



The Scouts Australia Program has been successfully implemented across South Australia. Many Units and Groups champion the delivery of The Program, while others are still learning. To support continued growth in program delivery, we introduce Project Evolve – A project designed to support all adult leaders to understand the program better and to ensure that all leaders, regardless of their length of time in Scouting, all have a common understanding of The Program.

## Why Project Evolve?

Project Evolve will help to grow Scouting in South Australia by

- Supporting the delivery of a dynamic program
- Developing our Youth Members
- Supporting our Adult Leaders

There are three stages to Project Evolve. Upon completion of each stage, the Project Evolve Bronze, Silver, and Gold badge will be presented, respectively.



Project Evolve Bronze

## Building the Knowledge + Creating Conversations

By 1st May 2025

To achieve success, Part A + Part B must be completed.

### Part A: Building the Knowledge

- This is an opportunity for all adult leaders to complete elements of the Scouts Australia On-Demand Training to understand key elements of The Program
- Modules required by Part A: Building the Knowledge were not available when the program was introduced. These modules focus on the core elements of today's Scouting Program.
- To achieve this component, the following On-Demand (e-learning) modules must be completed through [training.scouts.com.au](https://training.scouts.com.au):
  - *Educational Objectives + Spices (30 minutes)*
  - *YLAS (45 minutes)*
  - *The Scout Method (59 minutes)*
  - *Achievement Pathways (34 minutes)*
  - *Youth Led Programming (24 minutes)*
  - *P>D>R> (29 minutes)*
  - *The Patrol System for One Program (45 minutes)*

## Project Evolve Bronze: Building the Knowledge + Creating Conversations cont.

- These modules are not required to be recompleted if they have already been completed through Certificate of Proficiency (CoP) training.
- Sessions may be completed individually, as a team, with the Unit Council, or at district meetings etc. Sessions will also be offered at Head Office. If completing the session as a group, the course facilitator will provide a list of attendees to Head Office which will then be marked off against individual records.
- Inform your District Commissioner (DC) once the requirements of this component have been completed.

For support with any issues accessing the modules, please email [training@sahq.scouts.com.au](mailto:training@sahq.scouts.com.au).

### **Part B: Creating Conversations**

- To achieve this component, participate in three district, group or online workshops about the following key program themes:
  - **We are part of something much bigger**
  - **Adventurous, Fun, Challenging & Inclusive**
  - **It's not about the badges**

*District Commissioners will be provided with workshop packs and run regular workshops, or make resources available to groups.*

- Online sessions will also be provided – further information will be provided in All Leader Updates (ALUs)
- Each session runs for 60-90 minutes.
- Resources are available at [qstore.sa.scouts.com.au/program/project-evolve/](http://qstore.sa.scouts.com.au/program/project-evolve/)

**The final completion date for Project Evolve Bronze: Building the Knowledge + Creating Conversations is May 1st 2025.**

**Successful completion of Part A + Part B earns the Project Evolve Bronze badge for adult and relevant youth leaders.**



## Project Evolve Silver

### Setting the Goals + Achieving (net) +2

To achieve success, Part A + Part B must be completed.

#### Part A: Group Plan

- Each participating group/district/activity team must complete the Project Evolve 2024 Unit Plan, including:
  - **Reviewing 2024 successes**
  - **Setting goals for 2025**
  - **Implementable improvements for program delivery**
  - **Strategies to increase membership by +2 net by 01/03/2025**
- All plans must be electronically shared with District Commissioners (DC) or line leader 01/03/2025.

#### Part B: Unit Life

- Feedback on the success of a group/unit is essential for growth and development. Youth members must complete a simple survey to help review the success of the group/unit and inform an improvement plan. The survey results will be returned to group/unit leaders.
- Youth members must complete the survey online.
- Further information will be provided individually to groups.

**Successful completion of Part A + Part B + successful completion of Project Evolve goals + group +2 net growth by December 2024, or December 2025 earns the Project Evolve Silver badge for adult and relevant youth leaders.**



## Project Evolve Gold **Celebrating Success**

By 1 December 2025

To achieve success, Part A must be completed.

### **Part A: Program Delivery Checklist**

- From term 4, 2024, units will 'check off' the success of their program delivery using a simple rating scale. This checklist must be filled out within your unit. Various resources will be distributed to assist units in achieving success.
- Program mentors will be available to support units in strengthening their knowledge and skills in program delivery.
- Upon completing the checklist, a marketing plan will be developed to support youth membership growth.

Successful completion of Part A earns the Project Evolve Gold badge for adult and relevant youth leaders.

### **Frequently Asked Questions (FAQ)**

#### **Q: Who will distribute badges?**

A: Badges will be distributed by District Commissioners.

#### **Q: Where can I find resources for creating conversations?**

A: Resources for creating conversations are available from District Commissioners.

#### **Q: Where should badges be worn on the uniform?**

A: Badges are to be worn on the top right side of the shirt, in the same location as event badges.

#### **Q: Can youth leaders receive all badges in Project Evolve?**

A: Due to progression, youth leaders might not achieve all badges, but their participation and completion of requirements should be acknowledged.