

Summary Matrix of Sea Scout Progress Badge Schemes – v1.1 (Based on Scout v1.22, Venture Scout v1.5)

Theme	Sub Theme	Scout Badge (Participation) <i>Initiation to Crew Life</i> 6 months	Discoverer Award (Self-Achievement) <i>Participation in Crew Life</i> 12 months	Explorer Award (Lead) <i>Building Crew Life</i> 12 months	Voyager Award (Extended Challenge) <i>Group Life</i> 6 months	Chief Commissioner's Award	Venturer Badge (Participation & Lead) 3 months	Trekker Award (Self-Achievement) 6 months	Pioneer Award (Extended Challenge) 6 months	President's Scout Award (Pinnacle Award) 6 months
Citizenship & Global Awareness	Citizenship	<p>1a. Investigate the origins and meanings behind the National Symbols of your own country.</p> <p>1b. Participate in and understand the significance of Scout Ceremonies, including Scout basic drills.</p>	<p>1. Articulate what you understand from the National Pledge and how you live out the aspirations espoused in the Pledge.</p>	<p>1. Hold at least ONE of the following badges: - <i>Fireman Proficiency Badge</i> - <i>Civil Defence Campaign Badge</i>.</p>	<p>1a. Investigate ONE pressing issue that Singapore Or the World faces.</p> <p>1b. Do a presentation to your Troop on the findings of your research. Suggest how Scouting can help to resolve / alleviate the issue.</p>	<p>1. Nomination and Interview by HQ appointed panel upon completion of the Voyager Award</p>	<p>3 months</p>	<p>1. Complete ONE of the following: • Participate in an International Exchange Activity. Discuss with your Crew your experiences from the activity. Include in your discussion how you appreciated differences in how people from different cultures live. Record your discussion in your Journal.</p> <p>OR</p> <p>• Hold at least ONE of the following proficiency badges: <i>Conservator, World Friendship, World Scout Environment Programme</i>.</p> <p>OR</p> <p>• National Education Hold the <i>Total Defence Badge, Crime Prevention Badge for Venture Scouts</i> or act as a National Educational / Total Defence ambassador. Note: Venture Scouts who have completed the Global Awareness activity at the Pioneer Award under the Scout Progress Badge Scheme are exempted.</p> <p>2. Community Living Make an arranged visit to a government department, statutory board, community centre or public organisation, and</p>	<p>1. Complete ONE of the following: • Venture Scout Service Project (VSSP) The VSSP serves a dual role. It is a learning experience and also the culmination of your Venturing / Scouting life. The Project must be one that is meaningful and has benefits to the community at large. You are to devise your own project that <u>may not</u> benefit the Singapore Scout Association and <u>must not</u> be part of a mandatory school project. However, you may use your school as a sponsor to complete the project. The selected project should allow you to demonstrate leadership abilities in managing a team, optimising limited resources to accomplish your goals, ability to work under pressure and challenge your capability. At the end of the Project, you are to submit a report to the Venture Scout Programme Council as part of the assessment.</p>	<p>1. Complete ONE of the following: • Venture Challenge Course (VCC) The VCC is a residential, outdoor activity-based, leadership assessment conducted by the Venture Scout Programme Council. You will be assessed on your leadership, teamwork and will need to demonstrate above average level of proficiency in the area of Adventure & Outdoors.</p> <p>In addition, you are required to demonstrate self-reliance, initiative, responsibility, fitness and exemplary level of fulfilling the Scout Promise and Law.</p> <p>OR</p> <p>• Complete the Outward Bound School 21-Day Classic Challenge Course</p> <p>Record your experiences in your journal.</p> <p>You <u>must complete the Pioneer Award</u> before applying for either Course.</p> <p>You <u>must pass a Skills & Fundamentals Test</u></p>
