



Cub Scouts

Achievement Pathways



Scouts VICTORIA

Grey Wolf Award

Peak award



Personal Reflection

Leadership or Personal Development Course
At least one day duration



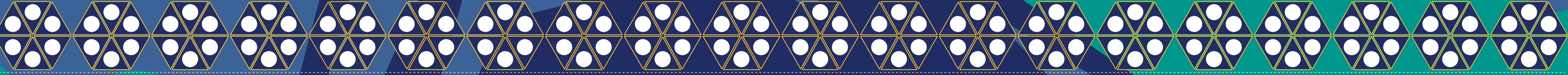
Adventurous Journey

Lead a four hour journey



Special Interest Areas

Complete six activities across at least two areas, four hours duration each.



Outdoor Adventure Skills

Eight progressions in total (Includes Core).

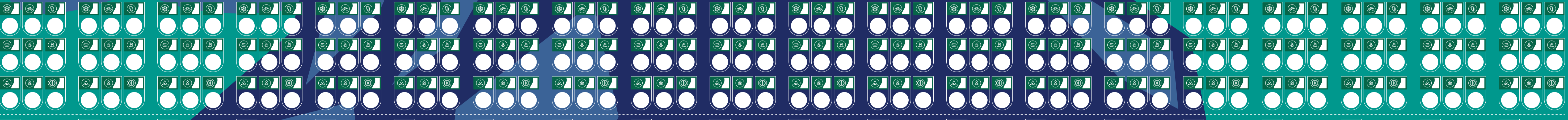
Specialist

OPTIONAL

Core

REQUIRED

Stage three

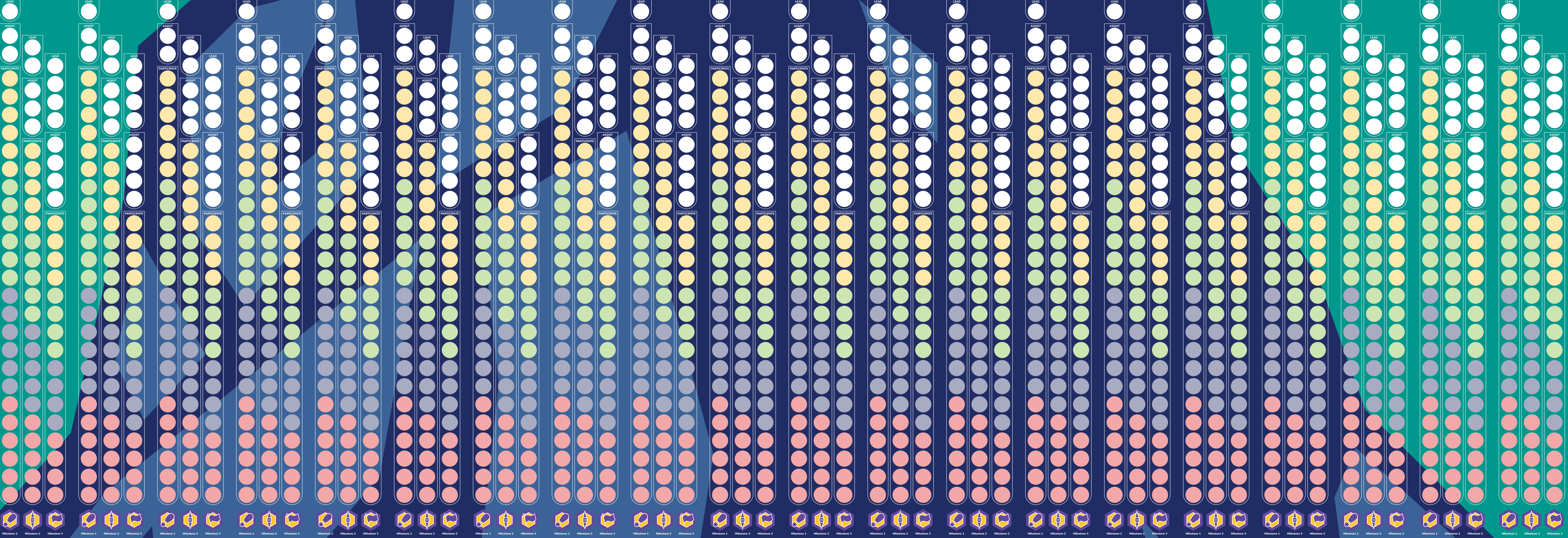


Milestones

Milestone 1 (total 27 activities/night):
• Participate in six activities in each Challenge Area.
• Assist in two activities from any two Challenge Areas of your choice.
• Lead in one activity from any Challenge Area of your choice.

Milestone 2 (total 25 activities/night):
• Participate in five activities in each Challenge Area.
• Assist in three activities from any two Challenge Areas of your choice.
• Lead in two activities from any Challenge Area of your choice.

Milestone 3 (total 24 activities/night):
• Participate in four activities in each Challenge Area.
• Assist in four activities from any two Challenge Areas of your choice.
• Lead in four activities from any Challenge Areas of your choice.



Challenge areas

CREATIVE COMMUNITY

OUTDOORS PERSONAL GROWTH

Program Essentials

Introduction to Cub Scout Section

Introduction to Scouting (if required)



Name

