



Training Program Outline

Guiding Adventure

Adventurous Activities Pathway

Program Name	Guiding Adventure
Purpose	This program will provide the core skills required for a Guide appointment in any pursuit, including Intro to Train the Trainer.
Appointment outcome/s	Participants who successfully complete this program must also complete other pursuit specific pathway components, and be aged 18 or above, before appointment as a Guide in the relevant pursuit.
Who can attend	Adult Leaders, Rover Scouts, Venturer Scouts
Pre-requisites	Core Skills Assistant Guide (AG) Program
VET Units targeted	At completion of this program the following VET units will be issued: <ul style="list-style-type: none"> • SISXFAC001 - Maintain equipment for activities • SISXCCS001 - Provide quality service • SISOPLN002 - Plan outdoor activity sessions • SISXCAI006 - Facilitate groups • TAEDEL301 - Provide work skill instruction • BSBCMM411 - Make presentations • SISOPLN006 - Plan for Minimal Impact • HLTWHS003 – Maintain work health and safety • SISXCCS003 – Address Client Needs • TAEDEL404 – Mentor in the workplace • TAEASS311 – Participate in assessment
Skills developed	Attendees will be expected to develop the following skills: <ul style="list-style-type: none"> • Developing a plan for an adventurous outdoor activity • Guiding safe and adventurous outdoor activity • Delivering briefings and presentations • Mentoring participants and assessing proficiency • Activity review • Incident reporting
Evidence collected	The following evidence will be captured during this program: <ul style="list-style-type: none"> • Knowledge worksheet – Guiding Adventure • Session Plan • Assessment Sheet (completed by trainer) • Activity Plan • Assessments • Activity Briefing • Mentoring Plans
Delivery methods	Training Program
Online learning MUST be completed prior to attending course	Completion of the following online learning: <ul style="list-style-type: none"> • Work Skills Instruction planning http://ais.scoutsqld.com.au/tot/sessions/ • Contribute to assessment http://ais.scoutsqld.com.au/tot/assessment/ • Questions and feedback http://ais.scoutsqld.com.au/tot/questioning/

<p>Check Training Calendar for course availability</p>	<ul style="list-style-type: none"> • The VET (Vocational Education Training) environment http://ais.scoutsqld.com.au/tot/vet/ • Adult learners and learning http://ais.scoutsqld.com.au/tot/adultlearners/ • Mentoring in the workplace http://ais.scoutsqld.com.au/tot/mentor/ <p>AND</p> <p>Pre-course preparation of a session plan using a template provided on topic of choice</p> <p>AND</p> <p>Guiding Adventure Course</p> <ul style="list-style-type: none"> • Friday evening to Sunday lunch • Two-day residential program, catered <p>Min: 6 Max: 24 attendees (Exceptions to be approved by BC AT&D)</p>
	<p>Skills recognition</p>
	<p>Skills recognition is not currently available for this program.</p>
<p>Related documents</p>	<ul style="list-style-type: none"> • Knowledge worksheet – Guiding Adventure • Session Plan • Assessment Sheet • Activity Plan • Assessment Template • Activity Briefing • AB Assessment • Mentoring Plan