

OVERVIEW

TERMINOLOGY

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Continue your journey of personal and professional development through Pathways, Toastmasters' new education program! As the foundation of your Toastmasters experience, Pathways is designed to help you build the competencies you need to communicate and lead.

The eleven Pathways you can choose are shown on the other side. Every path is based on the five Core Competencies of Public Speaking, Interpersonal Communication, Strategic Leadership, Management and Confidence. Every path consists of ten Required projects and four Elective projects, and each path consists of 5 levels. Those levels are:

TERMINOLOGY

- 1 Mastering the Fundamentals
- 2 Learning Your Style
- 3 Increasing Knowledge
- 4 Building Skills
- 5 Demonstrating Expertise

When starting Pathways, you will be introduced to new terms, such as: Assessment, Navigator, Base Camp, Core Competencies, Paths, Projects, Levels, and others. Here's a brief descriptions of these new terms:

ASSESSMENT: There are eleven different learning paths. To find the one that is right for you, begin by taking the assessment. It helps you identify the path that best meets your needs, interests and goals.

THE NAVIGATOR: The Navigator (a 22-page on-line booklet) is filled with essential information about the Toastmasters journey and the Toastmasters Pathways learning experience.

There is also an on-line Navigator to guide you through each step of your journey.

BASE CAMP: Base Camp is your on-line gateway to the Pathways learning experience, where you will find everything you need on your journey.

BASE CAMP MANAGER: For most clubs, the vice president education (VPE) will assume the role of Base Camp manager. The Base Camp manager helps facilitate your progress by verifying your education, approving requests and more.

CORE COMPETENCIES: The 5 core competencies are: Public Speaking, Strategic Leadership, Interpersonal Communication, Management and Confidence. Confidence is unique because it cannot be taught, but is but is gained in every path.

PROJECTS: There are currently 63 projects you may choose from when selecting projects for each path (Ten projects are Required and 4 are Elective. Elective and Required projects are specific to a path and can be viewed here):

karenstorey.com/PATHWAYS/Pathways.htm

HOW DO I BEGIN?

Meet with your club's Vice President Education or go to this page and create an on-line account: toastmasters.org/

- At the top of the page, you will see this login link:
- Go there and create an account.
- Once you have an account click on this link near the top of the page:

pathways

and you will see links for Base Camp, Assessment, Choose a Path and more.

- You'll always start at Base Camp. All your records are here. This is home base. Please preview my tutorial* prior to starting Pathways to get familiar with the program and the new terminology.

DISTINGUISHED
TOASTMASTER

The Distinguished Toastmaster (DTM) award represents the highest level of educational achievement in Toastmasters. The requirements to achieve the DTM will change slightly with Pathways. Go here for details:

www.toastmasters.org/education/distinguished-toastmaster

* karenstorey.com/PATHWAYS/Pathways.htm

Begin Pathways

Required

Electives (1 each)

Complete one of the 11 paths	Serve as Club Mentor
Complete a second of the 11 paths	OR Club Coach
Serve 1-year as a club officer (You may serve as a club officer twice for clubs with six month terms)	Conduct a Youth Leadership
Serve 1-year as a district officer	OR Speechcraft
	OR serve as Club Sponsor

Complete DTM Project