



THE *scout* ASSOCIATION
OF MALTA

THE SCOUT ASSOCIATION OF MALTA

The Venture Award

THE SCOUT ASSOCIATION OF MALTA

The Venture Award

To achieve the Venture Award a Venture Scout must have made Personal Progress and Widened his Experience and Skill in each of (8) Eight sections:

- Outdoors & Environment
- Community Involvement
- Physical Activities
- Creative Pursuits
- Relationships With Others
- Personal Values
- International Dimension
- Design For Living

© J. Zerafa - J. Micallef Engerer
19 November 1996
Scout Island Headquarters
Congreve Memorial Hall
Floriana VLT 16, Malta
Phone (356) 21224334 • Fax (356) 21251382

Table of Contents

OUTDOORS AND ENVIRONMENT	2
COMMUNITY INVOLVEMENT	5
PHYSICAL ACTIVITIES	7
CREATIVE PURSUITS	9
RELATIONSHIPS WITH OTHERS	11
PERSONAL VALUES	13
INTERNATIONAL DIMENSION	14
DESIGN FOR LIVING	16

OUTDOORS AND ENVIRONMENT

- Carry out expedition training, then plan and undertake an expedition with one or two nights out, or to an unfamiliar country, at home or abroad. The expedition could be on foot (approximately 30 miles – 50 kilometres), by cycle (approximately 65 Miles – 105 kilometres), by canoe (approximately 30 miles – 50 kilometres) or other boat (distance depends on type of craft). Training for an expedition on foot should include routes/map/compass, lightweight camping and equipment, country code, food/menus/catering, personal clothing/footwear/equipment and rescue/safety /first aid.

- Play a sport regularly. Additions to the following list will be considered:
 - Athletics
 - Basketball
 - Canoeing
 - Cross-Country Running
 - Golf
 - Hockey
 - Karting
 - Lawn Tennis
 - Rowing
 - Rugby
 - Sailing
 - Soccer
 - Swimming
 - Volleyball
 - Waterpolo

the criterion is that the sport should be predominantly outdoor and competitive.

- Become proficient in a range of outdoor survival techniques, following training and practical experience as far as possible. These techniques should cover most of the following:
 - Recognition and treatment of exposure
 - Backwoods camping
 - Overnight bivouacking
 - Navigation in poor visibility
 - Choice of site and camping techniques in high country

THE VENTURE AWARD

- Weather knowledge
 - Personal clothing for different conditions
 - Drown proofing techniques
-
- Reach a recognised standard in a predominantly outdoor pursuit; additions to the following list will be considered:
 - Archaeology
 - Archery
 - Astronomy
 - Boating,
 - Canoeing (non-competitive)
 - Caving
 - Conservation
 - Cruising (sail or power)
 - Cycling
 - Field Studies
 - Fishing
 - Gardening
 - Geology
 - Gliding
 - Horse Riding
 - Motoring
 - Parachute Jumping
 - Par Ascending
 - Pioneering
 - Air Rifle & Clay Pigeon Shooting
 - Rock Climbing
 - Sailing
 - Sub-Aqua
 - Surveying
 - Water Skiing
-
- Assist actively at a nature reserve, national park, or similar site concerned with conservation over a period of at least two weekends or an equivalent time or any other badge as approved by I.H.Q.
-
- Arrange to take a party of children from a deprived or urban area, on a day or weekend visit to the country and prepare an enjoyable programme which will also be of educational interest. Consider afterwards what has been achieved and, if you wish, make a presentation (possibly using photographs or tape recordings) of some of the experiences. This project might be carried out with handicapped children, blind, or those in care of local authorities.
-
- Make a special study of ultra lightweight camping techniques, backpacking equipment, tentage and other means of shelter, load carrying and packing, cooking methods, lightweight foods, balanced menus and personal clothing. Compare items available, weights and costs. Test out your conclusions in practice over one weekend and report on the results.

