



# my scout journey

## trail to traveller





my scout journey starts with membership which can take place at any age from 11 to 17. although preferably, my scout journey should start at 11.

next step on the journey is a 'trail to traveller', followed by a 'track to discoverer' and then the destination all scouts can achieve, the 'road to first class'.

once a scout becomes a first class scout, the 'path to springbok' is the final leg on the journey to achieving the springbok award and becoming a springbok scout. like any journey, the scout trail requires planning to ensure that you reach your final destination on time. destination springbok scout must be reached before the age of eighteen, but there are other recommended timelines for the achievement of all the advancement levels on route.

the following pages map out each leg of the journey along the scout trail to achieve each of the advancement levels, which will provide you with some direction to becoming a first class first class scout and, hopefully, a springbok scout. remember, prior planning prevents poor performance; so use these to your advantage to see what tasks are required and plan your scout journey accordingly.

advancement levels, your age, the number of tasks and timeline for completion of your scout journey. good luck and enjoy the scout trail!

start the journey membership	trail to traveller			track to discoverer		road to first class		path to springbok
on joining	11	12	13	14	15	16	17	
1 month	27 months			21 months		21 months		15 months
6 tasks	54 tasks			29 tasks		26 tasks		18 tasks
" i have just joined the troop "	" i am learning to be a scout "			" i am learning to be an apl "		" i am learning to be a pl "		" i am a leader of scouts! "



# trail to traveller



## Trail to Traveller - "I am Learning to be a Scout"

The Traveller Advancement Level is all about you learning to be a Scout and learning new skills. The skills you learn in Scouts will be helpful for the rest of your life.

By following the 'Trail to Traveller' you will learn basic knots and lashings, first aid and safety, how to live outdoors, and you will be introduced to community service. Like all advancement levels, the 'Trail to Traveller' has six theme badges, each of which has a set of requirements and activities that you need to do to earn the badge as you are "learning to be a Scout".

Once all theme badges are complete, you will receive your Traveller advancement badge, which you can wear on the left arm of your Scout uniform with pride.

So, let's continue on our journey, as there are still a few stops along the way.

# trail to traveller



## adventure

### Mapwork

- North - orientate a map
- Draw a map
- Use a map - give directions
- Find North

### Expedition

- 10km Hike & log



## safety awareness

### General Safety

- Buddy System

### Emergency

- Emergency Scene Simulation
- Draw Attention - no phone
- Ground -to-Air Signals
- Fire Danger

### Water Safety

- Swimming Scoutcraft badge
  - OR Swim 50m / Poster
- Reach, Throw, Row & Go



## living outdoors

### Shelter

- Camping - 3 nights

### Cooking

- Lay & light a fire
- Cook a simple meal

### Equipment Care

- Care for & store equipment

### Personal

- Pack personal kit
- Personal hygiene



## Trail to Traveller

The **Adventure** Theme badge requires you to learn Mapwork and to use a map and follow directions, as well as how to find North - without a compass! So, you should never get lost! This is probably a good thing, as the other Adventure requirement is for you to go on a 10km Expedition, a day-hike or overnight hike with your Patrol and give a report-back on what you did and saw.

**Safety Awareness** and your own personal safety is key to any Scouting activity, so it is good that you already start learning about safety from the start.

For General Safety you will need to discuss with your Patrol, **OR** stage a role-play with another Scout, the principle of the buddy system. See - here's your first option that you can choose which you prefer!

An Emergency simulation, fire danger and ground-to-air signals are also cool things that you will learn about. Make your first Scout badge earned your Swimming Scoutcraft badge, OR show that you can swim and stay afloat OR make a Water Safety poster. More choices.

**Living Outdoors** is an opportunity to put the *OUT* into *ScOUTing*!!

Go Camping for a total of three nights. Try Cooking a simple meal for yourself on an open fire. A Scout is thrifty - so learn how to take *care of your Equipment*.

When camping and hiking you will need to know what to take and how to pack your Personal kit, as well as keep your 10<sup>th</sup> Law in mind and practice personal hygiene. Ask your PL when the Patrol is planning their next Patrol Hike or Patrol Camp, as this will get these requirements signed off for your Traveller level. Easy Peasy!



