

HELPING YOUR SCOUTS THROUGH THE AUSTRALIAN SCOUT MEDALLION.

The Australian Scout Medallion has 3 components.

1. The Leadership Course
2. The Green Cord
3. The Leadership Activity

The Leadership Course

The Leadership Course consists of the actual course run by the District **and** the Project. Ideally the project is completed within 6 months of attending the course.

The 'project' and the 'Leadership activity' need to be considered to be separate things. The project should be completed within about six months of doing the residential weekend and the Leadership Activity is the camp that they run towards the end of their time in Scouts.

Part 1 of the project is running an activity indoors. Look in the *Green Record book* for ideas. Much of the Green Cord involves teaching the younger Scouts and activities such as "1st Aid", "Fire and Fuel" or "Navigation" are perfect. This way they can complete two requirements with one task. They should write a short report on how they felt the activity went and what they think they could do to improve it.

Part 2 is a Wide Game. Ask the Troop Council to set aside a night for this or suggest the Scout run it on a camp. There is a Wide Game book available at the Scout Outdoor Centre or if you type "Wide Games Scouts" into an internet search engine you will get plenty of sites with lots of ideas. They should write a short report on how they felt the game went and what they think they could do to improve it. It is OK if the game does not go well as long as they realise it and think about the steps they could make to improve it. Nearly all of them, for instance, make the rules too complicated first time around.

Parts 3 and 4 are chairing a Troop Council. Troop Councils should be run approx once a month or twice a term. The requirements are to plan a term program at one Troop council and an evening's programme at another Troop council. The Scout is then required to run the evening program and write a report for their folder. If they are cunning they can plan and run the evening program and use it as Part 1, again completing two tasks with the one activity.

Parts 5 and 6 are both theoretical. We are looking at their planning ability here. It is designed to teach the Scouts to plan and to go through the same steps that adult Leaders go through when planning an activity or camp. They need to include permissions, transport, contacts made when planning, costs, menu etc.

Part 5 fits the criteria for a Patrol Activity fairly well. If the Scouts plan a day at Monarto or a bike hike or similar then they need to go through all the planning processes for the project.

Part 6 is a camp. The Scouts need to **plan** an overnight camp. All the requirements of the Safety Standards and Procedures need to be followed. The Scouts need to include an Application for Authority (A5), Parent Advice form (Y4) copy of relevant Safety Standard, transport arrangements, personal gear list, equipment list, menu, shopping list, program, budget, contingency, rosters if appropriate, maps and all other details of planning. The Scouts seem to struggle with the concept of **pretending** to arrange transport, attendees etc so do need help to work through this.

They need plenty of encouragement to sit down and plan a camp or a Patrol Activity so I usually ask them to plan something they actually want to do. Keep asking to see where they are up to, remind them to put all documentation into the folder immediately and give them guidelines about the things they need to include.

Encourage the Scouts to program their activity and game as soon as possible after the Leadership Course. The Course Leader (usually the District Scout Leader) needs to approve the parts 5 and parts 6 before they actually go ahead and do all the work for it. The project can be completed when they are still 13 and when it is completed it is submitted to the District Scout Leader for approval. If approved the Scout is then considered to have completed the Leadership Course and the Leadership Course badge is presented.

So that completes one component of the ASM.

The Green Cord

The Scout now puts their efforts into completing the Green Cord. (The second part of the ASM)

Overnight Leadership Activity.

As they are getting more confidence and more capable they are getting close to being able to run a camp. This is usually in about their last six months as a Scout. They can now run for real the camp they planned as part of the project or they can plan and run a different one.

If they run the same one they planned in the project, then they only need to write a report after the camp and note what they have learnt and put this into the folder.

If they choose to run a different camp then they need to go through the complete planning process again and file it all in the folder. After the camp they need to write a report. This report does not need to be very long, but should be a recount of how the camp went. They should also include what they thought went really well and where they could make improvements in the future. Other things the report should include are any activities that contribute towards the Award Scheme and how they went, how the cooking went, the weather, the environment and any thing that didn't go according to plan and how the Scout overcame that.

This then completes the requirements for the ASM.

The folder should be submitted with an Application for the Australian Scout Medallion (Y7) to the District Scout Leader, then the District Commissioner and finally to the Branch Commissioner for Scouts. The Branch Commissioner will then return the folder and the Australian Scout Medallion badge to the District Scout Leader.

There should be a special ceremony to present the ASM badge to the Scout as this is really a very special achievement. It is done usually at a Group level but there should be some ceremony and celebration attached to the presentation.

The Scout can choose who presents the badge (and usually they choose their own Scout Leader as they have had the closest association with them as they progressed through the Award Scheme) but it is good to also invite the District Scout Leader, the District Commissioner and possibly the Branch Commissioner.