



Scouts
QUEENSLAND

The background is a stylized illustration in shades of red and maroon. It depicts various outdoor activities: a hiker with a backpack on the left, a person paddling a canoe in the middle, a person with a bow and arrow on the right, and a diver underwater at the bottom. The landscape features rolling hills and water.

**Scout Outdoor
Adventure Program
2022
Information Booklet**

About the Outdoor Adventure Program

The Scout Outdoor Adventure Program will provide an opportunity to develop a person as an Outdoor Recreation Leader/Guide by gaining a **Certificate III in Outdoor Leadership** and completing a good proportion of the **Certificate IV in Outdoor Leadership**. Extra support and with some additional effort on behalf of the participant, through a 10 Block Weekend Program can prepare the participant to lead Groups in Outdoor Adventure Activities spread throughout the Year.

Program Pre-Requisites

Participants don't need existing skills – Scouts Queensland will deliver everything from a novice level and support a participant to grow their skill set to enable them to Lead Groups in a variety of outdoor pursuits.

You do need to have a desire for adventure and developing yourself to lead groups of people on adventures in the outdoors.

Program Schedule

The program will be delivered on the 3rd weekend of the Month expect for April due to Easter and through some Online Sessions to support the weekend blocks.

Equipment

The use of all Activity Equipment e.g., Paddle Craft, Mountain Bike & Vertical Pursuit Equipment is provided as part of the Program.

Program Benefits & Outcomes

The Scout Outdoor Adventure Program is open to existing Scouts Queensland Members and/or members of the community interested in joining as an Adventurous Activity Leader to complete the program.

The Outdoor Adventure Program is a great opportunity to access nationally recognised outdoor recreation training in a very flexible and cost-effective way via assessment pathways with Scouts Australia Institute of Training Registered Training Organisation – 5443.

Through the program participants will be offered a number of opportunities to work with experienced Outdoor Leaders and work on activities with real life activity participants so you can develop your own Pursuit Skills and Activity Leadership Skills. These work experience placements will be offered on weekends and during school holidays.



Program Learning Blocks

The Program will take the form of the Learning Blocks as outlined below:

Block	Location	Theme	Dates for 2022	Out come
1	Karingal Campsite – Mt Cotton	Core Skills	19 th & 20 th February 2022	Outdoor Field Skills, Basic Water Rescue and Tracked Bushwalking
2	Karingal Campsite – Mt Cotton	Water	19 th & 20 th March 2022	Flat water Canoe, Kayak & Stand - Up Paddle Boarding
3	BP Park Campsite and Kangaroo Point	Vertical	9 th & 10 th April 2022 Program change due to EASTER	Abseiling & Climbing – Artificial and Natural Surfaces
4	Brisbane Valley Rail Trail	Cycling (on)	21 st & 22 nd May 2022	Cycle Touring
5	Sunshine Coast Great Walk	Bushwalking	18 th & 19 th June 2022	Difficult Tracked Bushwalking
6	Karingal Campsite – Mt Cotton	Cycling (off)	16 th & 17 th July 2022	Off Road Cycling
7	Glasshouse Mountains – Rocky Creek Campsite & Tree Tops Challenge – Big Pineapple	Vertical (2) & Adventure Based Learning (1)	20 th & 21 st August 2022	Abseiling & Climbing Challenge Rope Courses
8	Sunshine Coast – Apex Camp	Water (2) & Adventure Based Learning (2)	17 th & 18 th September 2022	Snorkeling, Surfing and Stand-Up Paddle Boarding Challenge Ropes Courses
9	Coochiemudlo Island with Base Camp at Karingal Campsite – Mt Cotton	Water (3) & Core Skills (2)	15 th & 16 th October 2022	Sea Kayaking and Fishing Core Skills continuation
10	Karingal Campsite – Mt Cotton	Core Skills (3)	19 th & 20 th November 2022	Guiding Skills



Core Competencies

The Scout Outdoor Adventure Program will have the 12 Core Competencies of the Outdoor Leader at its heart, as laid out in Priest & Gass' *'Effective Leadership in Adventure Programmin'*:

1. Technical Skills

Technical Skills are core competencies in the actual adventure activities or outdoor pursuits being led. Two examples are being able to climb at a certain level or standard and being able to paddle a particular grade or class of white water. Outdoor leaders who perform at a higher proficiency than that of the group members seem to have an easier time maintaining control during these activities enhancing group safety by providing a "cushion of competence"

2. Safety Skills

Safety Skills are those competencies necessary for the enjoyment of the adventure activity in a safe and prudent manner. Safety skills include navigation, survival, weather interpretation, body temperature regulation, first aid, accident response, search and rescue, and water safety.

3. Environmental Skills

Environmental Skills are those competencies necessary for preventing damage to the natural surroundings, including practicing and encouraging minimum-impact travel and no-trace camping and modelling behaviours such as carrying out the garbage and not crosscutting switchback trails.

