

BOY SCOUTS OF AMERICA: A PROGRAM FOR FAMILIES

PURPOSE OF THE BOY SCOUTS OF AMERICA, 1-1

PURPOSE OF THE BOY SCOUTS OF AMERICA

The purpose of the Boy Scouts of America—incorporated on February 8, 1910, and chartered by Congress in 1916—is to provide an educational program for boys and young adults to build desirable qualities of character, to train in the responsibilities of participating citizenship, and to develop personal fitness.

PARTS OF THE BSA PROGRAM

Tiger Cubs is a family- and home-centered part of the BSA program that encourages ethical decision-making skills for first-grade (or 7-year-old) boys. These boys participate in activities with an adult partner, usually a parent. Tiger Cubs emphasizes shared leadership, learning about the community, and family understanding.

Cub Scouting is a family- and home-centered part of the BSA program that helps develop ethical decision-making skills for boys in the second and third grades (or who are 8 and 9 years old). Activities emphasize character development, citizenship training, and personal fitness.

PARTS OF THE BSA PROGRAM, 1-1

Webelos Scouting is a family- and home-centered part of the BSA program that develops ethical decision-making skills for fourth- and fifth-grade (or 10-year-old) boys. Webelos Scouts participate in more advanced activities that begin to prepare them to become Boy Scouts.

Boy Scouting is the part of the BSA program for boys 11 through 17 years of age. Boys also may become Boy Scouts if they have earned the Arrow of Light Award or have completed the fifth grade or are 11–17 years of age. Boy Scouting is designed to achieve the aims of Scouting through a vigorous outdoor program, using peer group leadership with the counsel of an adult Scoutmaster.

Varsity Scouting is a part of the BSA program for young men 14 through 17 years of age. Emphasis is on advancement, high adventure, personal development, service, and special programs and events.

Venturing is the part of the BSA program for young men and women who are 14 (and have completed the eighth grade) through 20 years of age. Venturing is designed around six experience areas: social, citizenship, service, leadership, fitness, and outdoor. Venturing can provide positive experiences through exciting and meaningful activities that help youth grow to adulthood, pursue their special interests, develop leadership skills, and become good citizens.