

COOKING (Planning)
(Program Features)

TROOP MEETING PLAN

Date: Oct, 7 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Canadian Tag (<i>see below</i>)	Sebastian	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	All Scouts: Review the 6 essentials to cooking a good meal: time, ingredients, recipes, cookware, heat sources and technique. Emphasize the need to follow safe handling practices including cleanliness and proper food storage. Review food groups in the MyPlate model, and discuss allergy awareness and ingredient lists.	Jacob & Ian	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. Start menus for Spooktacular 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 Crab Soccer (<i>see below</i>)	Jacob	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	

COOKING (Home)
(Program Features)

TROOP MEETING PLAN

Date: Oct, 14 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Blob Tag (<i>see below</i>)	Collin	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Red Hot Chili Patrol	6:45 6:55
Skills Instruction <u>40</u> minutes	All Scouts: Home cooked meal: steak, home fries, beets and milk. Review planning for this meal from last week, discuss converting a menu to a shopping list and shopping economically. then coach the scouts in preparing the meal.	Liam & Jacob	6:55 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Spooktacular 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 Basketball	Parker	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	

COOKING (Campsite)
(Program Features)

TROOP MEETING PLAN

Date: Oct, 22 (THURS,!) Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Happy Toast Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	All Scouts: Campsite Cooking: spaghetti with Alfredo sauce, sweet corn, garlic bread and chocolate milk. Review planning for this meal from week 1, discuss converting a menu to a shopping list and shopping economically. then coach the scouts in preparing the meal.	Alex, Parker	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>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:45
Interpatrol Activity <u>20</u> minutes	Play Kickball	Ben	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	

COOKING (Backpacking)
(Program Features)

TROOP MEETING PLAN

Date: Oct, 29 (THURS.) Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Revenge Tag (<i>see below</i>)	Ben	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>35</u> minutes	All Scouts: Backpacking cooking: Discuss menu planning, specialized shopping (avoiding expensive freeze-dried food), advance preparation and cooking techniques. Coach scouts through preparing the meal.	Mr. Scott the Young	6:55 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>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 Blindfold Soccer (<i>see below</i>)	Parker	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	

Canadian Tag

Equipment: None.

Procedure: Choose a player to be the Tagger and the rest of the players spread out. When the game starts, the Tagger tries to tag the other players. When the Tagger tags a player, the Tagger must say "Sorry" and the player who was tagged freezes where they were tagged. If the Tagger forgets to say "Sorry," the player who was tagged does not have to freeze. Players can be unfrozen when another player holds hands or links elbows with them. From that point on they must stay connected. If they get tagged, both freeze until another player comes and links arms with them. Then the three of them must stay together. A frozen group can also be unfrozen by another group joining up with them. The game ends when all the players are frozen or when the players are all connected. At the end you can declare that the group with the most players in it wins.

Crab Soccer

Procedure: Split the participants into two equal teams. The game plays out like regular soccer, but everyone must crabwalk; walk on their hands and feet with their stomach facing up. Having goalies is optional, you can play with or without depending on the size of the nets. If you play with hockey nets, a goalie is unnecessary. There's no penalty for handballs, but players should use their feet to move the ball. End the game when the participants start to complain about their hands hurting.

Blob Tag

Procedure: Begin with two scouts with linked arms (i.e., the Blob) who try to tag other scouts. If a scout is tagged, he must attach to the Blob by linking arms with the person who tagged him. The only two people who can tag are the two people on each end of the Blob. The Blob continues to grow as more scouts are tagged. Rules include: a) no diving over the Blob; b) no sliding under the Blob; and c) watch out for others. The Blob must stay connected at all times and work together.

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.

Revenge Tag:

Equipment: None.

Procedure: Everybody is “it”; everybody can also get tagged. If a player gets tagged, he must sit where he was tagged. He is stuck down until the player who tagged him gets tagged, and then he’s back up. If players tag each other at the same time then they play a round of ‘Rock, Paper, Scissors’ to see who sits.

Scoring: Anyone who can figure out how this game works, wins.

Blindfold Soccer

Equipment: Blindfolds for half the Scouts, two soccer balls

Object: Each team tries to kick the ball past the opponent’s end zone as many times as possible.

Procedure: Divide the Scouts into two teams, or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of the soccer field or playing area.

Rules:

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to his partner.
2. Team members may not intentionally touch one another. Normal game contact is allowed as long as the touching is not used to direct a blindfolded participant.
3. There are no goalies.
4. If a ball is kicked out of bounds, the referee will throw the ball into the middle of the field and play resumes.

Scoring: Each successful kick earns 1 point for the team. The team with the most points at the end of the game wins.