

How To Implement Exciting Programs and Activities

As mentioned over and over in the How To guides, your number one objective is to make crews successful. How do you think a youth would describe a successful crew? One where he or she gets to learn and do new exciting and meaningful activities, skills, and experiences? One where really cool things are happening all the time? Fun? And actually so much fun they can't wait to get back to school on Monday to tell their friends?

Program is what it is all about from the youths' perspective and your job is to help crews deliver the very best program possible. Just like with Cub Scout packs and Boy Scout troops, we often add supplementary district and council activities to help crews. It helps in a variety of ways, to show them how high powered activities can be run, to ignite their enthusiasm, to let them share with other crews, to learn, and to share in your resources.

Some districts and councils make "program and activities" a major part of their five-step plan to growing and supporting Venturing. One council in the mid-west started with a council level Venturing activity once each quarter. They also recognized that they needed to start somewhere and agreed that they would run the best programs possible even if only one Venturer attended. They actually did start slow with only 12 Venturers showing up for their first program. However, they word got out and the next time 75 showed up. After a couple of years of consistent high quality programs, they now average over 250 per event. Another thing that council does is track participation in their events by each crew. The Activities chairman can quickly tell you that crew xxx averages 10 Venturers per event or that crew xxx needs some help getting their youth involved. The point here is that they track each crew related to program. Since program is key, doesn't that make sense? This council also proves some of us wrong who say Venturers aren't into patches. When they started their program delivery system, they introduced a large (6 inch) Venturing logo patch. Then each activity's participants get a rectangular segment that affixes to one of the Venturing logo's sides. Now after several years, they have over 20 segments and many youth and adults strive to see how many activities they can attend just to collect and add segments. If it works, it works!

[*Your Town After Dark*](#), [*Ranger Quest*](#), [*Venturing Weekend*](#), [*Bikathlon*](#), [*Road Rally Guide*](#), [*Violence Prevention Forum*](#), and [*Venturing Olympics*](#) are all proven Venturing Activities, and you can use the [*How to Plan and Implement Activities*](#) to help make them happen.

You can also check the internet to see thousands of great ideas and activities other districts and crews are doing. There are far too many to include in these short pages. Again, the only limit is your imagination. Think big and think crazy!