

CAMPSITE COOKING

(Program Features)

TROOP MEETING PLAN

Date: Mar. 12 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME		
Preopening <u>15</u> minutes	Play 500 <i>with a watermelon (see below)</i>	Zak	6:30 6:45		
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	DRoG Patrol	6:45 6:55		
Group Instruction <u>5</u> minutes	Explain that Scouts will rotate in 12-minute intervals to three different cooking methods at separate stations: 1) camp stoves, 2) foil packs, 3) Dutch ovens.	SPL	6:55 7:00		
Skills Instruction <u>36</u> minutes	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> All Scouts: Divide scouts into 3 groups, start at different stations, rotate every 12 minutes. At each station instructors will discuss menu and preparation techniques, involve scouts in hands-on if possible. </td> <td style="width: 50%; vertical-align: top;"> Camp Stove Foil Pack Dutch oven </td> </tr> </table>	All Scouts: Divide scouts into 3 groups, start at different stations, rotate every 12 minutes. At each station instructors will discuss menu and preparation techniques, involve scouts in hands-on if possible.	Camp Stove Foil Pack Dutch oven	Bennett Wyatt Jake	7:00 First 7:12 Rotation 7:12 Second 7:24 Rotation 7:24 Third 7:36 Rotation
All Scouts: Divide scouts into 3 groups, start at different stations, rotate every 12 minutes. At each station instructors will discuss menu and preparation techniques, involve scouts in hands-on if possible.	Camp Stove Foil Pack Dutch oven				
Patrol Meetings <u>15</u> minutes	Dues. Finalize all details for Crossover Trip. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:36 7:51		
Interpatrol Activity <u>14</u> minutes	Play Fruit Salad (<i>see below; two circles</i>)	Charlie & Logan	7:51 8:05		
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15		
After the Meeting <u>10</u> minutes	Sample any edible food from skills instruction. Gamers have cleanup.	SPL / SM	8:15 8:25		

TRAIL COOKING

(Program Features)

TROOP MEETING PLAN

Date: Mar. 19 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Banana Peel Tag (<i>see below</i>)	Andrew	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flapjack Patrol	6:45 6:55
Group Instruction <u>10</u> minutes	Discuss trail menu planning.	Mr. Scott	6:55 7:05
Skills Instruction <u>25</u> minutes	New Scouts: Trail meal planning and hands-on demos. Mid & Experienced Scouts: Trail meal planning and hands-on demos.	Dr. Stein Mr. Scott the Young	7:05 7:30
Patrol Meetings <u>15</u> minutes	Dues. Plan menus for Webelos Weekend, get approval. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Capture the Pancake (<i>see below</i>)	Charlie	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting <u>10</u> minutes	Mini-PLC. Sharks have cleanup.	SPL / SM	8:15 8:25

HOME COOKING

(Program Features)

TROOP MEETING PLAN

Date: Mar. 26 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Evolution (<i>see below</i>)	Jake	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Invisible Patrol	6:45 6:55
Group Instruction <u>10</u> minutes	Discuss the MyPlate guidelines for menu planning, give examples.	Bennett	6:55 7:05
Skills Instruction <u>25</u> minutes	New Scouts: Kitchen Safety: Things to be careful of (knives, burns, scalds, shocks) and first aid for kitchen accidents Mid & Experienced Scouts: Food prep for home cooking.	Owen, Quintin, Quinn, Zak Charlie	7:05 7:30
Patrol Meetings <u>15</u> minutes	Dues. Finalize menus for Webelos Weekend. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Four Corners (<i>see below</i>)	Charlie	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting <u>10</u> minutes	Mini-PLC. Invisibles have cleanup.	SPL / SM	8:15 8:25

Ninja:

Procedure: Scouts start in a circle and everyone strikes a ninja pose. The scout running the game can make one ninja move and tries to hit the hand of the scout on his left or right. That scout can make one defensive move. Play goes clockwise; the next scout can now make one move to attack another scout. Scouts have to attack in one straight motion; they can jump if they want but it must be one fluent motion. If a scout is hit on one hand he loses the use of that hand; if he loses both hands he is out of the game.

500 (Jackpot):

Equipment: A foam watermelon

Procedure: One scout calls out a number and throws the watermelon to the group. The scout who catches the watermelon earns that number of points. When one of the scouts reaches 500 (the “jackpot”), he wins the round and becomes the thrower for the next round.

Fruit Salad:

Equipment: Two circles of chairs, each circle one less than the number of Scouts playing.

Procedure: In each circle, each Scout chooses a fruit and announces their choice. They all sit in the circle, with one Scout in the middle. One of the Scouts in the circle starts the game by saying their fruit likes another fruit (i.e., “strawberry likes banana”). The person in the center tries to tag the Scout whose fruit was called before he can announce that his fruit likes another fruit. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their fruit likes “fruit salad”, at which point all the Scouts get up and change seats; the center Scout can also claim a seat, and whichever Scout is left without a chair is the new center Scout.

Banana Peel Tag

Equipment: None.

Procedure: One player is chosen to be “it” and attempts to tag other players. Tagged players must put their hands together over their head with their arms extended and pretend to be a banana. They can be released when two other players grab their arms, one on each arm, and “peel” them. If only one other player grabs an arm, he must hang on until a second player grabs the other arm and he may be tagged by “it” while waiting.

Capture the Pancake:

Equipment: Pieces of cloth for each team to use as pancakes (or, very durable pancakes).

Procedure: Divide scouts into two teams. Playing area is divided into two zones. Each team has a location designated as its goal. Hide one pancake near each goal. The object of the game is to capture the opposing teams’ pancake and return it to your zone without being captured. A player is captured when he has been tagged by a member of the other team and is then placed in their “jail” area. Captured players can be rescued from jail by one of their team members tagging them without being captured themselves.

Wobble (aka Evolution):

All players squat down and imitate a wobbling egg, moving by shuffling their feet. Two players compete by playing rock paper scissors, and the winner “evolves” into a chicken. He can then challenge another chicken to rock paper scissors; the winner evolves to a dinosaur, and the loser reverts to an egg (wobble). Two dinosaurs can compete at rock paper scissors; the loser reverts to a chicken, and the winner evolves to a super-hero. A super-hero can “fly” around the field tagging other players; those tagged revert back to wobbles.

Four Corners:

Equipment: None.

Procedure: One scout is chosen to be “it” and stands in the middle of the room. All other scouts chose a corner of the room to stand in. The scout in the middle covers his eyes and slowly counts to 10 out loud. While he is counting, the other scouts may quietly move to another corner (or stay where they are). Once he reaches 10, and WITHOUT uncovering his eyes, the middle scout points to a corner of the room. All scouts in that corner are “out” and must sit down. Once only 4 players are left, only one scout may stand in each corner. Last player left standing wins and is “it” for the next round.