"i am learning to be a scout"

# trail to traveller



service

## Service

- 6-hour service project
- Environment**
  - Outdoor Code
  - Conservation Scoutcraft badge
    - OR bird feeder / clean litter / vegetation / waterway / animal shelter
- Movement Service**
  - Recruitment
  - OR Patrol Activity



scout skills

## Knots

- 6 Basic knots

## Lashings

- 3 Lashings

## Axemanship

- Axe or bowsaw

## First Aid

- Wounds & bleeding

## Skill Set

- 2 Scoutcraft badges (choice of 8)



(personal development)

## Scout Movement

- Scout logbook
- Troop flag ceremony
- LDC1 Course
  - OR Patrol Activity
- Patrol System
- Campfire
- Body, Mind & Soul**
  - 1 Scoutcraft badge (choice of 4)
  - Scout's Own



## Trail to Traveller

**Service** to others plays a big role on your Scout Journey and you will find many opportunities to provide service to the Scout Movement, the environment, and your community as you walk the Scouting Trail.

For starters, you will need to actively participate in your Troop's Service activities for a minimum of six-hours. Earn another badge, your Conservation Scoutcraft badge. OR do a conservation project – speak to your Troop Scouter about it.

Bring two friends along to join the Troop OR participate in a Patrol activity! Boom! Service done! See – that's not at all difficult! Lots of choices.

**Scout Skills** is where we get to the cool stuff – learning to tie a bunch of knots and lashings, how to chop wood and look after an axe and of course, first aid.

You will tie the six basic knots and three types of lashings and have to show how they are used – *you get to build stuff!* Next time you build something at a Troop meeting or at a camp, get your PL or TS to sign it off for you.

Two more Scoutcraft badges are needed to demonstrate your new-found Scout skills. And there are eight options to choose from.

**Personal Development** involves a basic leadership course, LDC1, as well as playing an active role in the Troop and having a knowledge of the structure in the Scout Movement, participating in a fun campfire.

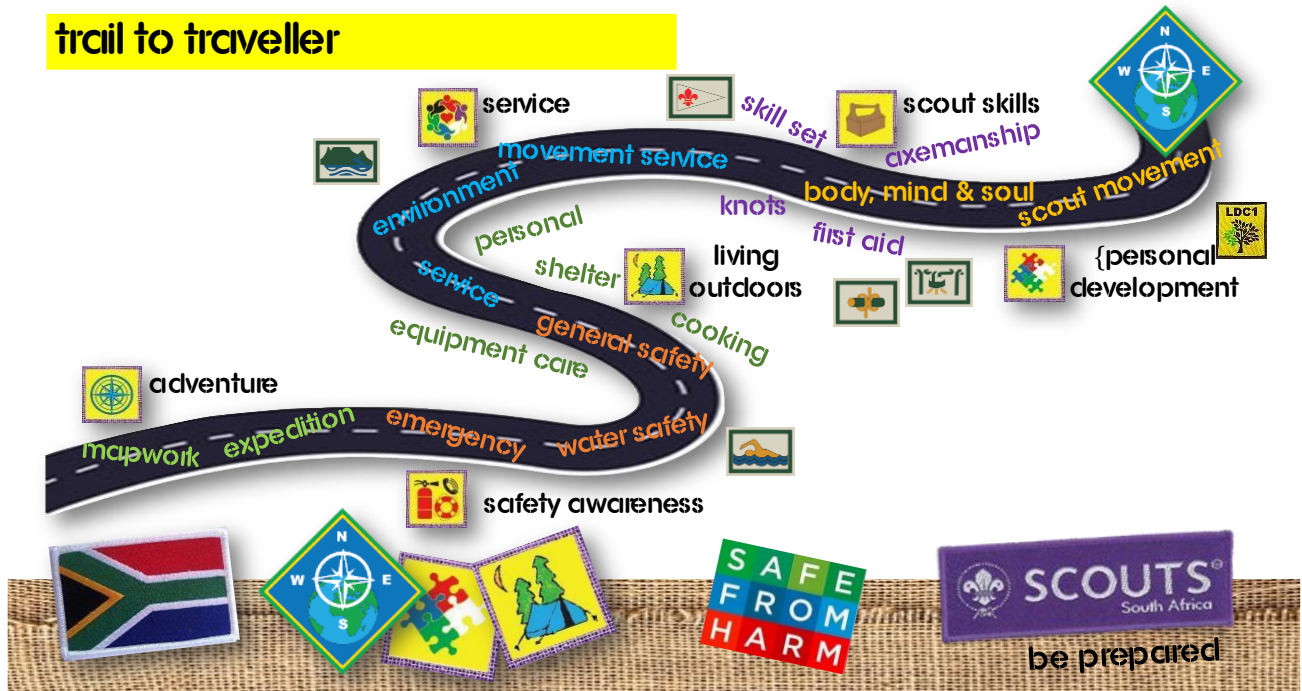
Body, mind and soul includes another Scoutcraft badge from a choice of four, as well as your 'duty to God' in participating in a Scout's Own.