	Global Awareness	<p>2. Make friends with a Scout who has been to an International Scout Exchange Activity and record your findings in your Journal.</p> <p>OR</p> <p>Make friends with a Scout from another National Scout Organisation and find out more about Scouting in his or her country.</p>	<p>2. Make friends with a Scout who has been to an International Exchange Activity. Discuss with your Crew your experiences from the activity. Include in your discussion how you appreciated differences in how people from different cultures live. Record your discussion in your Journal.</p>	<p>2. Participate in an International Exchange Activity. Discuss with your Crew your experiences from the activity. Include in your discussion how you appreciated differences in how people from different cultures live. Record your discussion in your Journal.</p>	<p>2. Hold at least ONE of the following proficiency badges: <i>Conservator, World Friendship, World Scout Environment Programme</i>.</p>					

						<p>make a report and discuss with your VSL on its:</p> <ol style="list-style-type: none"> History Purpose Function Challenges they are currently facing or working on <p><i>Examples: Neighbourhood Police Centre, Public Utilities Board, Town Council, Housing Development Board, National Trade Union Congress, Juvenile Court, Family Service Centre, Elderly Living, National Parks Board, etc.</i></p>	<p>The Project must be approved by the Venture Scout Programme Council. You will be assessed by a mentor approved by the Venture Scout Programme Council on your leadership and management capabilities while performing the given role or appointment. You must complete the Service & the Community component of the Trekker Award before commencement of the Project.</p> <p>OR</p> <p>Scouts of the World Award (SWA)</p> <p>Attain the Scouts of the World Award.</p>	<p>before commencing either Course.</p> <p>2. PSA Review Committee</p> <p>The recommending VSL will appear before a review committee to discuss and support his/her recommendation. The VSL must be prepared to show evidence of the nominee's merits to receive the PSA, to the satisfaction of the review committee. Successful nominees will be allowed to attend the PSA Nominees Forum.</p> <p>3. PSA Nominees Forum</p> <p>PSA nominees will attend a one-day forum. During this forum, nominees will be assessed on specific tasks that they will undertake. At the end of the forum, a tea session will be held for nominees to interact with a selection committee, comprising representatives from the Ministry of Education, National Youth Council, Scout Council, National Programme Council, and the Programme Commissioner (Venture Scout). Successful nominees will be selected and recommended to receive the PSA.</p>
Leadership & Interests	<p>1. Discuss with your Crew Leader how the Crew System can help you to develop as a leader.</p>	<p>1. Share with your Crew an excerpt of a book or video, and discuss how it can be a learning point about Leadership.</p>	<p>1a. Attend a Scout Leadership Course.</p> <p>1b. Attend a Sea Scout Leadership Module</p> <p>2. Discuss your overall proficiency badge attainment with your Scout Leader or his designate, in particular reflect and explore the idea of how these proficiency badges have broadened your interests and how you have continued these activities even outside of Scouting activities.</p>	<p>1. Hold at least ONE other proficiency badge of your choice. (This badge should not have been used to fulfil the requirements of any other section)</p>	<p>1. Attend a Venturing Foundations Course approved by the Venture Scout Programme Council.</p> <p>The course shall include a session on Scout instructorship.</p> <p><u>Note:</u> This is a mandatory course for all Venture Scouts.</p>	<p>1. Leadership Appointment</p> <p>Hold a leadership appointment or role of responsibility successfully for no less than THREE months in the Unit or one approved by your VSL. You should discuss with your VSL beforehand and record your role, responsibilities, terms of duties, targets, achievements, etc. and later evaluate them with your VSL.</p> <p><i>Examples: President / Vice-President of a club or society, Captain, Vice-Captain of a sports team, Stage Director, Chairman / Vice-Chairman of an Executive Committee,</i></p>	<p>2. Venture Exploration</p> <p>The Venture Exploration is to be conducted at the Area or National level by an approved Programme Leader. You must hold the Venturer Badge and a valid First Aid certificate and Singapore Life Saving Society (SLSS)'s Lifesaving 3 certificate (Life Saver Advanced Community Service Badge). You require two companions throughout the Exploration journey. You are to make appropriate records in your Exploration Journal, which may</p>	

