



Outdoor Recreation Qualifications for Venturer Scouts

Possible outdoor adventure skills

Abseiling	Cycling	Sailing
Archery	Fishing	Sea Kayaking
Bushwalking	Kayaking	Ski Touring
Canoeing	Mountain Biking	Skiing/Snow Boarding
Canyoning	Rock Climbing	Snorkelling
Caving	SCUBA Diving	Surfing

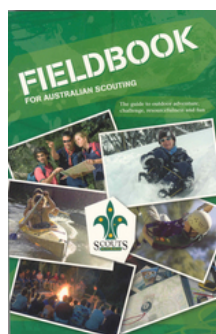
Typical Scouting pathway

Experiences and learning received by Venturer Scouts may align to the requirements of qualifications in Outdoor Recreation. A typical pathway that enables collection of valid evidence is a Venturer;

- Complete Environment and First Aid courses
- Plan and participate in an expedition
- Complete Adventurous Activities e-Learning
- Satisfactorily complete outdoor adventure skill workshops
- Complete the appropriate Scout Activity workbook



Learning resources



The [Fieldbook for Australian Scouting](#) is a useful resource for all Youth members and Leaders.

It includes a vast amount of information about all aspects of outdoor life including bushcraft, knots & construction, first aid, water, snow, air activities, weather, emergencies, stoves and fires, navigation, outdoor equipment, risk management and more.

Scouts Australia e-Learning is designed to be undertaken by participants in their own time and on an individual basis. For your first log-in you will need your member number and your date of birth.

Adventurous Activities training is open to both Youth and Adult Members of Scouting.

<http://training.scouts.com.au/curriculum/adventurousactivities>

Scouts Australia Login

Key icon

-- Select Branch --

Member Number

First log-in is your birthdate = DDMMYYYY

[FAQ](#) [Lost Password](#) **Log In**

Pathways to Outdoor Recreation Qualifications for Venturer Scouts



The Venturer program and Outdoor Recreation Qualifications

Depending on the activities chosen, badges within the Venturer program can be appropriate to go towards Outdoor Recreation Qualifications and it starts right from the beginning with the Venturing Skills Award.

FIRST AID

The first aid unit of competency HLTAID003 Provide first aid, is a core Unit of Competency in the Certificate II and III in Outdoor Recreation.

ENVIRONMENT

The Environment badge provides some good background evidence towards SISOOPS201A Minimise environmental impact, which is a core Unit of Competency in the Certificate II and III in Outdoor Recreation.

EXPEDITION

Requirements in the Expedition badge combined with the Adventurous Activities e-Learning will meet the requirements for the three Units of Competency in the Adventurous Activities Level 1 Common Core plus additional activity unit/s for the expeditions mode of transport.

OUTDOOR

Outdoor is an obvious choice for a second activity area with most activities being eligible for the badge requirements and meeting activity requirements within the Outdoor Recreation Qualifications.

PURSUIITS

Because a minimum of 10 elective Units of Competency are required to meet the requirements of the Certificate II in Outdoor Recreation, Pursuits is often used to understand the rules/safety requirements and skills involved in additional outdoor adventure skills.

PURSUIITS

Using the above examples each Venturer who wants to complete the Certificate II in Outdoor Recreation will still need to dedicate further time to compile their evidence and complete the core Units of Competency.

OUTDOOR

EXPEDITION

Either the Queen's Scout Expedition or Outdoor badges can be used to undertake activities for additional Units of Competency within the Certificate II in Outdoor Recreation or to gain further skills that may go towards the Certificate III in Outdoor Recreation.

SERVICE

SERVICE

Many Venturers assist in conducting outdoor recreation sessions with activities teams as a way to further develop their skills. This can be applied against both Service and Outdoor Recreation qualification requirements.