THE VENTURE AWARD

- Undertake a survey on some local pollution problem; e.g. smoke, noise from aircraft, oil on beaches and damage to wild life, traffic noise. Measure the extent and intensity of the problem, consult local experts and people living in the area and prepare a summery of findings and any conclusions on what needs to be done. Discuss this with a local Councillor or someone outside the Unit to consider any action that can be taken.
- Play an active part lasting at least two days in a local, national or international conservation project, e.g. wildlife or bird count, maintaining footpaths, restoring buildings, combating soil erosion, tree planting, industrial archaeology.
- Carry out a camera or Video safari based on animal life, birds insects or interesting vegetation or wild flowers and make a presentation report to the Unit.
- Visit a foreign country and spend some time with local people finding out about their way of life, housing, education, family life, farming and industry, local crafts, customs, food, earnings and cost of living.
- Cultivate a small area of land over a period of six months to grow fresh food. Sell the proceeds and keep a record of the success of the operation.

COMMUNITY INVOLVEMENT

- Carry out at least 36 hours of service to the community. This may be in a concentrated form to meet an immediate need or spread out over a period of some months but cannot be given within your own Unit.
- Undertake basic first aid training to the appropriate syllabus of the St. John Ambulance Association, or the Malta Red Cross Society or qualify for the Bronze Medallion of the Royal Life Saving Society or qualify to a higher or equivalent standard.
- Arrange to share some regular activity of the Unit with those who are less fortunate (e.g. some blind people of your own age, the deaf, or the handicapped). The activity include walking, sailing canoeing, hiking, a weekend under canvas, or any activity they would not normally have an opportunity to enjoy.
- Undertake training in one of the following, search and rescue, cave rescue, beach rescue, or emergency and rescue work as a member of an emergency aid team approved by the Country or other forms of rescue training approved by Headquarters. Take part in a real or simulated emergency.
- Find out more about local pressure groups or other groups in the community who aim to serve others, e.g. Alcoholics Anonymous, the Samaritans, Shelter. See their work in action, discuss it with speakers and if possible, take part in some of their activities.
- Make contact with local radio; find out how it operates, obtains material for broadcasting, recruits staff, finances its operations and plans its general policy. Visit the studios and study the techniques used. On your return make on tape a 15-minute programme containing as much variety as possible, and play this to the Unit.

THE VENTURE AWARD

- Widen your Scouting experience by helping for several weeks with a Troop on some form of specialist training for its older members, such as Chief Scout Award training.
- Help regularly with a Cub Scout Pack and attend a Cub Scout Instructor's Course or carry out similar training (e.g. football referee, first aid, Proficiency Badge subjects), which will help you to instruct in your subject.
- Arrange to take a party of children from a city centre or some elderly people for a day out in the country. The visit might be to the seaside, a youth hostel, a garden open to the public or to any other place of interest open to the public.
- Take part for a limited period in the activities of local adult group, e.g. theatre workshop, music society, sports club, film society, in order to find out how they operate and what they do. Report on your findings to the Unit.

PHYSICAL ACTIVITIES

- Form a team within the Unit, train properly, and take part in a competitive event with other Units or youth groups (e.g. in soccer, swimming, bowling, or other sports).

- After adequate training and preparation with others in the Unit, undertake three different hikes of 20 km. (12 miles – 20 kilometres) each on routes you have not previously explored.

- Play a sport regularly, or train other members of the Unit in the basic skills. Additions to the following list will be considered:
 - Athletics
 - Badminton
 - Basketball
 - Canoeing (competitive)
 - Cross-Country Running,
 - Golf
 - Hockey
 - Lawn Tennis
 - Orienteering
 - Rugby
 - Sailing (competitive)
 - Soccer,
 - Squash
 - Swimming (competitive)
 - Table Tennis (competitive)
 - Volleyball
 - Waterpolo

- Reach a recognised standard in a sport or predominantly physical pursuit. In addition to the sports above, the list includes:
 - Bowling
 - Caving
 - Cycling
 - Dancing
 - Diving

THE VENTURE AWARD

- Fencing
 - Fishing
 - Gliding
 - Gymnastics
 - Judo
 - Karting
 - Parascending
 - Air Rifle Shooting
 - Rock Climbing
 - Swimming
 - Weight Lifting
-
- Train Cub Scouts for the Athlete Proficiency badge.

 - Carry out a course or regular fitness (e.g. circuit training) with some members of the Unit over a period of several weeks.

 - Over a period of at least two weekends (or equivalent period) instruct Scouts in some physically active form of training for the Advanced Scout Standard, Chief Scout Award or a proficiency badge.

