



my scout journey

track to discoverer





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! "



track to discoverer



Track to Discoverer - "I am Learning to be an Assistant Patrol Leader"

The Discoverer Advancement Level is where you start to learn leadership by assisting your Patrol Leader. Along the 'Track to Discoverer' you will learn more advanced Scouting skills compared to those learned at Traveller level.

You will learn a bit about leadership as you start to have more responsibility and take the lead on your own Scouting activities.

Like any journey, sometimes as you turn a corner or the road goes up a hill, it becomes a little more challenging. It is good to challenge yourself as you learn a lot more, as you will discover in achieving your Discoverer advancement level.

track to discoverer



adventure

Expedition

- First Aid Scoutcraft badge
- 10km Expedition & log

Navigation Skills

- 1 Scoutcraft badge (choice of 4)



safety awareness

Home

- Safety checklist
- Safety inspection
- Explain & correct hazards

Outdoors

- Hazards in camp
- Incident observation

Accident Scene

- Take charge / safety / first aid



living outdoors

Camping

- Campsite model/drawing
- Camp logistics

Cooking

- Backwoods-style meal
- Bake bread

Survival

- Survival Scoutcraft badge
- OR Survival demonstration

Stalking & tracking

- Nature observation



Track to Discoverer The journey continues!

Another **Adventure**, another Expedition. But this time *you* get to plan and run a day expedition of at least 10km for your Patrol and then write log and submit it to your Scouter.

To prepare for your expedition you must earn the Scoutcraft First Aid badge.

And, then there's a choice of one other Scoutcraft badge to obtain as well to improve your Navigational Skills.

Safety Awareness at Home and Outdoors at camp is important. Here you need to assess hazards and rectify them, and your observation skills are put to the test in having to give an accurate account of an incident that you observe.

At the scene of a staged Accident, you need to take charge and ensure the safety of yourself, the patient and others, and provide basic first aid to the patient.

This time when you go Camping and are **Living Outdoors**, you need to start learning to lead and take a more active role in the logistics of the camp.

Your Cooking skills will improve with a loaf of bread cooked on a fire, as well cooking dinner in a backwoods-style. This style of cooking will be good for when you earn your Survival Scoutcraft badge OR do a demonstration of how to Survive. One Stalking and Tracking activity (there are 4 choices) will complete this theme.



"i am learning to be an apl"

track to discoverer



service

Movement Service

- Write an article/report
- OR Organise a wide game

Environmental Service

- Environmental Awareness Interest Badge
- 6-hour environmental service project



scout skills

First Aid

- First Aid Scoutcraft badge

Skill Set

- 1 Interest badge (from Traveller Scoutcraft)



{personal development

Leadership

- 3 Patrol-In-Council meetings
- Explain PIC & COH
- LDC2 Course
- OR Teach Scouting skill
- Scout's Own
- Campfire activity
- AIDS prevention discussion



Track to Discoverer

As you are learning to lead, you will need to organise a wide game in a public venue to promote the Scout Movement, OR try some reporting skills and write an article or report on a Scout event.

As part of your **Service** theme, you must identify and do a six-hour outdoor Environmental Service project to improve the quality of the environment in your community, OR you can earn the Environmental Awareness Interest badge.

First Aid is an important **Scout Skill** to learn as this, like many other skills you will learn on this journey, will be very useful throughout your life.

Add another badge to your uniform and earn the First Aid Scoutcraft badge.

Remember the Scoutcraft badge you earned on the 'Trail to Traveller'?

Now you get to take it a step further and earn the Scout Interest Badge that is related to it.

Yay! Another badge on your Scout uniform, showing how well you are doing in learning new-found skills and progressing on your Scout Journey!

As you start to learn **Leadership** by assisting your Patrol Leader, you get to learn more about leadership on the Leadership Development Course 2 (LDC2). OR you will need to show your leadership skills by teaching other Scouts a Scouting skill.