And that's it!! Complete all of those 54 tasks on your *Trail to Traveller* and the Traveller badge is yours to wear with pride!



"i am learning to be a scout"

# trail to traveller



## Trail to Traveller

This is what your Trail to Traveller looks like in a nutshell.

As you plan your *Trail to Traveller*, tick off the tasks already planned / completed! ✓

*Adventure*: Mapwork  Expedition

*Safety Awareness*: Emergency  Water safety  General safety

*Living Outdoors*: Cooking  Equipment care  Shelter  Personal

*Service*: Service Project  Environment Service  Movement Service

*Scout Skills*: Knots, Skill Set  First Aid o Axemanship

*Personal Development*: Body, Mind & Soul  Scout Movement

In addition to these requirements, there are all of three Scoutcraft badges that you need to earn.

You have a map, *the badge requirements*, you know where you are heading, *your Traveller advancement level*, and what your first destination point is, *your Traveller badge*, how long it should take you to get there, *a maximum of twenty-seven months* (that's a long time – you can probably do it quicker than that), and, finally, at what age you should achieve your Traveller advancement level, *shortly after turning 13* (or even sooner).




Go for it!!















"i am learning to be a scout"





"i am learning to be a scout" the traveller advancement level is all about you learning to be a scout and learning new skills. you will learn basic knots and lashings, first aid and safety, how to live outdoors, and you will be introduced to community service.

theme badge	activity	requirement	target date	date completed
 adventure	<b>1. Mapwork</b>	i. Orientate a map to North. Explain the difference between True North and Magnetic North.  ii. Draw a simple map, using traditional mapping symbols, showing the presence of significant features around your Scout meeting place, home or school for at least 1km. Show 5 points of interest on your map, e.g. police station, fire station, shops, doctors, etc.  iii. Be able to direct someone to two places in your community that are at least three kilometres apart.  OR Using a street map, find the shortest route to two points of interest up to five kilometres away.  iv. Demonstrate how to find 'North' without a compass, as well as with a compass or an improvised compass.		
	<b>2. Expedition</b>	Participate in a one day or overnight expedition of at least 10km in distance. The expedition can take place on land, or water. Scouts can either walk or use any form of self-propelled transportation.  A week after the expedition, give an oral report back to your Patrol Leader or Troop Scouter on what you experienced.		
 safety awareness	<b>1. General safety</b>	Discuss in your Patrol OR stage a role-play with another Scout that emphasises the importance and principle of the buddy system.		
	<b>2. In an emergency situation</b>	i. At a simulation staged by your PL or Scouter, know how to approach an emergency scene safely, including the 4 H's (Hazards, Hello, Help, History) and the importance of your own safety over the safety of the patient.  Memorise the main contact numbers for the various emergency services in your area and know how to report an emergency to these services correctly.  ii. Discuss various methods of how to draw attention to yourself in an emergency situation where you do not have access to a telephone.  iii. Show a basic knowledge of ground-to-air signals.  iv. Understand the dangers of fires and how they spread. Describe that you know how to use a fire extinguisher of any sort, and under the correct conditions. Demonstrate how to extinguish a camp or camp kitchen fire correctly using a sand or water fire bucket.		
	<b>3. In water</b>	i. Earn the Swimming Scoutcraft badge.  OR Swim at least 50m in any stroke and keep yourself afloat for 5 minutes using any method as appropriate to your environment. OR At the discretion of your Scouter, design and make a poster that explains water safety and how to be safe around bodies of water.  ii. Explain and demonstrate the components of the Reach, Throw, Row and Go concept of assisting a swimmer in difficulty.		

