



THE TERM & WEEKLY PROGRAM FOR THE VENTURER SCOUT UNIT

A Tool for Unit Councils

Part Two

The following templates have been developed to assist the Unit Council & Leaders to plan the weekly program.

Use in conjunction with the document. 'Understanding the Areas of Personal Growth & The Scout Method'.

MEDIUM & SHORT TERM PLANNING

PLANNING FOR THE TERM & EACH WEEK

The Unit Council has the following information to plan for the term –

1. Year Planner
2. Review notes on the success of last terms program including the parts of the program that haven't been finished

STEP 1

Look at the long-term plan developed for the term.

- Adjust the program due to
 - What wasn't finished last term
 - Any new events or activities that might now be available
 - Changes to planned activities due to other circumstances

STEP 2

Don't forget your priority is to achieve your Unit's major activity for the year.

- Is planning for the activity on track?
- Do any adjustments to the planning need to be made?
- How is fundraising progressing?
- What further training is required?
- Does your program need to be altered to achieve success?

STEP 3

- Finalise any changes to the long term program for the term
- Finish the planning sheet by completing the columns on the right
 - When and where will the activities happen?
 - Who will be responsible for running the activity?
 - What equipment and other planning are required?

STEP 4

It is now time to develop the weekly program. This is the responsibility of the Unit Council. Delegation to all Unit members will occur to organise the program.

It is important that Unit members know their responsibilities well in advance.

DON'T FORGET

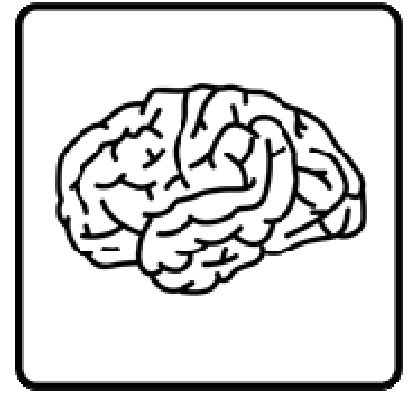
- The unit does not have to meet as a Unit, at the den every week. Meetings can occur at a variety of locations and times.
- Good planning and regular review breed's success.
- Learning and testing should always occur through practical activities.
- Ensure everyone involved knows what is expected of him or her well in advance.



Spiritual



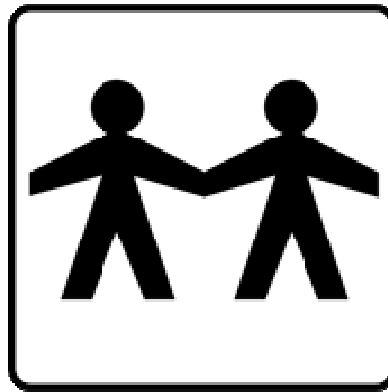
Physical



Intellectual



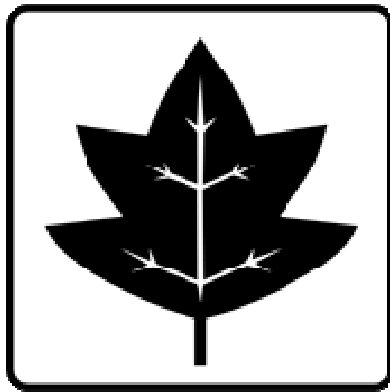
Emotional



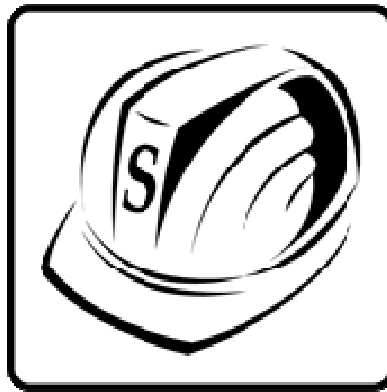
Social



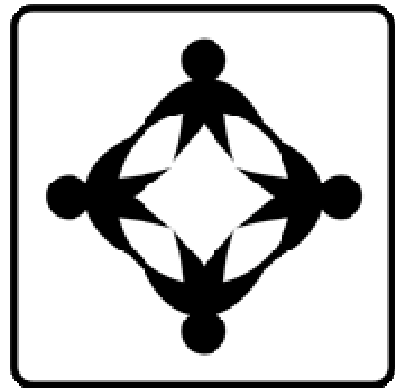
Character



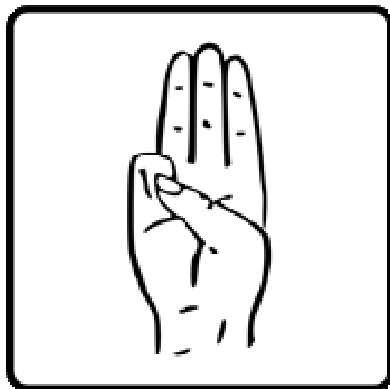
Nature



Service



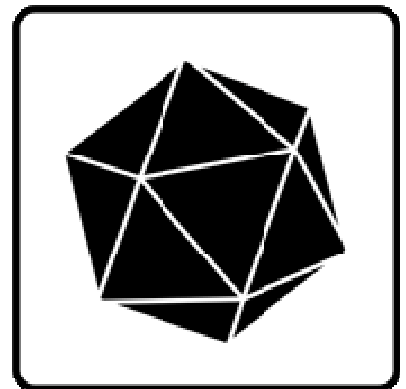
Team System



**Promise
& Law**



**Games &
Activities**



**Symbolic
Framework**



VENTURER UNIT WEEKLY PLANNER

UNIT

DATE:
SCHOOL TERM:
SCHOOL WEEK:

THEME/TOPIC:

DUTY UNIT MEMBER:

TIME	ACTIVITY	WHO	EQUIPMENT	AoPG	METHOD	RESOURCE LINK
				Circle the AoPG & Methods used for each activity		
	Opening Parade:					
	Physical Activity/Game:			Spirit Physical Intellectual Heart Social Character	Hand Nature Team Spirit Law Sports & Activities Symbolic Framework	
				Spirit Physical Intellectual Heart Social Character	Hand Nature Team Spirit Law Sports & Activities Symbolic Framework	
				Spirit Physical Intellectual Heart Social Character	Hand Nature Team Spirit Law Sports & Activities Symbolic Framework	
				Spirit Physical Intellectual Heart Social Character	Hand Nature Team Spirit Law Sports & Activities Symbolic Framework	
	Closing Parade:					
AREAS OF AWARD SCHEME COVERED:		BADGES/OTHER PRESENTATIONS:		PLANNING INFORMATION FOR NEXT MEETING:		
				NOTES TO TAKE HOME:		



VENTURER UNIT WEEKLY PLANNER
 _____ UNIT

DATE:
 SCHOOL TERM:

VENTURERS PRESENT	BADGES COMPLETED:		NOTES:
	NAME	BADGE ACHIEVED	
	BADGES PRESENTED:		
	NAME	BADGE PRESENTED	
	LEADERS PRESENT	BIRTHDAYS	
TOTAL VENTURERS PRESENT:			
NUMBER ABSENT:			
TOTAL MEMBERSHIP:			