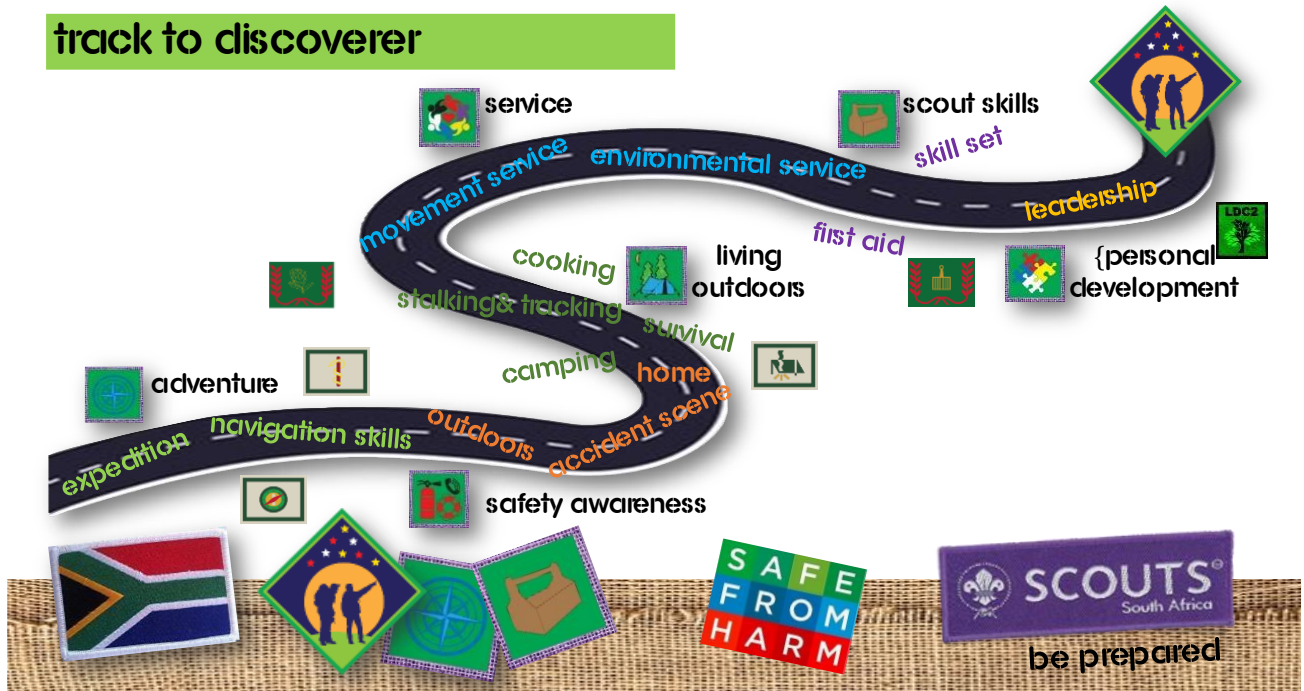
You will need to attend three Patrol-in-Council meetings and find out all about the Court Of Honour (COH) – as an APL (or APL in training) you may have to represent your Patrol at the COH. Lead a discussion with your Patrol about the prevention of HIV & AIDS.

When you go camping for your **Living Outdoors** theme badge, other leading roles you take will be leading a song or skit at a campfire, in addition to helping to plan and run a Scout's Own.



"i am learning to be an apl"

track to discoverer



Track to Discoverer

Let's just take a look at your map again to see that you are still on track to get to the next stop on your route.

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

Adventure: Expedition Navigation Skills First Aid Scoutcraft

Safety Awareness: Outdoors Accident Scene Home

Living Outdoors: Camping Survival Stalking & Tracking Cooking

Service: Movement Service Environment Service

Scout Skills: First Aid Skill Set

Personal Development: Leadership

In addition to the First Aid Scoutcraft badge, you will now have one more Scoutcraft badge and one Scout interest badge on your arm for your Discoverer advancement level.








Sometimes when travelling on a journey there are delays, heavy traffic, detours that may slow you down. *Make sure that you don't get behind! as it will be difficult to catch up and you may not end up achieving your goal and getting to your destination, your First Class or your Springbok Award. Stay on track on your 'Track to Discoverer'!*











"i am learning to be an apl"



"i am learning to be an apl" the discoverer advancement level is where you start to learn leadership by assisting the patrol leader. you will learn more advanced scouting skills compared to those learned at traveller level as you start to take the lead on your own activities.

theme badge	activity	requirement	target date	date completed
 adventure	1. Expedition	Plan and run a day expedition of at least 10km for your Patrol which fulfils at least one of the following criteria: a. Use a recognised hiking trail; b. Hike to another Scout hall; c. Hike to an unusual or interesting locality; d. Plan and execute a route on a dam or waterway. THEN Write at least a five page log (that includes a strip map of a certain section of the hike) and submit it to your Scouter for approval. The log must be submitted within two weeks of the expedition. As part of your preparation for this expedition you must have achieved the First Aid Scoutcraft badge. 		
	2. Navigation skills	Complete ONE of the following Scoutcraft badges: a. Air Planner Scoutcraft Badge b. Charts Scoutcraft Badge c. Hiking Scoutcraft Badge d. Map Reading Scoutcraft Badge    		
 safety awareness	1. At home	i. Devise a safety checklist for your house or other building.		
		ii. After the approval of your Scouter, use that checklist to make an inspection of the building. Hazards that could be checked include: oil lamps; pressure stoves; synthetic material, Christmas decorations; plastics; inflammable liquids; electrical outlets and appliances; Liquefied Petroleum Gas (LPG), etc.		
		iii. Explain the hazards found, why they are hazardous and how they can be corrected. Within the constraints of your ability and finances, correct these hazards you have identified.		
2. Outdoors	i. While on a camp, assess the potential hazards in and around your campsite. Compile a list and discuss these hazards with your PL or Scouter. Assist in rectifying these hazards.			
	ii. Give an accurate account to your PL or Scouter or designated person, of an incident, either natural or staged, lasting at least one minute and involving at least three persons.			
3. At the scene of an accident	i. At an accident scene staged by your PL or Scouter, demonstrate an ability to take charge of the scene of an accident. As part of the incident you should ensure that the scene is made safe, that other first aiders are conscious of their and the patient's safety and that the incident is properly reported to the proper authorities. Use your first aid skills to provide basic first aid to the patient.			