							<p>Peer Support Leader, Crew Leader of a Venture Crew etc.</p> <p>OR</p> <p>Have held ONE of the responsibility badges: Camp Warden, Fireman, Quartermaster, Secretary, Race Management Assistant.</p> <p>OR</p> <p>Project Leadership Lead a committee, as either the Chairman or Vice-Chairman, in a project approved by the VSL from conceptualisation to evaluation, of which the entire process should take no less than TWO months.</p>	<p>be called by for audit checks by the Venture Scout Programme Council.</p> <p>You must pass a Skills & Fundamentals Test (Exploration) before commencing</p> <p>You <u>must complete the Adventure and Outdoor component</u> of the Trekker Award before embarking on the exploration.</p> <p>• Sea Exploration Undertake the TWO days ONE night Venture Exploration Test comprising of a day exploration and survey element, on the list of recognised sea craft, and demonstrating the following: Seamanship (Tiers 1-3) Camping (Tier 1-3)</p>
Adventure & Outdoors	Basic Care & First Aid	<p>1a. First Aid a. Pack a crew first aid kit. b. Be able to treat simple wounds, fainting, unconsciousness, burns and scalds.</p> <p>1b. Rescue Demonstrate knowledge and skills from Singapore Life Saving Society (SLSS)'s Basic Lifesaving requirements.</p> <p>1c. Basic Care Demonstrate knowledge of personal welfare in preparation of a Troop Camp: i) protection against elements ii) personal hygiene iii) personal medication</p>	<p>1a. First Aid a. Know the symptoms and treatment for: i) Shock ii) Marine Animal or creature, snake and insect bites b. Poisoning c. Be able to tie simple bandages and arm slings.</p> <p>1b. Rescue Demonstrate knowledge and skills from Singapore Life Saving Society (SLSS)'s Lifesaving 1 requirements.</p> <p>1c. Basic Care a. Role model your preparation of personal welfare for a Ship Out. b. Demonstrate how you will check for and administer personal welfare of</p>	<p>1a. First Aid a. Know the priority of treatment for injuries. b. Know the proper handling hypothermia, hyperthermia and muscular cramps. c. Demonstrate Cardio-Pulmonary Resuscitation.</p> <p>1b. Rescue Demonstrate knowledge and skills from Singapore Life Saving Society (SLSS)'s Lifesaving 2 requirements.</p> <p>1c. Basic Care a. Plan and brief your Crew for the required considerations of personal welfare in an upcoming Troop Camp. b. Mentor your ACL in checking for and administering</p>	<p>1. Rescue Certification: Hold the Singapore Life Saving Society (SLSS)'s Lifesaving 2 certificate. (Life Saver Intermediate Community Service Badge)</p>		<p>1a. Successfully complete ONE of the following:</p> <ul style="list-style-type: none"> Standard First Aid Course by Singapore Red Cross Society <p>OR</p> <ul style="list-style-type: none"> Adult First Aid Course by St. John's Ambulance Brigade <p>OR</p> <ul style="list-style-type: none"> First Aid qualification by National First Aid Council <p>OR</p> <ul style="list-style-type: none"> Community Emergency Preparedness Programme (CEPP) by 	

		your Crew during a Troop Camp.	personal welfare of your Crew during a Troop Camp.				<p>Singapore Civil Defence Force</p> <p>OR</p> <ul style="list-style-type: none"> Similar courses approved by the Venture Scout Programme Council. <p>Additional Requirements for Venture Sea Scouts: Rescue</p> <p>Demonstrate knowledge and skills from Singapore Life Saving Society (SLSS)'s Lifesaving 3 requirements.</p> <p>1b. Be responsible for First Aid in any setting.</p> <p>1c. Home Economics Complete the following:</p> <ul style="list-style-type: none"> Mend and iron clothing; Wash, dry and fold clothing; Marketing for fresh ingredients for a simple meal for four; Prepare a simple meal for four.
