

Cadet Adventure

CAP's New Adventure-Based Learning Program

CHALLENGING

SAFE

MEANINGFUL

Adventure-Based Learning

Adventure-based learning (ABL) consists of highly-structured physical activity with periods of reflection to promote personal and social development*

Learning Outcomes

- Increased self-efficacy
 - I am stronger and braver than I imagined
 If I can succeed in this challenge activity, I can do anything
- · Physical and mental wellness
 - I am supported by friends and leaders who care My experience of being cared for makes me want to care for others
- · Risk management skills for responsible behavior
 - I am developing the life skills and process habits needed to manage risk

Strategic Alignment

"Cadet Adventure" would fulfill requirements set in the CAP Strategic Plan.

Strategic Goal

Shape lives, build character, and ready young people for futures in aerospace and beyond

Strategic Objective

Increase cadet engagement and learning outcomes in character and fitness through a new emphasis on challenging, hands-on activities

Tasks 2022-2023

Establish partnerships with outside agencies to increase cadets' access to adventure-based learning

This strategic objective becomes "Cadet Adventure's" program goal

Program Requirements

For "Cadet Adventure" to succeed, the program would need to address at least 8 requirements:

Partner Agency

Facility

Qualified instructors

Curriculum

Preparatory
On-Site
Reflection

Safety Protocols

Aligned with industry

Adult / cadet ratios

Disability accommodation

Permissions

Unit Commander

Parents

Financials

Request for support Payment process

Awards

Individual Unit

Reporting

Standard tool
Feedback loop
News release(s)

Metrics

Annual goals
Program KPIs

Proposed Activities

"Cadet Adventure" would provide recipe-like solutions for these three, half-day activities. Cadets would continue to participate in other High Adventure and Challenge Activities using local resources, but only these activities would receive national-level support.







Operating Concept

NHQ develops partnerships with outside agencies

- USA Climbing
- iFly
- Civilian Marksmanship Program

Squadrons coordinate with the partners' local chapters to conduct activities

Partner agencies provide equipment, instructors, & safety protocols

Cadets participate in a standardized curriculum at the activity

Activities would be funded through cost-sharing with NHQ covering a portion of the tuition; cadet fees would be \$30 or under for a half-day experience

Awards

Individual

Certificate of Accomplishment

Eligible upon completing a single event Multiple certificates available Downloadable, printed by squadron Participation posts to cadet record in eServices

Optional Mementos

Challenge coins could be available for purchase at Vanguard

Squadron

Quality Cadet Unit Award

Eligible upon submitting Cadet Adventure Activity Report Earn 1 QCUA point per event, max 2 annually QCUA points auto-computed in eServices A "good" event serves at least 10 cadets or 50% of unit

Financial Management



Process Requirements

Operate on a cost-sharing basis; cadets' self-pay share of tuition is TBD, ideally under \$30

Funds available only for activities and vendors approved for Cadet Adventure

Funding request windows would be open quarterly

Funding is first come, first served; priority to first-timer squadrons

Payment in full is due to vendor on day of event

CAP portion of cost-sharing might be suitable for payment via CAP credit card

Squadron submits receipts with end of activity report

Appropriated Funding

Cadet Adventure's learning outcomes in fitness and character ought to make it eligible for Appropriated funding under the Statement of Objectives

eServices

Special Squadron-Hosted Activities

- Certain activities conducted by squadrons would be tracked nationally (see list, right)
- eServices would include a new Special Squadron-Hosted Activities application
- Whenever the squadron completes one of the activities designated by NHQ,* squadron staff can enter the participants and award credit to individuals and the unit

Individual Record. Accomplishment posts to the Cadet Training tab in the cadet record

Unit Report. Generates report of activities hosted by the squadron

- Activities are limited to those on the master dropdown list
- Filter report by date, activity type
- · Report available to squadrons, wings, national



Special Squadron Hosted-ActivitiesInitial Listing

American Rocketry Challenge

Cadet Adventure – Climbing

Cadet Adventure – Indoor Skydiving

Cadet Adventure - Marksmanship

Cadet Competition

Cadet Great Start

Cyber Patriot

Red Ribbon Leadership Academy

Stellar Explorers

STEM Kit

UAS4STEM

Wreaths Across America

^{*} Designated activities only. We are trying to measure participation in certain programs that have a nationally-standardized curriculum. Other, unique activities can still be tracked elsewhere.

Program Process

	AWARENESS PHASE	PLANNING PHASE 1 month or more prior to Event Day	CADET PREP PHASE 1 week prior to Event Day	EVENT DAY	CONCLUDING PHASE Within 1 week of Event Day
Squadron	Excitement!	Quarterly Funding Window Request NHQ cost-sharing using web form Contact partner's local facility, schedule event Collect cadet registration on CAPF 60-80 (locally) Collect cadet tuition (locally)	Conduct preparatory activity (30-60 min) using the Cadet Adventure curriculum	Pay fees to partner Listen to & follow vendor's safety procedures Conduct event with partner Conduct reflection activity (30 min) Photo & video for news stories	Submit activity report Finances Graduate roster Lessons learned Provide graduation certificates (download & print) News releases, social media, etc.
Wing	Identify partners operating around the state Spread the word		Assist with vendor payments via credit card or reimbursement		Review activity report Consider lessons learned (Year End) Metrics review
National	Partnership MOUs Cadet Adventure homepage	Quarterly Funding Window Approve requests on first come, first-served basis as budget allows			Review activity report Update budget Post to QCUA (Year End) Metrics review

Activity Report

Some of the data needed to report the program's outcomes and learn how to do better next time include:

Squadron, charter number

Type of activity (climbing, skydiving, marksmanship)

Number of cadets participating

Costs

Name and location of facility

Lessons learned (short narrative)

Press release made?

Cadet satisfaction (5-point scale)

Program Metrics

At the national level, the following metrics would help us evaluate Cadet Adventure's ability to achieve its desired outcomes

Individual Cadets

Overall satisfaction (average cadet rating on 5-point Likert scale, captured on activity report)

Penetration

Number of units participating overall and by activity type, year to year Number of cadets participating overall and by activity type, year to year Annual expenditures, budget vs. actual

Learning Outcomes

Annual Cadet Survey – YES 2.0 outcomes of participants vs. non-participants

Questions for the Cadet Community

Is Cadet Adventure on the right track to make a difference in cadets' lives? Sound off because we need to hear from you!

When launching a new program, we should keep it simple. Allow the minimum viable product to generate enthusiasm and earn some wins. Extra features and a broader mix of activities could be added later.

- 1. The CAP Strategic Plan calls for us to increase cadet engagement and learning outcomes in character and fitness through a new emphasis on challenging, hands-on activities. Is Cadet Adventure likely to meet that need?
- 2. Is Cadet Adventure likely to increase access to fun, challenging activities?
- 3. Is a cost-sharing plan of \$30 maximum tuition per cadet low enough to make it affordable?
- 4. Are climbing, indoor skydiving, and marksmanship good initial activities for this program?
- 5. What are we forgetting to address as we design the program?