theme badge	activity	requirement	target date	date completed
 living outdoors	1. Camping	<p>i. Produce a proportional drawing or a model of a standing Patrol campsite, making use of the equipment available in your Troop, and explain reasons for the layout.</p> <p>ii. Demonstrate your ability to assist your PL or Scouter in planning one part of the logistics e.g. first aid equipment, or meals and food shopping, or sourcing of equipment, for a Patrol or Troop camp, as well as assisting in the training of younger Scouts on the camp. Be responsible for one specific aspect of the camp.</p>		
	2. Cooking	<p>i. Cook a balanced dinner in a backwoods-style (without the use of pots or standard kitchen utensils).</p> <p>ii. Bake a loaf of bread over a fire.</p>		
	3. Survival	<p>Earn the Survival Scoutcraft badge. </p> <p>OR</p> <p>Demonstrate how to meet the following needs in a survival situation in the outdoors:</p> <ol style="list-style-type: none"> Food Shelter Warmth Water (Clean & drinkable) 		
	4. Stalking & tracking	<p>i. Demonstrate ways to stalk and track animals including the use of camouflage. This exercise should include the solving of a tracking story set by the examiner or tracking an animal for 500m in the bush.</p> <p>ii. Undertake ONE activity involving nature observation. E.g.:</p> <ol style="list-style-type: none"> How to identify animal spoor at a waterhole, beach or place where spoor or footprints are evident. Making negative or positive castings or sketches of a variety of impressions and identify the animals involved. Developing a bird or animal list from the spoor prints or observing the changes in bird and animal life at three different times in one day. Any similar activity approved by your Scouter. 		
 service	1. Movement service	<p>Complete one of the following/similar events approved by your Scouter:</p> <ol style="list-style-type: none"> Write an article or report on a Scout event that you have attended or a component of your Troop history for a paper or Troop blog or website. <p>OR</p> <ol style="list-style-type: none"> Organise a wide game or similar activity in a public area in uniform. 		
	2. Environmental service	<p>Earn the Environmental Awareness badge </p> <p>OR</p> <p>Identify an outdoor environmental service project to improve the quality of the environment in your community. The total project should take a minimum of six hours. Complete this service by yourself or lead your Patrol in meeting this need.</p>		
 scout skills	1. First Aid	<p>i. Complete the First Aid Scoutcraft badge. </p>		
	2. Skill set	<p>i. Complete an Interest badge from the skill set (Scoutcraft badge) obtained in the Traveller advancement level:</p> <ol style="list-style-type: none"> Air Glider Scout Interest Badge Air Traffic Controller Scout Interest Badge Boatman Scout Interest Badge Canoeist Scout Interest Badge Cook Scout Interest Badge Food for Life (Silver) Helmsman Scout Interest Badge Home Maintenance Scout Interest Badge Pioneer Scout Interest Badge Rock Climbing Scout Interest Badge Veldcraft Scout Interest Badge 		
 personal development	1. Leadership	<p>i. Attend three Patrol in Council meetings and explain the functions of both the Patrol in Council and Court Of Honour (COH) to your Scouter.</p>		
		<p>ii. Attend a basic Leadership Development Course 2 (LDC2)</p> <p>OR</p> <p>Fulfil the requirements of the LDC2 Course.</p> <p>OR</p> <p>Demonstrate your ability to effectively teach Scouts a Scouting skill.</p> <p>iii. Assist in planning a Scout's Own and help run it on a camp.</p> <p>iv. Lead a song or other activity at a Scout campfire.</p> <p>v. Hold a discussion with your Scouter about the prevention of HIV & AIDS and other viruses contained in blood and the importance of abstinence. Show general knowledge of the prevention, symptoms, treatment and care. Then lead a discussion with your Patrol on this topic.</p>		

good luck on the
scout journey

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

