



# Venturing Goals



*There are four primary goals for member participating in a Venturing Crew:*

◆ *Experience*

To gain practical experience, the first role of a Venturing program is to give you an opportunity to pursue varied interests in a way that might not be available to be accomplished in a traditional educational setting. It's about firsthand, hands-on experiences with people who work in a particular field or have knowledge of it. Venturing recognizes the difference between *reading* about sailing and *going* sailing, between *talking* about photography and taking pictures, between *discussing* archaeology and going on an actual dig.

◆ *Development*

To engage in a program with a variety of activities that encourage the development of the whole person, the second goal is to lead a life in Venturing that fosters personal, social, and community health. That's why a Venturing Crew organizes a program around a variety of personal growth activities. This kind of program helps us to experience more balance in our lives; to take responsibility for others and our community; and to be mentally, emotionally, and physically fit.

◆ *Leadership*

To experience positive leadership from adult and youth leaders and be given opportunities to take on leadership roles, the third goal is to learn about leadership from adults who set the example. Venturers learn about leadership by experiencing from outstanding adult leadership and by practicing leadership themselves. With other Venturers they run their crew and to exercise an understanding of leadership.

◆ *Growth*

To have the chance to learn and grow in a supportive, caring, and fun environment, the fourth goal is to create an environment that encourages growth in oneself, in other Venturers, and in Advisors. This is achieved in a place that is safe, fun, and challenging. Venturing provides opportunities for new experiences and new ideas.

**VENTURING**