

# Training and Enrichment for Adult Members (TEAM)

## Mandatory Training for all new Members

- Orientation to Guiding
- Safe Guide

Stream	UNIT GUIDER (red pin)	DISTRICT COMMISSIONER Also open to Commissioners of all levels. (orange pin)	ADMINISTRATOR Commissioners, advisers, committee members, etc. (blue pin)	OUTDOOR ACTIVITY LEADER (green pin)	TRAINER (purple pin)
<b>Pre-requisite Modules</b>	<ul style="list-style-type: none"> <li>• none</li> </ul>	<ul style="list-style-type: none"> <li>• Safe Guide</li> <li>• Orientation to Guiding</li> </ul>	<ul style="list-style-type: none"> <li>• Safe Guide</li> <li>• Orientation to Guiding</li> </ul>	<ul style="list-style-type: none"> <li>• Orientation to Guiding</li> <li>• Safe Guide</li> <li>• Guider Stream</li> </ul>	<ul style="list-style-type: none"> <li>• Orientation to Guiding</li> <li>• Safe Guide</li> <li>• Understanding the Adult Learner</li> </ul>
<b>Foundation Modules</b> These are the required modules to complete each stream of the training program.	Branch-specific Modules 1. About the Girl 2. Programming for the Girl 3. Quick Start 4. Putting the Pieces Together  <i>Please note that the title of these branch-specific modules may differ.</i>	1. DC Getting Started: Foundation of your Position 2. DC Getting Started: District Administration 3. DC Getting Started: Human Resources 4. DC Getting Started: Building your District 5. DC Getting Started: Risk Management	1. Effective Communication 2. Time Management 3. Building Strong Teams 4. Conflict Management 5. <i>Choice of one enrichment module that is relevant to your position.</i>	1. Path: Organizational Skills 2. Path: Safety Sense 3. Path: Program and Skills 1 4. Path: Program and Skills 2 5. Path: Outdoor Group Dynamics	1. Needs Assessment 2. Training Design 3. Training Delivery 4. Facilitation Skills 5. Training the Streams
<b>Mentorship</b>	Participation in the National Mentoring Program is recommended				Required: Matching with a mentor to develop trainer competencies
<b>Recognition</b>	Pin: upon completion of pre-requisite and foundation modules			Green pin: upon completion of pre-requisite and foundation modules. OAL: upon completion of outdoor leadership with girls.	Trainer stream pin: upon completion of pre-requisite and foundation modules. Trainer pin: upon completion of trainer stream modules and satisfactory assessment of trainer competencies.
<b>Enrichment Modules</b> (yellow pin upon completion of 5 modules) These modules do not have any pre-requisites and may be taken by any Member.	1. Bias Awareness/Equity 2. Mentor Training 3. Cookie Program 4. Guiding and the Promise and Law 5. Effective Communication	6. Girls United: Helping Girls Connect in Healthy Ways 7. Time Management 8. Building Strong Teams 9. Conflict Management 10. Volunteer Management 11. Financial Management 12. Dramatic Arts	13. Event Planning 14. Understanding the Adult Learner 15. DC More Depth: Foundation of your Position 16. DC More Depth: Risk Management 17. DC More Depth: District Administration	18. DC More Depth: Human Resources 19. DC More Depth: Building your District 20. Communicating with Girls 21. Exploring the Branches 22. International Guiding 23. Leading Active Games	