

Science
(Program Features)

TROOP MEETING PLAN

Date: May 6 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	LIVE: Play Steal the Bacon (<i>see below</i>)	Will	6:30
	REMOTE: Show short science videos as scouts arrive.	Quintin	6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements <i>(Live and remote together)</i>	Ninja Panda Patrol	6:45
			6:55
Group Instruction <u>10</u> minutes	Discuss the definition of "science". Explain the suffix "-ology", give some examples. Define chemistry, biology and physics; discuss the most important discoveries in each, and who was responsible. <i>(Remote: Follow live stream)</i>	Logan	6:55
			7:05
Skills Instruction <u>35</u> minutes REMOTE: Follow New/Mid Scouts =>	Experiments: Conduct and discuss the principles involved New & Mid Scouts: <u>Chemistry:</u> Combine baking soda & vinegar. Combine Mentos and diet Coke. <u>Biology:</u> Chart each scout's height and shoe size, look for correlations. <u>Physics:</u> Use levers and pulleys to move weights. Ricochet marbles off one another. Experienced Scouts: Chemistry: Make a battery. Biology: Compare scout and parent eye color, discuss genetics. Physics: Create a dominoes chain reaction, time different configurations of dominoes.	Seth, Wyatt Graham	7:05
			7:40
Patrol Meetings <u>15</u> minutes	Dues are still due. (Can pay online on Forms page.) Menus for Spring Camporee. 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	LIVE: Play Ultimate Soccer (<i>see below</i>) REMOTE: Play Wheel of Science	Mr. Croteau	7:55
		SM	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	

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TROOP MEETING PLAN

Date: May 13 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	LIVE: Play Blind Cannon (<i>see below</i>)	Carter	6:30
	REMOTE: Watch the mayhem, be glad you're at home.		6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Rep. of Gamers Patrol	6:45
			6:55
Group Instruction <u>15</u> minutes	Teach the basics of projectile motion: Explain how angle and force combine to launch projectiles; define projectile and projectile motion; discuss the difference between forward velocity and acceleration due to gravity. (<i>Remote: Follow on live stream.</i>)	Owen	6:55
			7:10
Skills Instruction <u>25</u> minutes	All Scouts (3 groups): On paper, design a basic catapult. Build your design out of the materials provided. Practice firing your catapult. Track and record angle, force and distance. REMOTE: Work on a virtual catapult design.	Garrett, Connor, Trystian	7:10
			Quintin
Patrol Meetings <u>15</u> minutes	Dues are still due. (Can pay online on Forms page.) Finalize Camporee menus. 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	Using the catapult you built in skills instruction, compete for accuracy and distance by firing marshmallows into a bucket. REMOTE: Science Kahoot	SM	7:50
		Will	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	

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TROOP MEETING PLAN

Date: May 20 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	LIVE: Play 3-Person Tug of War (<i>see below</i>)	Liam	6:30
	REMOTE: Watch the mayhem, be glad you're at home.		6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Hamster Patrol	6:45
			6:55
Group Instruction <u>15</u> minutes	Define the scientific method. Explain the difference between hypotheses, theories and laws. Compare and contrast experimentation and observation. (<i>REMOTE: Watch the live stream.</i>)	Seth	6:55
			7:10
Skills Instruction <u>25</u> minutes REMOTE: Follow along with mid/older scouts. (<i>Quintin</i>)	New Scouts: Design an inhabited base on Mars. Discuss what theories and laws you need to consider. Discuss sources of energy, construction processes, life support, and purpose of the mission. Draw a model of your base. Mid & Older Scouts: Make a theory of how gravity works. Discuss the scientific laws involved in your theory. Devise experiments to test your theory. Repeat for other topics if you have extra time.	Tyler, Alex Graham	7:10
			7:35
Patrol Meetings <u>10</u> minutes	Dues are still due. (Can pay online on Forms page.) 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 Ball Over Relay (<i>see below</i>)	ASMs	7:45
	REMOTE: Play Science Hazard	SM	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	

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TROOP MEETING PLAN

Date: May 27 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Science Fiction Charades: Take turns acting out scenes from sci-fi movies or portraying familiar sci-fi characters. <i>(Remote: Play along)</i>	Connor	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Duct Tape Patrol	6:45 6:55
Group Instruction <u>15</u> minutes	Discuss how science fiction is often rooted in science fact. Watch scenes from a sci-fi series as examples. <i>(REMOTE: Follow along.)</i>	SM & Mr Scott TY	6:55 7:10
Skills Instruction <u>25</u> minutes REMOTE: Follow Mid/Older scouts.	New Scouts: In the scenes you just watched, give examples of what was science fiction and what was science fact. What advances in science would be needed to turn the fiction into fact? Mid & Older Scouts: In the scenes you just watches, what scientific laws were used? Explain what was impossible (and why) and what was not. Identify two examples of tech or scientific advances and discuss how they could come to pass. What changes would you suggest to make the scenes more scientifically accurate?	Garrett, Caleb Owen	7:10 7:35
Patrol Meetings <u>15</u> minutes	Dues are still due. (Can pay online on Forms page.) Plan menus for June 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 Kahoot (live and remote)	SM	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.

Ultimate Soccer:

(Like Ultimate Frisbee, but... you know, soccer!)

Equipment: A soccer ball, a rectangular shape field with goals at each end; optional, markers for each team (armbands, whatever).

Procedure: Each point begins with both teams lining up on the front of their respective end zone line. The defense kicks the ball to the offense. The ball may be advanced in any direction by completing a pass to a teammate. Players may not touch the ball with their hands. The person with the ball has ten seconds to pass the ball. The defender guarding him counts out the stall count. When a pass is not completed (e.g. out of bounds, block, interception), the defense immediately takes possession of the ball and becomes the offense. No physical contact is allowed between players, and players must do their best to maintain distance from other players. Picks and screens are also prohibited. A foul occurs when contact is made.

Scoring: Each time the offense completes a pass into the defense's goal, the offense scores a point.

Blind Cannon:

Equipment: Blindfolds and large, heavy sponges (wet them to give them more weight).

Procedure: Two teams face each other across "no man's land," about 15 feet apart. (Determine a distance based on how far a sponge can be thrown.) Each team has one general and one or two "cannons" - blindfolded players who throw sponges. The generals stand still on their respective sides of the playing field and give direction to their cannons. The cannons try to strike the opposing generals with their sponges. Other players collect sponges and return them to the cannons.

Scoring: The last general standing wins.

Three-Person Tug-Of-War:

Equipment: A 12-foot rope at least 1/4 inch in diameter, three neckerchiefs or hats.

Procedure: Tie the ends of the rope together and arrange it in the shape of a triangle on the playing field. Place a neckerchief or hat about 6 feet from every corner on the outside of the triangle. A Scout from each patrol grasps the rope at one corner with his left hand. On signal, each Scout tries to pick up the neckerchief with his right hand.

Scoring: Give 10 points for each Scout who gets a neckerchief. Add the total points of winners in each patrol to determine the winning patrol.

Ball-Over Relay:

Equipment: Ball, about basketball size; whistle; blindfold

Procedure: Draw lines dividing the game area into seven zones, 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.

Scoring: Score 1 point for the patrol that has the ball when the whistle is sounded. At the end of the game, the patrol with the lowest score wins.