a church (e.g. Sunday School), a voluntary organization (e.g. The Salvation Army), another existing organization, or be given independently. The service may be carried out in conjunction with other youth.
- c. Qualify for and undertake some form of skilled service to the community, church, school or some other voluntary organization. The service needs to include special qualification(s) and can take many different forms. These include: Adult First Aid Certificate of the St. John Ambulance; The American Heart Foundation First Aid Certificate Course; Home Help or Nursing Certification; First Aid Certificate of the Red Cross Society; Water based courses (e.g. Swimming); Fire prevention training course; training for working with the blind or deaf or persons with autism; or other approved comparable qualifications. It is expected that any previously obtained qualification(s) must be renewed or updated where applicable to qualify for this section of the award, and was not used to complete any previous Scout section awards or badges.
- d. Undertake maintenance services in a Sea Activity Centre approved by the Association (e.g. The Barbados Yacht Club) for at least six months.
- e. Complete a recognized Venture Scout Executive Committee Workshop; and
- (i) Undertake the duties of an Executive Committee Member in your own Unit for the period of six months or more after completion of the course: and
 - (ii) Organise or take an active role in the running of two major events in the form of an activity or a service within your own District.
- f. Over a sustained period help with a Scout Troop/Cub Pack/Beaver Colony in some form of specialist training for its older members such as training for their respective highest awards in each of the above mentioned sections: the Chief Scout's Award; The Barbados Mahogany Award and the Chief Scout's Bronze Award.

Duration: 6 months

Self-Reliance:

Design For Living - Development of your own beliefs and attitudes about important issues in the world around you.

4. Undertake two of the following projects:
- a. Invite a speaker on family education and arrange further Unit meetings to explore this topic.



- b. Investigate two different vocations or jobs, find out about entry level qualifications, training opportunities, salary, opportunities for advancement, job satisfaction and conditions of work. Report on these and discuss the results within the Unit.
- c. Visit a University or College offering full time or part time higher education courses. Investigate *study* and *recreational* facilities, how students live, the difficulties they encounter and grants or scholarships available.
- d. Visit to a Day nursery center and find out about the educational methods and facilities available.
- e. Find out about four methods which can save the lives of millions of children. These methods include oral rehydration therapy, growth monitoring, expanding immunization, promotion of the advantage of breast feeding, use supplementary foods.
- f. Take any one (1) of the eternal themes, e.g. War, Race, Religion, Sex, AIDS/HIV, Disability, Homelessness, Capital punishment. Produce a commentary on these using different media, e.g. the press, photographs, poetry, music, etc.
- g. Examine in depth one of the following topics: Euthanasia, abortion, gambling, alcoholism, vandalism, child abuse, domestic violence and political protest. Compile your findings in report form.
- h. Visit a Rehabilitation Centre and find out about the various methods of prevention used to solve problems such as drug or alcohol abuse. Compile your findings in a report form.

Activity

Scoutcraft - Developing recognized Scouting skills and proper camping standards.

5. Carry out the following projects and submit a brief report for each:

- a. Demonstrate the following camp craft and camping skills to reach the recognized standard.
 - (i) Choice of good camp site and allocation of camping areas.
 - (ii) Selection and maintenance of personal and team equipment.
 - (iii) Pitching & striking tent and building a bivouac.
 - (iv) Camp gadgets for such things as clothes, footwear; utensils etc.
 - (v) Storage of food, menu planning and cooking.
 - (vi) Camp hygiene.
 - (vii) Use of stoves.
 - (viii) Treatment of drinking water.
 - (ix) Proper disposal of garbage and solid waste.
 - (x) Programme planning for camp including a camp budget, duty roster, campfire and other relevant camp activities.
- b. Undertake a weekend camp and produce a camp log within one month.
- c. Prepare a three course meal preferably of local origin by way of Backwoodsman and/or Dutch Oven Cooking styles.



- The meal will comprise an Appetizer, a Main Course and a Dessert.
- The meal should be prepared using natural material where possible.
- The fire should be lit with not more than ten (10) matches.
- The meal must be innovative; new or an existing cooking project developed to a higher level; wholesome and of good scouting taste.
- A non-alcoholic beverage must be served.
- Silver/plastic cutlery is accepted.
- Food items should not be prepared prior to the activity.
- The meal must be served in Backwoodsman and/or Dutch Oven presentation.

The menu and shopping list for the meal should be approved prior to the activity by the Venture Scout Leader or the Unit Executive Committee of the registered Unit after consultation with the Assistant District Commissioner (Venture Scouts).

- d. Demonstrate how to use such pioneering gears as bamboos, spars, pulleys and mallets and demonstrate the following knots: reef or square knot, sheet bend, clove hitch, bowline, round turn and two half hitches, sheepshank, timber hitch, fisherman's bend, fireman's chair knot, cats paw, bowline on a bight, running bowline, highwayman's hitch, figure-of-eight knot, Spanish bowline, square lashing, diagonal lashing, tripod lashing, sheer lashing, back splice, eye splice, common whipping, west country whipping and sailmaker's whipping.
- e. Construct three of the following pioneering projects with not less than three other Venture Scouts by selecting one project of your choice from Section A and by selecting two further pioneering projects of your choice from Section B.