4. Organisational Skills

Organizational skills are those competencies permitting a leader to plan, prepare, execute, and evaluate experiences for the specific needs of a particular client groups. For Example, Outdoor adventure leaders need to manage risks, arrange transportation, coordinate group meals and lodging, schedule activities, select routes, plan contingencies, and secure permits, equipment, and clothing to increase the likelihood of successful experiences.

5. Instructional Skills

Instructional Skills are those competencies required for teaching participants technical skills related to the activity, environment, and safety. For example, teaching skiing in a series of progressions, teaching safety by the inquiry or discovery approach, and using effective instructional aids to teach environmental concepts can all be important instructional skills.



6. Facilitation Skills

Facilitation Skills are those competencies that foster productive group dynamics, enabling clients to complete tasks while developing appropriate interpersonal relationships. For example, outdoor adventure leaders often need to resolve conflicts, communicate effectively, and foster personal trust and group cooperation. They also need to know how to debrief and guide reflection on adventure experience to generate conditions for optimal learning.

7. Flexible Leadership Style

Flexible Leadership Style means knowing how, why, and when to utilize different leadership styles. For example, under most conditions group decision-making is a democratic or shared process. At other times, like during an emergency, leaders need to be autocratic, giving directions and expecting them to be carried out. However, when an experience is progressing well, the leaders need to be autocratic, giving directions and expecting them to be carried out. However, when an experience is progressing well, the leader may abdicate or delegate responsibility to the group. These varying examples highlight the need for outdoor leaders to adapt or flex their leadership style to suit the circumstances (Doran 2001; Schimelpfenig, 2001).

8. Experience Based Judgement

Experience Based Judgment is a required skill because leaders often confront situations in the outdoors where pertinent information is unknown, missing or vague. By considering past experiences and using sound judgment, outdoor adventure leaders can substitute predictions for the unknown, missing, or vague information. This type of judgment becomes extremely important when the act of delaying a decision (in the hopes that new information will become available) might result in further problems. Sound judgment comes from past judgment calls (good or bad) analysing those successes and failures, and applying learning from the analysis to future situations. This generally requires that outdoor leaders gain plenty of intensive and extensive field experience. While experience does not ensure sound judgment, the lack of experience inhibits leaders from soundly predicting what to do when presented with uncertain information.

9. Problem Solving Skills

Problem – solving skills can be creative or analytical, since a combination of both might work best. Outdoor leaders need to follow an analytical process to recognize problems, define difficulties, anticipate outcomes, identify several possible solutions, select the most probable one, put it into action, and evaluate its effectiveness. They also need to use creative techniques such as brainstorming, extended effort, and attribute listing, forced relationships and deferred prejudice.

10. Decision Making Skills

Decision making skills enable leaders to select the most appropriate option from a collection of possible ones. Outdoor leaders need to be capable of discovering and assessing multiple options as well as capable of selecting the best choice. Some useful methods for decision making include gathering, screening, organizing, prioritizing, and choosing.



11. Effective Communication

Effective Communication is information exchange between two or more people resulting in behavioural change. A message of the information (in the form of ideas, actions, or emotions) is transmitted along an audio, a visual, or a tactile channel. Outdoor Leaders need to be able to generate, encode, link, send, transmit, receive, decode, and interpret such messages. They need to use paraphrasing, clarification, and feedback to confirm that the message received was indeed the same message sent.

12. Professional Ethics

Professional ethics refer to the moral standards and value systems that outdoor leaders have and adventure programming demands. For example, challenge by choice (Schoel, Prouty, & Radcliffe, 1988) is an ethic that defines and often guides adventure programming: people have the right to choose their level of participation in activities and not be coerced into performing an action. Similarly, outdoor leaders hold enormous power over clients, and certain ethics guide leaders away from possible abuses of this power (e.g., deception, secrecy, or sexual contact with clients).¹

¹ Priest, S., & Gass, M. (2005). *Effective leadership in adventure programming* (2nd ed.). Champaign, IL: Human Kinetics



Program Fees

The Scout Outdoor Adventure Program has an Overall Fee Model which is made with 5 progressive payments.

The Program Overall Fee Model includes membership fee's for non-members, training program fee's, all RPL Processing Fee's, basic accommodation or camping fee's for Learning Blocks and Hire of Group Equipment. All Learning Blocks will be self-catered or Group Catered by arrangement.

Community Members wanting to participate in the Program must be over 18 years of age and be willing to become Member of Scouts Queensland.

Scouts Queensland Youth Members participating in the Program will need to be 16 years of age or older.

- Community Member Overall Program Fee: **\$ 3000 (5 x \$600 payments)**
- Existing Scouts Queensland Youth Member Overall Program Fee: **\$2700 (5 x \$540 payments)**
- Existing Scouts Queensland Adult Members with a Certificate of Appointment in their current role Overall Program Fee: **\$ 2400 (5 x \$ 480 payments)**

For Queensland Secondary School Students, a Certificate III can be used to calculate the students overall ATAR Score. For further information contact your School.

For further information and to express interest in the Scout Outdoor Adventure Program please contact bc.aa@scoutsqld.com.au

Head to the Scouts Queensland website Event Registration to express your interest and sign up to the program.

