

Venturing

Crew



CITIZENSHIP



FITNESS



LEADERSHIP



Youth Mentor Programs In the IT World

Speaker

James D. Corder

The Corder Company

Wednesday 17th.

1:30 - 2:30

Room D-132



OUTDOOR



SERVICE



SOCIAL



Venturing Crew 369

Venturing Crew 369 is a youth mentor program that specializes in UNIX for Programmers, UNIX System Administration, & Web Design while emphasizing a deep theme of Engineering Computer Information Science. Membership in Venturing Crew 369 is open to young men and women between the ages of 14 [and in high school] and not yet 20. Venturing Crew 369 produces The Adventure an international monthly newsletter now in four countries: Australia, England, New Zealand, & United States of America. The Annual Membership fees is \$25.00. Venturing Crew 369 meets every Tuesday 7:30 - 9:00 p.m.

About the Speaker

James D. Corder

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UNIX Specialists
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Mailing to this reflector grants 369 the uncompensated and unrestricted usage of your mail/posting in its [but not limited to] WebPage, Newsletters, books, flyers, etc.!!!

Our Principals:

- 1) Honor before all else.
- 2) The difference between a winner and a loser is that the winner tried one more time.
- 3) K.I.S.M.I.F.
- 4) Y.C.D.B.S.O.Y.A.

Our Creed:

Exploring: Enthusiasm, Energy, & Excellence.

Venture Crew 369:

Venture Crew369 was chartered on December 31, 1994 to the Reformation Lutheran Church.

Venture Crew369 specializes in UNIX for Programmers while emphasizing a deep theme of Engineering Computer Information & Science through an Entrepreneurial Spirit. Membership in Venture Crew 369 is open to young men and women between the ages of 14 [and in high school] and not yet 20. Annual Membership fees are \$25

Our Web Page:

<http://post369.columbus.oh.us>

The views in this NewsLetter are strictly those of Venture Crew 369 and they do not necessarily represent the views or opinions of the Reformation Lutheran Church or the Boy Scouts of America and/or the Simon Kenton Council.

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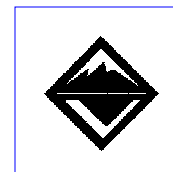
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Why have a Youth Mentor Program?

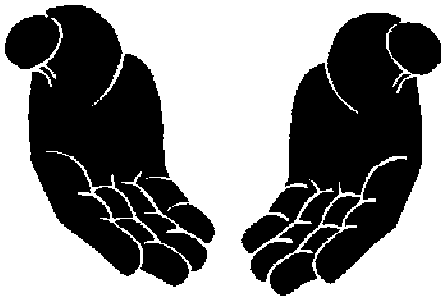
- Because it is a good idea!
- Pay back to the community!
- To help America's Youth!
- To develop IT staff internally!
- To become the foundation of your Intern Program.

Where to have a Youth Mentor Program?

Youth Mentor Programs can meet anywhere! In a Church, Synagog, Masonic Temple, or at your company's facilities!

If it is your goal to have the graduating youth of your Youth Mentor Program become part of your Corporate IT Intern Program then it is suggested that you use company's facilities.

Since most employees meet from 9 to 5, the majority of your facilities are not utilized in the evening. Therefore, scheduling conferences rooms, training facilities, audio visual equipment, etc. will not be a problem!



When do we meet?

Successful Venturing Crews meet weekly.

Some have suggested that Crews should meet every other week or once a month. However, if a youth and/or adult has a scheduling conflict on that night it could be up to 60 or 90 days before they get back into sync with the unit. Therefore, many youth drop out of units that do not meet weekly.

We are suggesting that the meetings be held on Tuesday Evenings from 7:30 to 9:30p.m. It is our goal to start a Venturing IT Cluster. If all units meet on the same night of the week at the same time, then it is easier to schedule Cluster Events.

Where do I find Adults?

The best place to find Adults is your employees! Send out a flyer or E-Mail to all your staff and see who wants to participate? You will be amazed how many adults want to help our youth!

The Institutional Representative and Advisor must be chosen with the greatest of scrutiny! They must be someone that will be around for years and have an unwavering commitment!

What Adults Do I need? and what is the time commitment!

Institutional Representative

This is a corporate big wig. They are the go-between the company and its facilities. They are the person that makes the resources available to the program. They also sign the charter and speaks on behalf of the company. The Institutional Representative attends about one crew meeting a quarter and meets with the BSA professional staff once a year to sign the charter. The Institutional Representative meets "Shortly" with the Committee Chairman as needed.

Committee Chairman

Chairs the Crew Committee and has a committee meeting once a month. Helps develop the Crew program. The Committee Chairman attends Crew Meetings about once a quarter.

Committee Members

Committee Members attend the monthly committee meetings and helps develop the Crew program. Doesn't need to attend the Crew meetings.

Advisor

Is a voting member of the Committee. Acts as the Committee Chairman when the Chairman is not able to make a meeting. Attends all Crew Meetings, Committee Meetings, and Activities.

Associate Advisors

Attends all Crew Meetings, Committee Meetings as needed, and all Activities. Teacher for the program. First contact for the youth leaders in the program.

Consultants

Comes in for a few meetings a year to teach, when their subject is being presented.



Where do I find Youth?

The first place you find youth is from your employee's. Ask them if their children would be interested in participating. If yes, ask if they would be willing to participate.

Partners with the local school systems. You inform the Guidances Councilors about your program. They intern guide interested youth to your program. Church, Synagog, Lyons Club, Masons,...

Word of mouth! If you have a strong program the youth will find out!



What are the goals of a Youth Mentor Program?

- Gain practical experience in technology, special interest, leadership, or skill...
- Engage in a program of activities centered on the six experience areas (Leadership, Service, Social Interaction, Fitness, and the Outdoors) to encourage the development of the whole person.
- Experience positive leaders and be given opportunities to take on leadership roles
- Have a chance to learn and grow in a supportive, caring, and fun environment
- Learn to make ethical choices over their lifetime by instilling the values in the Venturing Oath and Code.
- Experience a program that is fun and full of challenge and adventure
- Become a skilled training and program resource for Cub Scouts and Boy Scouts and other groups.
- Acquire skills in the areas of high adventure, sports, arts and hobbies, youth ministries, or Sea Scouting.
- Experience positive leadership from adult and youth leaders and be given opportunities to take on leadership roles.

- Have a chance to learn and grow in a supportive, caring, and fun environment.

Direct and Indirect Benefits of Participation

Networking with business and education. Training future employees. Keeping students in school. Promoting higher education. Improving the awareness and image of technical opportunities while supporting the community.

What is a Cluster?

Groups with similar programs can partner with one-an-other to develop inter-Crew activities. They can share resources. They can help new Advisors. Provide training. etc...

Why a Uniform?

Teenagers are influenced by their peers. If a poor youth wears the same clothes to every function while a rich youth wears polo ponies it will cause friction. Moreover, you as an Advisor knows what to expect on an outing!



Why Boy Scouts?

By partnering with Boy Scouts of America co-educational Venturing Division you will have access to:

- Training Programs
- Training Facilities
- Multi-1,000+ acre Campgrounds
- Cabins
- Liability Insurance
- Knowledgeable Professional Staff
- People who have been there done that!

How many Venturing Programs are in the Greater Columbus Area?

There are over 150 Venturing Crews currently operating in the Greater Columbus area, known as The Simon Kenton Council. These Crews specialize in everything from Technology to High Adventure, wilderness survival, Youth Ministries, Sea Scouting, Cooking & Catering, Memorabilia, Camping,...

The list is to numerous to name them all!

Commercial

Questions & Answers