

CITIZENSHIP - ELECTIONS
(Program Features)

TROOP MEETING PLAN

Date: Mar. 5 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Pig Tag (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
<u>10</u> minutes	Patrol Reorganization	SM	6:55 7:05
Elections <u>20</u> minutes	TROOP & PATROL ELECTIONS Elect new SPL Patrols elect new PLs SPL chooses ASPL, etc. PLs choose new APLs, etc.	SM	7:05 7:25
Patrol Meetings <u>10</u> minutes	Collect dues Plan menus for Cabin Trip Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:25 7:35
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:35 7:45
Interpatrol Activity <u>20</u> minutes	Play Broom Hockey	Rhys	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	

CITIZENSHIP
(Program Features)

TROOP MEETING PLAN

Date: Mar. 12 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Freeze Tag (<i>see below</i>)	Ian	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>30</u> minutes	New Scouts: Discuss how the U.S. government works (including the three branches of government) and how that compares with your local government. Learn about your federal representatives. Mid & Experienced Scouts: Discuss the structures of government from the town level to the national level. Learn about your local, state, and federal representatives..	Ian, Dominic Rhys	6:55 7:25
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Cabin 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 Speedball (<i>see below</i>)	Rhys	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	

CITIZENSHIP
(Program Features)

TROOP MEETING PLAN

Date: Mar. 19 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	All	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: Discuss the responsibility of actively participating in the community and how individuals can carry out this responsibility. Discuss the importance of voting and participating in the democratic process. Mid & Experienced Scouts: Discuss the responsibility of paying income and other taxes honestly and on time, and learn how taxes are filed.	Alex, Rhys SM	6:55 7:25
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize all plans for Cabin 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 Ball-Over Relay (<i>see below</i>)	Dominic	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	

CITIZENSHIP
(Program Features)

TROOP MEETING PLAN

Date: Mar. 26 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Cops & Robbers (<i>see below</i>)	Jacob P	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>25</u> minutes	New Scouts: Discuss some laws that are specific to your town. Discuss law enforcement and how laws are enforced. Learn how people accused of crimes are taken into the justice system.. Mid & Experienced Scouts: Explain the bill-to-law process by using diagrams, etc. Talk about some recent laws that have been passed by Congress. Review the Bill of Rights (the first 10 amendments to the Constitution)..	Ian, Rowan Rhys	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
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	7:30 7:40
Interpatrol Activity <u>25</u> minutes	Play Dodge Tag (<i>see below</i>)	Jacob C	7:40 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	

Pig Tag:

Equipment: A rubber oinking pig..

Procedure: One scout is chosen as tagger and has the pig. The tagger throws the pig (gently!) at other players; if the pig hits a player, they become the tagger. If the throw misses, the original tagger retrieves the pig and tries again..

Freeze Tag:

Equipment: None.

Procedure: One scout is "it"; when they tag someone, that person is "frozen" in place. They cannot move and must stand with their feet apart and arms out to the sides. The only way they can become unfrozen is if a person crawls under their legs. Play continues until all the players are frozen. Then the last person to be frozen is "it" for the next game.

Speedball

Equipment: A playing field (*soccer field outside or basketball court inside*), soccer goals, a soccer ball.

Procedure: Divide scouts into two teams. Each team has 5 players active at a time (including a goalkeeper), additional scouts may sub in. Game play starts with a jump ball at the center of the court. The team with the ball then tries to move the ball towards the opponent's goal. The ball can be moved by kicking or throwing the ball. Players are not allowed to run with the ball in their hands.

Scoring: Goals can be scored by kicking or throwing. Kicking counts as two points and throwing counts as one point. The team with the most points at the end of the match is the winner.

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.

Cops & Robbers Tag

Equipment: None

Procedure: Selecting an area to be the Jail. Split scouts into two equal groups. One group will be the Cops, their job is to tag the Robbers and guard the Jail. The other group is the Robbers, their job is to not be caught by the Cops and to save captured Robbers with Jailbreaks. Robbers who are tagged are expected to walk to the Jail by themselves, they do not need the Cop to escort them. If a Jailbreak occurs, only those Robbers who are in the Jail area are freed, any Robbers who have been caught but are still walking to the Jail are not included in the Jailbreak. A Jailbreak occurs when a Robber (who has not been caught) touches the Jail area and yells "Jailbreak!". There is no head start for the Robbers escaping the jail, they may be tagged immediately after the Jailbreak is initiated.

Dodge Tag:

Equipment: A deck of playing cards

Procedure: Each scout starts with three playing cards. All scouts are "it", and try to tag other scouts. If a scout is tagged he must give a card to the tagger. If two scouts tag each other at the same time, they play rock-paper-scissors to determine the winner, and the loser gives the winner a card. When a scout runs out of cards, they're out of the round.

Scoring: The last scout with cards is the winner.