Methods of Venturing

Leadership and Mentoring—All Venturers are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers. Venturing's program model provides explicit training experiences to help youth lead and mentor as well as opportunities to test and refine their skills during youth-led and youth-mentored adventures.

Group Activities and Adventure—Venturing's emphasis on adventure helps provide teambuilding opportunities, new meaningful experiences, practical leadership application, and lifelong memories to youth. Venturing activities are interdependent group experiences in which success is dependent on the cooperation of all. Learning by doing in a group setting provides opportunities for developing new skills.

Recognition—Personal growth comes through the Venturing recognition program and through the acknowledgment of a youth's competence and ability by peers and adults. The recognition program is more than just earning awards; as a Venturer progresses through the four levels of the Venturing recognition program, he or she will learn valuable skills and competencies that have been identified as vital to achieving success in education, in a work environment, and in life.

Adult Association—The youth officers lead the crew. The officers and activity chairs work closely with adult Advisors and other adult leaders in a spirit of partnership. The adults serve in a "shadow" leader capacity. The Advisor is there to support and challenge the Venturer to make the best decisions as he or she learns to lead his or her colleagues on adventures of ever-increasing challenge and sophistication.

The Ideals—Venturers are expected to know and live by the Scout Oath and Scout Law and commit to serving God and country, other people, and themselves. A Venturer measures himself or herself against these ideals and continually tries to improve. The goals are high, and Venturers reach for them, continuously meet the challenge, and answer the question of

how these statements of personal value guide their life path.

Group Identity—Peer groups are essential for the growth and development of youth. Group identity is the shared sense of belonging to a group with common values and serves as a means to build positive group interactions and self-confidence. Some crews use outward signs of group identity, such as a uniform or jacket, but a crew may decide to form an identity that is more focused on shared commitments.

Service—Service encourages youth to identify a community need and to take action to address that need. Service helps youth make a difference in the world beyond themselves and in the process develop the disposition to put the needs of others first.