theme badge	activity	requirement	target date	date completed
 living outdoors	<b>1. Shelter</b>	Go camping for a total of three nights. This can be at formal camping sites or identified safe areas in the community. During these camps show your PL or Scouter that you have the skills to do the following: a. As part of a Patrol (or by yourself) pitch and strike a tent or other communal shelter. b. Using natural or recycled materials, build a shelter for yourself, make a bed on the ground and sleep there for one night. c. Assist in the construction of a Patrol campsite.		
	<b>2. Cooking</b>	i. Lay and light a fire and cook a simple meal from raw ingredients for yourself. Explain the dangers of a fire for cooking and explain the necessary precautions to prevent an accident. ii. Start a fire with either one match or an alternative fire-lighting method (excluding a lighter).		
	<b>3. Equipment care</b>	Explain, and where possible demonstrate, how to care for and store at least four of the following items of equipment in your Troop: a. Tents, gazebos and other forms of shelter. b. Kitchen equipment. c. Ropes, poles and other pioneering equipment. d. Gas cooking and lighting equipment or their equivalent. e. Compasses, maps and other navigational equipment. f. Any specialised equipment like climbing gear, boats or aircrafts.		
	<b>4. Personal</b>	i. Use a kit list to check and pack your personal kit. ii. While on a camp, maintain personal hygiene and explain the need for it.		
 service	<b>1. Service</b>	Be an active member of your Troop's service activities and spend at least six hours participating in them.		
	<b>2. Environment</b>	i. Explain the reason for the Outdoor Code. ii. Obtain the Conservation Scoutcraft badge.  OR Complete ONE of the following: (or other suitable project as approved by your COH or Scouter) a. Construct a bird feeder and keep a list of the birds that you see over a period of a week. b. Clean up litter at your school or other public area agreed upon by your COH or Scouter. c. Assist at a local animal shelter for ten hours. d. Clear alien vegetation from an area agreed upon by your COH or Scouter. e. Clean part of a waterway as agreed upon by your COH or Scouter.		
	<b>3. Movement Service</b>	Bring two friends to visit your Troop meetings or a Troop activity. OR Participate in a Patrol activity where you wear your uniform for an event in a public place.		
 scout skills	<b>1. Knots</b>	Tie the six basic knots and show where and why they are used: a. Bowline b. Clove Hitch c. Reef Knot d. Sheepshank e. Sheet Bend f. Round Turn & Two Half Hitches		
	<b>2. Lashings</b>	Tie the following lashings and show practically how they are used: a. Square Lashing b. Shear Lashing c. Figure-of-eight Lashing		
	<b>3. Axemanship</b>	a. Demonstrate the parts of an axe and/or a bowsaw. b. Demonstrate how to sharpen an axe or any other blade. c. Demonstrate the safe use of an axe and/or bowsaw. d. Know how to care for and store an axe and/or bowsaw.		
	<b>4. First Aid</b>	Wounds and bleeding: a. Explain the importance of the correct use and disposal of latex gloves. b. Demonstrate how to clean and dress a wound. c. Demonstrate how to control bleeding. d. Explain the dangers of a dirty wound and the potential risk for HIV and Hepatitis B caused by exposure to other people's blood.		
	<b>5. Skill set</b>	Complete at least TWO of the following badges: a. Aviation Skills Scoutcraft Badge b. Climbing Scoutcraft badge c. Fires and cooking Scoutcraft badge d. Food for Life: Starter badge e. Home Maintenance Scout Interest Badge f. Observation Scoutcraft badge g. Pioneering Scoutcraft badge h. Watermanship Scoutcraft badge	       	



theme badge	activity	requirement	target date	date completed
 <p>personal development</p>	<b>1. Scout Movement</b>	i. Keep a record book of Scout events (e.g. camps and hikes) that you have attended. This should include at least five entries.		
		ii. Take an active role in the Troop flag ceremony and give the opening and closing prayer or thought of the week.		
		iii. Attend a basic Leadership Development Course 1 (LDC1) OR Fulfil the requirements of the LDC1 Course. OR Demonstrate your leadership by planning a Patrol day activity, including the permit, programme, catering, etc.		
		iv. Explain the use and reason for the Patrol structure in the Scout movement, as well as the function of the Group, District and Region. Participate in a Patrol in Council meeting.		
		v. Attend a campfire and participate in a campfire skit.		
	<b>2. Body, mind and soul</b>	i. Complete ONE of the following Scoutcraft badges: <ul style="list-style-type: none"> <li>a. Dance Scoutcraft Badge</li> <li>b. Fitness Scoutcraft Badge</li> <li>c. Patrol Activities Scoutcraft Badge</li> <li>d. Religion and Life Scoutcraft Badge</li> </ul>		
		ii. Attend and participate in a Scout's Own ceremony.		

good luck on the  
**scout journey**

enjoy your  
**scouting trail**  
and have **fun!!**