<p>Core Scouting Activities are: Camping Outdoor Exploration Expedition Knotting &Pioneering Outdoor Cooking</p> <p>Additional Compulsory Item for Sea Scouts:</p> <p>Seamanship</p> <p>Participation will constitute involvement.</p> <p>Active Role will constitute a degree of planning and involvement.</p>	<p>Core Scouting Experiences</p> <p>2. Participate in at least ONE of the Core Scouting Activities with your Crew.</p> <p>(Explanatory Note: Given that the objective of Tier 1 is to be initiated into Crew Life and Scouting, a Scout should have an opportunity to participate in core Scouting activities so as to be integrated and engaged in Scouting life. These may be a sequence of activities under one core activity area, or a mix of activity areas.)</p>	<p>2. Play an active role in at least THREE Core Scouting Activities with your Crew on a regular basis.</p> <p>Additional Compulsory Item for Sea Scouts:</p> <p>Seamanship Navigation</p> <p>a. Intermediate knowledge of Charts b. Intermediate knowledge of Tides c. Basic Knowledge of Traffic Rules of the Sea d. Basic Knowledge of Tidal Streams Sea Craft a. Be able to name all the parts of the</p>	<p>2a. Lead your Crew in an Outdoor Exploration \ Expedition OR Camp.</p> <p>2b. Plan either an Outdoor Cooking OR Knotting & Pioneering activity for your Crew.</p> <p>Separate Requirements for Sea Scouts only:</p> <p>Seamanship Navigation</p> <p>a. Knowledge of Buoy System b. Intermediate knowledge of Traffic Rules of the Sea Sea Craft a. Be able to point out the differences in</p>	<p>2. Play an active role in the planning of an 2-day, 1-night Expedition on the list of recognised sea craft, requiring participants to demonstrate the following: Seamanship (Tiers 1-3) Camping (Tier 1-3)</p>		<p>2. Core Scouting Activities</p> <ul style="list-style-type: none"> Camping Participate in a TWO days ONE night Camp. Note: Venture Scouts who have completed the Core Scouting Activity (Camping) at Discoverer or Explorer under the Scout Progress Badge Scheme are exempted. Outdoor Exploration \ Expedition Use a map and compass to plan and execute an exploration hike/expedition of at least 15 km. 	<p>2a. GPS Exploration Show evidence of the following:</p> <ul style="list-style-type: none"> Ability to understand how a GPS works (theory of operation) and how it pin-points a location Working knowledge of the various GPS devices available, including the GPS application developed by the Venture Scout Programme Council Choose an appropriate device or navigation and situations where appropriate; and compare the use of GPS with traditional navigation equipment

<p>Recognised Sea Craft:</p> <ol style="list-style-type: none"> 1. Kayak (single-seater, closed cockpit) 2. Sailing Dinghy (any class, limited to max 2 crew per boat) 3. Any other seaworthy Sea Craft (subject to approval by the Sea Scout Programme Council) 	<p>Additional Compulsory Item for Sea Scouts:</p> <p>Seamanship Navigation</p> <ol style="list-style-type: none"> a. Basic knowledge of Charts b. Basic knowledge of Tides <p>Sea Craft</p> <ol style="list-style-type: none"> a. Be able to name the major parts of a sea craft (refer to the list of recognised sea craft for the CCA Exploration Test). b. Be able to execute basic manoeuvres on the selected sea craft. c. Be able to exit the selected sea craft safely in the event of a capsized. <p>Camping Cooking Shelter</p> <ol style="list-style-type: none"> a. Identify parts of a tent. b. Be able to pitch a tent with your Crew. 	<p>sea craft selected in Seamanship (1).</p> <ol style="list-style-type: none"> b. Be able to execute advanced manoeuvres on the sea craft selected in Seamanship (1). c. Be able to assist in the rescue of another sea craft. <p>Camping Cooking Shelter</p> <p>Prepare a simple meal (balanced diet) for 2 Sea Scouts with utensils and fire from a camping gas stove.</p> <ol style="list-style-type: none"> a. Demonstrate understanding of campsite management (e.g. drainage, hygiene, camp gadgets). b. Explain the uses and importance of the parts of a tent to your Crew. 	<p>parts of the sea craft selected in Seamanship (1) for different classes/usage (e.g. sea kayak vs. whitewater kayak).