 - Carry out a series of day or night hikes over unfamiliar country to a total distance of 45 miles (75 kilometres) or as determined by the Executive Committee.

 - Learn the techniques of orienteering and the proper way to set up a course. Then arrange for an orienteering competition for members of the Unit or Scout troop.

CREATIVE PURSUITS

- Reach a recognised standard in creative pursuit. Additions to the following list will be considered;
 - Acting
 - Amateur Radio
 - Archaeology
 - Canoe Building
 - Carpentry
 - Casualty Simulation
 - Catering
 - Civics
 - House Decorating
 - Languages
 - Literature
 - Metalwork
 - Meteorology
 - Model Making
 - Music
 - Numismatics
 - Printing
 - Photography
 - Philately
 - Public Speaking
 - Radio Construction
 - Sketching
 - Stage Lighting
 - Tape Recording

 - Undertake as part of the editorial team the production of a Unit group, district or country magazine or newsletter.

 - Take three menus that you have not tried before from a cookery book and attempt to cook them. Have the results assessed by someone outside the Unit.

 - Make a tape recording of a short play or similar presentation including all sound effects, music, and introductions.
-

THE VENTURE AWARD

- Build a canoe, radio, hi-fi equipment, or other article of similar nature, and demonstrate that it operates satisfactorily.
- Arrange to teach everyone in the Unit the basic principles of a game such as chess or bridge then hold a Unit competition.
- Arrange to try enamelling, tie-dyeing, macramé', decorative candle making, pottery, or similar artistic activity in the Unit, and display the results.
- Make a cine or video film of some aspects of the Unit's activities, carry out all editing and titling, and show it to an audience (preferably including people from outside the Unit)
- Attend at least three performances or exhibitions similar or different art forms (e.g. theatre, concert, art gallery, sculpture). Discuss these together and, if possible, invite an expert to comment.
- Help to make a slide set of the Unit's activities or some special project. Prepare notes for presentation to an audience, including if possible a taped commentary and background music.
- Try wine or beer making and have the results assessed by an independent expert.
- Carry out an investigation into good design in everyday objects. Household goods, street furniture, cars, radios and furniture. Study any magazine from your local library and find out the criteria for assessing why some articles are better than others. This analysis can also be carried out with tentage, sleeping bags, rucsacs and similar equipment.
- Participate in a course in public speaking and meeting procedures and take part in a competitive debate or event with people outside the Unit.
- Carry out with others an interior decoration project, e.g. at your meeting place or at a camp site or centre. Obtain expert advice and have the quality of work assessed by an independent expert.
- Carry out a project in archaeological work or industrial archaeology under expert supervision.
- Develop your skills in playing a musical instrument and take part with others in a presentation.



RELATIONSHIPS WITH OTHERS

- Attend a leadership course or an Introductory Course in Venture Scouting with others from outside your own Unit.
- Help as a Cub Scout Instructor for a period of at least Six months.
- Help at a home for the elderly for a total period of at least 24 working hours and discuss your experiences with other members of the Unit.
- Form a folk group or similar musical group and reach the standard necessary for a performance to audiences outside the Unit.
- Spend a residential weekend on some training course in a specialist activity (e.g. canoeing), meeting people (not necessarily Venture Scouts) from outside your own Unit.
- Help as an Instructor with a Scout Troop for a period of at least Six months, specialising in training for the Advance Scout Standard, Chief Scout Award, or two or more Proficiency Badges.
- Help to run a team of series of matches in some sport with others of your own age, or with a Cub Scout Pack.
- Develop the art of entertaining. Organise and run a dinner party, including invitations, decorations, meeting guests and entertaining them.

THE VENTURE AWARD

- Visit two other youth organisations in your area on more than one occasion. Make a survey of their facilities, meeting places, leadership roles, programme, financing, management, members, participation in decisions and the general activities of members. Compare these with those of your own Unit and make a report on your findings to the Unit.
- Take an active part for at least six months in the work of the Unit's Executive Committee with specific responsibilities, e.g. Treasurer, Secretary, Chairman or Quartermaster, or for Public Relations and recruitment, social or liaison with the Troops.
- Help someone who is blind or has to use a wheelchair, Spend a total of 24 hours with him or her in doing normal household activities including shopping. Make a record of difficulties encountered or overcome and present a report to your Unit.
- Serve on a joint Committee with Ranger Guides and help to plan and execute a joint project together, e.g. training event, service project, newsletter, or expedition.

