

VENTURING PROGRAM PLANNING

Step

- 1 - Conduct **Individual Venturing Activity Interest Survey**. This is an individual silent activity with no peer collaboration.
- 2 - Create **Hit List** (interest profile of Crew).
- 3 - **Present Hit List** to the Crew and **Brain Storm** activities they would like to do. Generate ideas in all suggested areas of emphasis: Outdoor, Service, Social, Fitness, Leadership, Citizenship. Include ideas from Scout District and Council events, etc.
- 4 - Conduct **Resource Survey** (Program Capabilities Inventory).
- 5 - Complete **Annual Planning Chart** (at Officer's Seminar). Match interest and resources. Look for missing resources. Balance program.
- 6 - **Calendar** with specific dates (at Officer's Seminar). **Deconflict** with other calendar of activities from School, Church, Sports, Scout District and Council, and holidays. Prepare calendar showing dates, events, meetings, and the name of the activity chairperson and adult consultant responsible for each.
Assign program responsibilities.
- 7 - **Coordinate calendar** with unit Committee and Sponsor to get approval.
- 8 - **Announce calendar** to the Crew. Provide each member a copy of the calendar.
- 9 - **Announce calendar to Parents**. Provide copy of the calendar and possibly conduct a Parent's Night for the Crew to introduce the calendar and answer questions. Invite other prospective members.
- 10 - **Do it**. Youth leaders assigned plan their events and activities and leaders follow up.
- 11 - **Evaluate** success monthly and annually. Plan to repeat success and correct or delete failures.

NOTES: The process can be started at any time of the year and need not necessarily be for a full year as circumstances may determine.