</p> <ol style="list-style-type: none"> b. Be able to perform self-recovery of your sea craft in a capsized. c. Go on a 1-day expedition of approximately 4 nmi, demonstrating skills learnt in Navigation (Tiers 1-3). <p>Camping Cooking Shelter</p> <ol style="list-style-type: none"> a. Be able to light a fire outdoors using natural firewood and matches (backwoodsman fire). b. Plan and cook a full course meal (balanced diet) for your Crew during Crew Camp or Ship Out, with utensils and backwoodsman fire. c. Be able to identify hazards in the selection of a campsite. d. Supervise your ACLs in campsite management. e. Be able to pitch a basha with your Crew. 			<p>Note: Venture Scouts who have completed the Core Scouting Activity (Outdoor Exploration \ Expedition) at Explorer Award under the Scout Progress Badge Scheme are exempted.</p> <ul style="list-style-type: none"> • <input type="checkbox"/> Pioneering Participate in a pioneering activity Note: Venture Scouts who have completed the Core Scouting Activity (Pioneering) at Discoverer or Explorer Award under the Scout Progress Badge Scheme are exempted. • <input type="checkbox"/> Outdoor Cooking Participate in a cooking session in an outdoor setting. Note: Venture Scouts who have completed the Core Scouting Activity (Outdoor Cooking) at Discoverer or Explorer Award under the Scout Progress Badge scheme are exempted. 	<ul style="list-style-type: none"> • Exploit the various parameters provided by a GPS device for navigation • Execute an exploration hike using the GPS application developed by the Venture Scout Programme Council or any other suitable tool. <p>2b. Plan and conduct a teaching session with a proper lesson plan on Outdoor Cooking or Knotting & Pioneering activity at the Unit, or Area Level. Note: Venture Scouts who have completed the Core Scouting Activity (Outdoor Cooking or Knotting & Pioneering) at Voyager Award under the Scout Progress Badge Scheme are exempted.</p>
	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Outdoor Electives</p> <p>3. Hold at least ONE of following Outdoor and Adventure Proficiency Badges:</p> <p><i>Angler, Boat Puller B, Canoeist B, Dragon Boat Rower, Optimist B, Sailor B, Skin Diver B, Scuba Diver B, or Windsurfer B</i></p>	<p>3. Hold at least ONE of following Outdoor and Adventure Proficiency Badges not previously achieved in Tier 1:</p> <p><i>Angler, Boat Puller I, Canoeist I, Dragon Boat Rower, Optimist I, Sailor I, Skin Diver I, Scuba Diver I, Swimmer B, or Windsurfer I</i></p>	<p>3. Hold at least ONE of following Outdoor and Adventure Proficiency Badges not previously achieved in Tiers 1 to 2:</p> <p><i>Angler, Boat Puller A, Canoeist A, Dragon Boat Rower, Optimist A, Power Craft B, Sailor A, Skin Diver A, Scuba Diver A, Swimmer I, or Windsurfer A</i></p>	<p>3. Hold an area of responsibility within the Troop for at least SIX months or hold ONE of the responsibility badges: <i>Camp Warden, Fireman, Quartermaster, Secretary, Race Management.</i></p>			<p>Separate (3B) Requirements for Venture Sea Scouts only:</p> <p>Hold at least ONE of following Outdoor and Adventure Proficiency Badges, or attend a course that satisfies the following: <i>Angler, Boat Puller A, Canoeist A, Dragon Boat Rower, Optimist A, Power Craft I, Sailor A, Skin Diver A, Scuba Diver A, Swimmer A, or Windsurfer A</i></p>

							Note : Venture Scouts who have completed any of the above Proficiency Badges under the Scout Progress Badge scheme are exempted.
Service & the Community	Service & the Community	1. With a fellow Scout, explore the area around your Troop's activity base, school or home.	1. Perform an act of service for the community.	1. Select a community and perform regular service to it taking at least EIGHT hours over at least FOUR separate occasions.	1. With up to THREE fellow Scouts, study the needs of a community and design a community service project or activity. Conduct the activity with the aid of members of your Crew or your Troop.		1. Perform regular service or least 30 hours on three separate occasions. Understand the needs and challenges and be able to explain the importance of the services rendered to your VSL. The selected community <u>must not be</u> your own unit. It can be related to The Singapore Scout Association.