Section A

- (i) A spar, bamboo or rope bridge not less than 1.5 metres.
- (ii) A spar tower not less than three (3) metres in height.
- (iii) An aerial runway with span not less than eight (8) metres.
- (iv) A camp gate not less than three (3) metres in height.

Section B

- (i) Camp larder not less than one (1) metre in height.
- (ii) Floating flag pole.
- (iii) A camp oven.
- (iv) A camp table not less than one (1) metres in height.
- (v) A camp shower gadget.

Duration: 6 months

Exploration

Exploration - Developing team spirit in an adventurous activity.

In this Section the Venture Scout has a choice of completing a traditional **expedition** or completing an **exploration**. The exploration offers an exciting alternative to the regular expeditions which main focus is for a team of Venture Scouts to cover a fixed distance or hours of travel followed by project work. In



comparison, the explorations main focus is for a team of Venture Scouts to cover the chosen project work followed by at least a minimum of ten (10) hours journeying throughout the exercise. Please note the following criteria for Explorations:

Notes:

Expedition/exploration training must be completed before the expedition/exploration is attempted. The training must be appropriate to the type of expedition/exploration intended. This should include practice expedition(s)/ exploration(s) lightweight camping experience, selection of correct clothing and equipment, load carrying, food, cooking, hygiene, map reading and compass work, route planning and route cards, leading a team, first-aid training, accident precautions and procedures. For explorations the training should also include recording and observing techniques and equipment where needed to collect data. G.P.S. skills are optional.

This training must be approved by the Venture Scout Leader or the Unit Executive Committee of the registered Venture Unit after consultation with the Assistant District Commissioner (Venture Scouts).

The duration of the expedition/exploration is 4 days. The alternative of two linked and related expeditions/explorations (e.g. where both are of two nights) will be permitted at the discretion of the Expedition/Exploration Leader concerned in consultation with the Assistant District Commissioner (Venture Scouts).

The expedition/exploration & project report(s) can take the form of a formal presentation by way of a log book, tape, slide/PowerPoint presentation, video, film, or other medium providing that it reflects the purpose of the expedition/exploration.

6. Complete either Section A or Section B**Section A - Expedition****a. Undertake one of the following expeditions:****(i) Local Expedition.**

Area: A suitable, safe area, preferably in an unfamiliar district.

Distance: On Foot – 80 km/50 miles

Cycling – 242 km/150 miles

Canoe/Kayak or boat/dinghy without motor – 80 km/50 miles

On Horseback – 160 km/100 miles

Composition: The group should consist of 3 to 6 persons. For mixed group it must consist of at least two persons of each sex.

Tasks: Each candidate should take a responsible role in the expedition.

Reports: Each candidate or Team must submit their expedition & the project report within 1 month after the completion of the expedition.

(ii) Overseas Expedition

Area: An unfamiliar, safe and suitable overseas area outside Barbados territory.

Distance: On Foot – 80 km/50 miles

Cycling – 242 km/150 miles

Canoe/Kayak or boat/dinghy without motor – 80 km/50 miles

On Horseback – 160 km/100 miles

Composition: The group should consist of 4 to 12 persons. The size of the group can be determined by the Venture Scout Commissioner concerned according to the existing circumstances. For mixed group it must consist of at least two persons of each sex.

Task: Each candidate must take on a responsible role in the expedition.

Reports: Each candidate or Team must submit their expedition & project report within 1 month of the completion of the expedition.

Section B – Exploration

Notes:

The collection of source and reference material must be completed before the exploration is attempted.

The exploration must be suited to the level and ability of each Venture Scout and must be based on his observations, experience or study. There is an endless variety of subjects that can give rise to an exploration, and they do not have to be based primarily on the sciences or field study type of projects. They can be developed by projects from the Arts and Humanities areas as well. There is no need for groups to be “academic” in order to participate in an exploration.

The purpose of this exercise must depend upon the journeying element: if it can be completed by visiting a library or museum or by use of the internet, it not suitable for this Award.

The work of the project should be based on previous study or activity.

A specific and trained resource person relevant to the project work such as a Mentor will be required to facilitate the exercise as he or she works in collaboration with the leader of the exploration exercise.

All Venture Scouts must observe all policies and rules governing the exploration exercise which includes those of the field of study. All safety rules and potential hazards must be known and observed by all Venture Scouts prior to their involvement in the exploration

b. Undertake one of the following exploration:

(i) Local Exploration.

Area: A suitable, safe area, preferably in an unfamiliar district.

Distance: On Foot – 56 km/35 miles

Cycling – 160 km/100 miles

Canoe/Kayak or boat/dinghy without motor – 56 km/35 miles

On Horseback – 56 km/35 miles

Composition: The group should consist of 3 to 6 persons. For mixed group it must consist of at least two persons of each sex.

Tasks: Each candidate should take a responsible role in the exploration.