PERSONAL VALUES

- Plan a Unit Act of worship and carry it out on a suitable occasion.
- View a film or television programme, which raises moral issues. Later in the Unit, discuss these issues and the way that the film dealt with them.
- Take an active part in the life of your own religious community over a period of several months (e.g. as a server, bell ringer or chorister, or by attending a course or assisting with a specific project).
- Take a controversial subject and, as a Unit, find out and record the reactions of people of different ages and social backgrounds.
- Visit a court. Discuss with a specialist (e.g. lawyer or a probation officer) the criteria by which courts reach their verdicts. Find out whether the legal system discriminates in favour of or against any particular subgroup in society and, if so, why this happens.
- As a Unit, rewrite the Scout promise and law in your own words. Discuss whether this revised form is more meaningful to you than the 'official' version.
- Organise a question box in the Unit and arrange for the Unit to invite experts to two Unit Meetings to discuss some of the subjects raised and debate them.
- Take any of the 'eternal' themes, e.g. war, race, sex, as a Unit produce a commentary on these using different media, e.g. the press, photographs, poetry, music, etc.

INTERNATIONAL DIMENSION

- Take part in an International camp or expedition abroad, and report subsequently to others outside the Unit (e.g. Scout Troop parents, or another Unit).
- Investigate four different types of foreign food (e.g. Indian, Chinese, Italian, Arabic) either by cooking these in the Unit or by visiting foreign restaurants. Have an expert explain to the Unit how and why different countries develop different styles of food.
- Invite a party of Scouts from another country to stay with you for three to seven days. Entertain them and find out about the differences in their way of life (e.g. family life, standards, politics, religion, education, housing, food). Discuss their frank impressions of Malta and aspects of Maltese life they like or dislike. Alternatively, invite some overseas visitors (e.g. a student, an *au pair*, a holiday traveller or business visit) to two Unit meetings.
- Find out about the role of Amnesty International and other agencies in the field of Human Rights. Study two specific examples of their work and give an account of these to members of the Unit.
- Take part in an International work camp or conservation project involving people from another country, either in Malta or abroad
- Contact Scouting in another country to find out about the programmes and activities available for those of Venture Scout age.
- Take part in a 'Jamboree on the Air' by co-operating with local radio enthusiasts and listening to their contacts.

THE VENTURE AWARD

- Make a study of art forms from abroad, e.g. painting, music, films, and sculpture. Plan visits to a concert, art gallery, theatre or festival with member of the Unit to see further examples.
- Go abroad and find out as much as possible about a particular community, village or area of town, e.g. what education they have, local government, political views, laws and customs, family influences, leisure facilities, trade unions, history, customs religious influences, food, housing and living standards. Collect this information in notes or tape or on slides and give an account on your return.

DESIGN FOR LIVING

- Invite a speaker on marriage guidance and arrange further Unit meetings to explore this topic.
- Carry out with others a project on setting up a home on a limited budget. Decide on priorities and consider the costs of furniture, insurance, mortgages, rent, etc. Obtain advice from outside specialists wherever possible.
- Investigate two different vocations or jobs; find out entry conditions, training opportunities, pay, opportunities for advancement, job satisfaction and conditions of work. Report on these and discuss the results within the Unit.
- Investigate different aspects of health education and obtain qualified advice. Subjects considered might include smoking, personal weight, drugs, diet, shoes, teeth, venereal diseases, family planning, sleep requirements, skin care and personal hygiene.
- Visit a University, College, or Polytechnic offering full - time or part - time higher education courses. Investigate study and recreation facilities, how students live, the difficulties encounter and the grants available.
- Act as a quartermaster for a Cub Or Scout Camp and be responsible for menus, shopping, ordering and budgeting.
- Select a number of economic dishes from a cookery book and try them out. Obtain an outside assessment of the standard of cooking.

THE VENTURE AWARD

- Find out what community services are available in your area and produce a guide to social and welfare facilities which different groups are entitled to receive.
- Find a parent with a young baby and receive instruction on how to prepare a feed, bath a baby, change nappies, obtain baby food and generally care for a young child.
- Arrange to spend two days with someone who has an interesting job so that you find out what a typical day is like and the variety of work that that person undertakes.