Sports & Physical Recreation	Teamwork Games	1. Participate in a Scouting game requiring teamwork during a Troop meeting.		1. Lead your Crew in at least TWO Scouting games requiring teamwork during a Troop meeting and assist in the organisation of ONE Scouting game for your Troop.			1. Organize at least TWO Scouting games requiring teamwork during a Troop meeting.
	Recreational Sports		2. Play a sport for recreation regularly.	2. Learn a recreational sport that is new or unfamiliar to you or hold any of the following proficiency badges: <i>Athlete, Master-at-Arms, Sportsman, Swimmer I.</i>			2. Play a sport for recreation regularly. Note : Venture Scouts who have completed the Sports and Physical Recreation (Recreational Sports) at Discoverer Award under the Scout Progress Badge Scheme are exempted.
	Fitness	3a. Set a goal for physical fitness (other than swimming) for a period of THREE weeks and participate in it regularly (no less than FIVE hours) to show improvement over this period. 3b. Able to swim 50 metres in a swimming pool, without the aid of life-	3a. Set a goal for physical fitness (other than swimming) for a period of SIX weeks and participate in it regularly (no less than 20 hours) to show improvement over this period, with an understanding of how a balanced diet and sufficient sleep are important for a healthy body.	3a. Set a goal for physical fitness (other than swimming) for a period of TEN weeks and participate in it regularly (no less than 30 hours) to show improvement over this period, and understanding that smoking, alcohol and drug abuse are detrimental to a healthy lifestyle.	3. Conduct a sharing with your Troop or Crew on how you have kept fit through your chosen activity and demonstrate understanding of the activity by sharing on the kinds of proper equipment needed, rules and mechanics, or conduct a session of the activity in your Troop or Crew (if possible).	3. Complete the following: · Swim at least 100 m continuously in front crawl or breast stroke. · Walk at least 5 km in one hour.	3. Complete the following: • Sit Up in ONE minute More than 35 for males, more than 25 for females. • Push Up in ONE minute More than 25 for males. • Inclined Pull Ups in 30 seconds More than 8 for females. • 2.4 km Run

		vest, in any recognised stroke.	3b. Able to swim 100 metres in a swimming pool, without the aid of life-vest, in any recognised stroke.	3b. Able to swim 150 metres in a swimming pool, without the aid of life-vest, in any recognised stroke.			Less than 13:20 minutes for males, less than 17:00 minutes for females.
Inspirations, Beliefs & Attitudes	Beliefs	<p>1. My Beliefs Share with your Crew your beliefs and practices in your religion. (choose any religion to research into if you do not have one)</p>	<p>1. I Promise to Act Explain how the Scout Promise and Law can be a part of your daily life.</p>	<p>1. They Say, I Quote Collect inspirational and meaningful quotes on Scouting, Leadership, and Nature. Choose and share your favourite FIVE with your Crew. Discuss why these quotes are meaningful to you and relate how they help you as a Scout.</p>	<p>1. Literature Review Review a speech, movie, book or play that has impacted you and explain how it has shaped your life's perspective.</p>	<p>1a. My Beliefs Share with your Crew your beliefs and practices in your religion. (choose any religion to research into if you do not have one) <u>Note:</u> Venture Scouts who have completed Beliefs at Discoverer Award under the Revised Scout Progress Scheme are exempted.</p>	<p>1. Literature Review Read <i>Scouting For Boys</i>. Discuss with your VSL on how the book is still relevant today. Record your discussion in your journal.</p>