Reports: Each candidate or Team must submit their exploration & the project report within 1 month after the completion of the exploration.

(ii) Overseas Exploration

Area: An unfamiliar, safe and suitable overseas area outside Barbados territory.

Distance: On Foot – 56 km/35 miles
Cycling – 160 km/100 miles
Canoe/Kayak or boat/dinghy without motor – 56 km/35 miles
On Horseback – 56 km/35 miles
Automobile/Train/Vessels/Plane – Will be determined by the number of hours per day required based on the chosen project(s) and conditions such as the weather at this level as approve by the Assistant District Commissioner (Ventures).

Note: *There should be at least 3 stop over points along the journey. The candidates must stay at each stop over point for more than 2 hours. The starting point and end point of the journey must be outside of Barbados territory.*

Composition: The group should consist of 4 to 12 persons. The size of the group can be determined by the Venture Scout Commissioner concerned according to the existing circumstances. For mixed group it must consist of at least two persons of each sex.

Task: Each candidate must take on a responsible role in the exploration.

Reports: Each candidate or Team must submit their exploration & project report within 1 month of the completion of the exploration.

Notes:

Candidates should submit their draft expedition/exploration and the draft project plan(s) to the Expedition/Exploration Leader and notify their Assistant District Commissioner (Venture Scouts) 3 months before the commencement day.

After the Expedition/Eploration Leader has approved the draft plan, candidate(s) should submit their final expedition and final project plan(s) along with the member's information to the Assistant District Commissioner (Venture Scouts) as soon as possible.

The final expedition/exploration and final project plan(s) must get the final approval from the Assistant District Commissioner (Venture Scouts).

The Venture Scout Leader may accompany the candidate(s) overseas for assessment or may consider other appropriate arrangements.

The composition of the exploration, locally or overseas, may be altered by the Assistant District Commissioner (Venture Scouts) after consultation and approval from the National Venture Scout Committee or a representative from that Committee

Duration: 6 months

Interview & Assessment:

On completion of the above requirements for this Award, the Venture Scout must arrange for a formal interview with the District Commissioner to discuss these achievements and future plans. The District Commissioner will then forward his recommendation(s) to the National Awards Committee, after consultations with the Venture Scout Leader and the Unit Executive Committee of the registered Venture Unit.

Appendix A – Award Assessment Guidelines

Assessment Objectives

The Award Assessment Guidelines are based on personal and sustained effort and not natural ability to meet an achievable goal in one's growth and development. However, it should be noted that in order to attain their goal, Venture Scouts must meet the objective(s) of their chosen project/activity.

As well as a personal assessment of their own plans and project work, all Venture Scouts must discuss their plans and have them assessed, prior to undertaking them, by any of the following:

- The Unit Executive Committee
- A sub-committee of the Unit Executive Committee
- A Unit Member delegated by the Unit Executive Committee
- Any other relevant resource personnel
- A combination of any of the above.

Some discussions/assessments may take as much as five minutes while others may require more time. They can be completed at formal or informal meetings or simply during discussions on the way to school or work.

As well as a Venture Scout's final self-assessment on completed award project(s) and performance, further assessment will be carried out by the Unit Executive Committee or delegated representative(s) after a formal presentation or report has been made, by the Venture Scout, on each selected project/activity using a variety of available resources at hand.

Assessment Tools

The following are provided to help Venture Scouts determine which projects/activities to undertake and the best way to go about completing the project/activity. The process is not difficult or complicated; just ask yourself the following questions and answer them honestly.

Before You Start:

1. **Selecting your area of interest.** Ask yourself:
 - What are my present skills/what do I really know about this subject?
 - Do I want to try something new or extend an existing interest?
 - Are there any other Unit Team members who might join me?
 - Could this project/activity benefit their special interest?
2. **Assessing the starting point.** Ask yourself:
 - What are my present skills/what do I really know about this subject?
 - What attitude or opinion do I really have on this issue?

3. **Setting a target/goal.** Ask yourself:

- Is my project challenging and achievable?
- How much effort will it require?
- Will I be able to give it the amount of time it will require?
- Will it take account of the potential capabilities of everyone who will be involved?

4. **Deciding how to get there.** Ask yourself:

- What is my plan?
- Do I need any training?
- If so, how will I go about getting it?
- What other help or equipment might I need?
- Where or from whom will I get it?

During:

5. **Doing the project/activity.** Ask yourself:

- Am I keeping a personal check on the progress?
- Is the task(s) getting done?
- What have I learnt so far?
- Am I collecting material to help me when I present my results or findings?

Upon Completion:

6. **Sharing the results.** Ask yourself:

- Was the task(s) achieved?
- How can I interest others when reporting my findings?
- Was my performance good- or could I have improved it?
- What was the reaction to my report?
- Is there any other action I need to take to further my experience based on this activity/project.

Notes:

Additional "ask yourself" questions can be created by the Unit Executive Committee of the registered Venture Unit.

Resource material: The Venture Scout Training Scheme Book (UK).

Barbados Boy Scouts Association

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