

Engineering (Civil)
(Program Features)

TROOP MEETING PLAN

Date: Dec. 4 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Parker	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	New Scouts: Discuss the following: (a) The definition of engineering; (b) The different areas within engineering; (c) The basics of civil engineering and the types of work these engineers do, including some sample projects. Mid & Experienced Scouts: Build a model dam. Experiment with a number of materials and designs to determine which ones work better as the volume of water increases. Discuss how dams are used to provide water and electricity to municipal areas.	Mr. Croteau Brody	6:55 7:25
Advancement Session <u>15</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:25 7:40
Patrol Meetings <u>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:50
Interpatrol Activity <u>15</u> minutes	Play Broom Hockey	Ian	7:50 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	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Engineering (Chemical)
(Program Features)

TROOP MEETING PLAN

Date: Dec. 11 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Sharks & Minnows (<i>see below</i>)	Brody	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Wolf Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes Scouts choose which skill instruction to attend	Group 1: Make some goo similar to the details listed at https://sciencebob.com/?s=polymer+goo . Lead a discussion on polymers and the reaction you just witnessed. Group 2: Build pop rockets and see which design goes the farthest. Use the experiment outline here: https://nisenet.org/catalog/rocket-reactions . Lead a discussion on the chemical reaction that causes the rockets to pop off the launch pad.	Alex, Mr. Scott the Young Rhys, Mr. Scott	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Videogame Trip 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 Ball Over Relay (<i>see below</i>)	Ian	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	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Engineering (Mechanical)
(Program Features)

TROOP MEETING PLAN

Date: Dec. 18 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Potato Tag (<i>see below</i>)	Ian	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	New Scouts: Build a Rube Goldberg machine and see which team of Scouts can come up with the wackiest way to accomplish an everyday task. Mid & Experienced Scouts: Have Scouts build string telephones. Lead a discussion on sound waves and how sound is changed by objects such as water.	Brody, Lucas Rhys	6:55 7:25
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Videogame Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:50
Interpatrol Activity <u>15</u> minutes	Play Mao. (<i>Sorry, can't tell you the rules if you don't already know them!</i>)	Lucas	7:50 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	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Steal The Bacon:

Equipment: An object is chosen to be the bacon.

Procedure: The object of Steal the Bacon is take the "bacon" back to your own side without being caught. In this game, two teams are chosen, and one umpire is selected. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them. The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.

Scoring: If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point.

Sharks And Minnows

Equipment: None.

Procedure: One scout is designated as the shark, the others are minnows. Arrange the minnows in a straight line on one side of the field, all facing the opposite side. The shark calls out, "Minnows run to me!". All the minnows try to run to the other side of the field. The shark attempts to tag as many minnows as possible. If they get to the other side of the field without being tagged they are safe. Once tagged one becomes a shark. When all untagged minnows are on the other side of the field, play starts again. A shark calls out, "Minnows run to me!" Continue running back and forth until all minnows have been converted to sharks.

Ball-Over Relay:

Equipment: Ball, about basketball size; whistle; blindfold

Procedure: Draw lines dividing the game area into a zone for each patrol, and place a patrol in each zone. The players take positions at various points in their zone; they cannot cross the lines. One Scout is blindfolded and has the whistle. When he blows the whistle, the leader puts the ball into play. The players must try to keep the ball in the opposing teams' territory so that they don't have possession of it when the blindfolded Scout blows the whistle again. The whistle should be blown fairly often, continuously starting and stopping play for a given time. Scouts must NOT hit the ball so hard that it leaves the playing area, and may not kick the ball!

Scoring: Score 1 point for the patrol that has the ball when the whistle is sounded. If a scout hits the ball excessively hard, his patrol also earns a penalty point. At the end of the game, the patrol with the lowest score wins.

Potato Tag:

Equipment: A potato (or a ball).

Procedure: Choose two scouts to be the Taggers. Choose another scout to start with the Potato (the ball). Everybody spreads out and the Taggers try to tag the other scouts. When a scout is tagged, they must freeze where they were tagged. The scout who has the Potato can give a frozen scout the Potato to unfreeze them, and that scout holds onto the Potato until they give it to someone else who is frozen. If a scout holding the potato is tagged, they are frozen, and should throw the Potato away from them for someone else to get. Taggers cannot hold the Potato.