	Attitudes	<p>2. Thank You Note down acts of kindness towards you in your Journal. Write a letter of gratitude to someone whom you are thankful to in life.</p>	<p>2. Let's Celebrate Research with another Scout (preferably of another faith) on TWO religious practices or festivals of your respective faiths celebrated in Singapore. Present your findings to your Crew.</p>	<p>2. Reflections Spend at least ½ hr in solitude in natural surroundings. Observe and feel with your senses. Record your observations and reflections.</p>	<p>2. I'm Your Mentor Be a buddy to a junior Scout in your Troop for at least THREE months. Share with him your experiences / perspectives on Scouting, and relate them to the Scout Promise and Law. Share the challenges you've faced and how you overcame them in the presence of your SL.</p>	<p>1b. I Promise to Act Explain how the Scout Promise and Law inspire and guides you in your daily life as an adolescent. <u>Note:</u> Venture Scouts who have been in the Scout Section should take effort to interpret the Scout Promise and Law in a deeper way.</p>	<p>2. I'm Your Mentor Mentor a Scout in your Troop for at least THREE months. Share with him your experiences / perspectives on Scouting, and relate them to the Scout Promise and Law. Share the challenges you've faced and how you overcame them in the presence of a Scout Leader. The Scout need not be from your own troop.</p>
Creative Pursuits	Creative Pursuits	<p>1. Take active part in ONE of the following activities with your Crew:-</p> <ul style="list-style-type: none"> • Perform in front of an audience. <p>OR</p> <ul style="list-style-type: none"> • Create a collaborative artistic piece. <p>OR</p> <ul style="list-style-type: none"> • Problem solving activity which requires critical and creative thinking, effective teamwork and communication, time management and problem solving. 	<p>1. Complete ONE of the following activities:-</p> <ul style="list-style-type: none"> • Put up a solo performance. <p>OR</p> <ul style="list-style-type: none"> • Create an individual artistic piece. <p>OR</p> <ul style="list-style-type: none"> • Write an article for your Unit or School newsletter or website on the benefits of Scouting, a recent activity, an unforgettable personal Scouting experience or interesting things about your Crew. 	<p>1. Play a leading role in ONE of the following activities with your Crew:-</p> <ul style="list-style-type: none"> • Perform in front of an audience. <p>OR</p> <ul style="list-style-type: none"> • Create a collaborative artistic piece. <p>OR</p> <ul style="list-style-type: none"> • Problem solving activity which requires critical and creative thinking, effective teamwork and communication, time management and problem solving. 	<p>1. Contribute to your Scout Group or your community with ONE of the following activities in a leading role:-</p> <ul style="list-style-type: none"> • Organise a Scouts' Own including programme planning and selecting or writing prayers or music. <p>OR</p> <ul style="list-style-type: none"> • Promote a charity or its event through a newsletter, brochure, poster, video, website or mini-exhibition. <p>OR</p>	<p>1. Contribute to your Scout Group or your community with ONE of the following activities in a leading role:-</p> <ul style="list-style-type: none"> • Organise a Scouts' Own including programme planning and selecting or writing prayers or music. <p>OR</p> <ul style="list-style-type: none"> • Promote a charity or its event through a newsletter, brochure, poster, video, website or mini-exhibition. <p>OR</p>	

			<p>OR</p> <ul style="list-style-type: none"> Play a specific role within a problem solving activity which requires critical thinking, effective teamwork and communication, time management and problem solving. 		<ul style="list-style-type: none"> Design a new, or a new way to conduct a, Scout activity. <p>OR</p> <ul style="list-style-type: none"> Design a new pioneering project to overcome a given challenge. <p>OR</p> <ul style="list-style-type: none"> Produce a performance event including conceptualisation, auditions, rehearsals and stage management. 		<ul style="list-style-type: none"> Design a new, or a new way to conduct a, Scout activity. <p>OR</p> <ul style="list-style-type: none"> Design a new pioneering project to overcome a given challenge. <p>OR</p> <ul style="list-style-type: none"> Produce a performance event including conceptualisation, auditions, rehearsals and stage management. <p><u>Note:</u> Venture Scouts who have completed Creative Pursuits at Tier 4 of the Revised Scout Progress Scheme should challenge themselves with a larger scope and higher complexity.</p>	
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Important Notes:

- Venture Scouts who have completed requirements under the Scout Section may use them to satisfy Venture Scout Award requirements unless otherwise stated.