

How do I introduce the Outdoor Adventure Skills to my Section?

One of the most exciting parts of The Canadian Path is the Outdoor Adventure Skills framework. The Outdoor Adventure Skills framework is unlike anything Scouts Canada has seen before: a progressive collection of specific competencies for all of our youth members, in all Sections.

Many Scouting youth will have a good understanding of how their Section's badge program functions already, so it's important that you explain both how outdoor badges are changing and why. While Cubs

and Scouts will need to adjust to the Outdoor Adventure Skills, the opportunity to pursue challenging high adventures in Venturers and Rovers is another fantastic reason to get on The Canadian Path.



As a general rule, the Outdoor Adventure Skills should not dictate a Section's adventures. Youth-led Canadian Path adventures should be hatched and executed according to the youth's own passions—not by an external set of criteria.

There are many concepts for youth and Scouters to learn and practise with the Canadian Path program, from the Four Elements (Youth-led, Adventure, Plan-Do-Review, SPICES), to the Patrol (Team) System, to the six Program Areas. The Canadian Path does not place as great an emphasis on achieving badges as it does on providing youth with opportunities to explore their own interests and develop leadership skills.

What does this mean for the Outdoor Adventure Skills? As a Scouter, contextualize the Outdoor Adventure Skills in the scheme of a quality Scouting program. Achievement in the Outdoor Adventure Skills will happen organically as the result of great, safe Scouting adventures. When your Section reviews its camps and outings, have a look at the relevant Outdoor Adventure Skills to see what competencies the youth have met. If the youth have shared a novel adventure, they will in all likelihood developed new competencies, and perhaps even fulfilled a stage of one of the Outdoor Adventure Skills.

Start by having a look (in Patrols/teams) at the Outdoor Adventure Skills and discovering what competencies and stages the youth have already attained. Cubs, Scouts, Venturers and Rovers can consult the

badge transition charts (available at Canadianpath.ca) to find out what the OAS equivalents are to Cub and Scout badges the youth already hold (or held, when younger).

Higher stages of the Outdoor Adventure Skills may require formal certifications. These may complement some vocational Sections' programs, and can help senior youth to begin exploring careers as instructors, guides or emergency aid professionals.

As your Section becomes more familiar with the Outdoor Adventure Skills, the youth and the Scouters will have a better sense of just how important the Outdoor Adventure Skills are to your Section. For some youth, progressing in the Outdoor Adventure Skills will incentivize developing new competencies. For others, the Outdoor Adventure Skills program may be a little too formal, and may not be the best fit for what they want from Scouting. If your Section is keen, consulting the Outdoor Adventure Skills may be a worthwhile step to take when planning your camps and outings. Otherwise, do not focus on the Outdoor Adventure Skills as part of your planning process, though it's worth seeing what competencies were developed when reviewing an outdoor experience. That might create enthusiasm for learning the missing skills to complete an OAS stage.

Outdoor adventure is part of what makes Scouting great. Introduce the Outdoor Adventure Skills to your youth as an exciting opportunity—not an obligation.

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It starts with Scouts.

