

Science – Potential Energy
(Program Features)

TROOP MEETING PLAN

Date: Feb. 5 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Pig (<i>bacon</i>) (<i>see below</i>)	Alex	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>35</u> minutes	Two mixed groups of Scouts: Review several common catapult designs. On paper, design a basic catapult. Build the catapult you designed using the materials provided. Practice loading and firing the catapult. Keep a record of distance. Adjust design as necessary to maximize distance.	Alex	6:55
		Lucas	7:30
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:30 7:40
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize all plans for Klondike Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:55
Interpatrol Activity <u>10</u> minutes	Play Sharks & Minnows (<i>see below</i>)	Ian	7:55 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	

Science – Science vs. Science Fiction
 (Program Features)

TROOP MEETING PLAN

Date: Feb. 12 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	Jacob C.	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>15</u> minutes	New Scouts: Pick a science fiction show or movie. List some examples of science fiction in the show. Discuss what scientific advances would be necessary to make the science fiction into fact? Mid & Experienced Scouts: Pick a science fiction show or movie. What scientific laws were used in the show? Name some things from the show that are currently impossible. Pick two examples of scientific or technical advances in the show and discuss how they could become reality.	Alex Rhys	6:55 7:10
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:10 7:20
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	7:20 7:30
Interpatrol Activity 1 <u>20</u> minutes	Play Graveyard (<i>see below</i>)	Rhys	7:30 7:50
Interpatrol Activity 2 <u>15</u> minutes	Play Red Light, Green Light (<i>see below</i>)	Parker	7:50 8:05
Closing <u>10</u> minutes	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05
Total 90 minutes of meeting			8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Winter Court of Honor

(Program Features)

TROOP MEETING PLAN

Date: Feb. 19 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Duck Duck Goose (<i>see below</i>)	Rowan	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	SPL/ ASPLs	6:45 6:55
<u>20</u> minutes	Summer Camp Promo Update on this year's summer camp programs	DWC Guest/ SM	6:55 7:15
<u>20</u> minutes	Food Atomic Wolves: Main courses Legit Llamas: Side dishes Los Perros: Drinks & Ice Troop: Disposables	Patrols	7:15 7:35
<u>10</u> minutes	Awards	SM/SPL	7:35 7:45
<u>10</u> minutes	Patrol Reorganization	SM	7:45 7:55
<u>10</u> minutes	Play Toilet Tag (<i>see below</i>)	Ian	7:55 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	

**** NEXT WEEK: VACATION!! ****
IN TWO WEEKS: ELECTIONS!!

Steal The Pig:

Equipment: An object is chosen to be the Pig.

Procedure: The object of Steal the Pig is take the "Pig" 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 Pig 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 Pig. Once a player touches the Pig however, the other player may tag him/her.

Scoring: If a player is able to grab the Pig and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the Pig 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.

Graveyard:

Equipment: None

Procedure: Choose a person to be the Gravekeeper. Everyone else finds someplace to lie down. Their face must be visible. They must lie perfectly still and are only allowed to breath, blink and move their eyes. The Gravekeeper watches for movement. If someone is spotted moving, they are out and join the Gravekeeper in monitoring. The Gravekeepers can also actively try to get players to move or change their expression. They can do this with funny jokes or silly actions. They are not allowed to touch the players or threaten them (with words or movement). The game ends when the last player moves.

Red Light, Green Light:

Equipment: none.

Procedure: Start with all scouts along the starting line. When the leader says 'Green Light' everyone will move towards the finish line. When the leader says 'Red Light' everyone must immediately stop. If players are still moving when you call 'Red Light', they must go back to the starting line.

Scoring: First player across the finish line wins.

Variations: Green Light=Walk, Yellow Light = Slow Motion, Red Light =Stop. Or, The leader can designate himself as the finish line, when players get close to the finish line (the leader), the finish lines moves farther away.

Duck Duck Goose:

Equipment: None

Procedure: Scouts sit in a circle, facing inward, while another scout, the "picker", walks around tapping each scout in turn, calling each a "duck" until finally picking one to be a "Goose". The "Goose" then rises and chases and tries to tag the picker, while the picker tries to return to and sit where the "Goose" had been sitting. If the picker succeeds, the "Goose" is now the new picker and the process begins again. If the "Goose" succeeds in tagging the picker, the "Goose" may return to sit in the previous spot and the picker resumes the process..

Toilet Tag:

Equipment: None

Procedure: One player is chosen to be "it" and attempts to tag other players. Tagged players must squat down with one arm out to the side and pretend to be a toilet. They can be released when another player sits on them and "flushes" their arm.