

# Games

(Program Features)

## TROOP MEETING PLAN

Date: Dec. 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Evolution ( <i>see below</i> )	Wyatt	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Republic of Gamers	6:45 6:55
<b>Group Instruction</b> <u>5</u> minutes	Brainstorm different types of games (card, roleplaying, athletic, computer, etc.). Talk about how these game types are similar and different.	Conner	6:55 7:00
<b>Skills Instruction</b> <u>30</u> minutes	<p><b>New Scouts:</b> Play a simple card game like Go Fish. Use the EDGE method to teach the game to someone who hasn't played it before. Make a list of the game rules. Evaluate the game.</p> <p><b>Mid &amp; Experienced Scouts:</b> Play a simple card game like Go Fish. Play a simple physical game like Tag. Discuss ways to combine the games you played into a single game or ways to incorporate rules from one game into the other. Play the hybrid game and then evaluate it.</p>	Wyatt, Connor  Aidan, Will	7:00  7:30
<b>Patrol Meetings</b> <u>10</u> minutes	Collect dues, take attendance. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Broom Hockey	Adults	7:40 8:05
<b>Closing</b> <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
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Games  
(Program Features)

**TROOP MEETING PLAN**

Date: Dec. 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Ninja ( <i>see below</i> )	<b>Carter</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Atomic Hamster Patrol</b>	6:45 6:55
<b>Group Instruction</b> <u>10</u> minutes	Talk about the history of games and how individual games or types of games have evolved, e.g., football adding safety rules, video games taking advantage of increased computing memory and power). Show an internet video of an early football game or a computer simulation of an early videogame.	<b>Mr Scott the Young</b>	6:55 7:05
<b>Skills Instruction</b> <u>25</u> minutes	<b>New Scouts:</b> Divide into two groups. Have one group learn the signals used by football referees, and have the other group learn the signals used by baseball umpires. Have each group use the EDGE method to teach the other group what it learned.  <b>Mid &amp; Experienced Scouts:</b> Debate any or all of these topics: What would happen in games like basketball if there were no officials enforcing the rules? How do rules improve games or take away enjoyment for fans and players? Is it okay as a strategy to break the rules sometimes? How would you change the rules in your favorite game if you could?	<b>Connor (football), Tyler (baseball)</b>  <b>Patrick, Jake</b>	7:05 7:30
<b>Patrol Meetings</b> <u>15</u> minutes	Collect dues, take attendance. Start Chill trip menus Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:30 7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Bucket Ball ( <i>see below</i> )	<b>Adults</b>	7:45 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

## Games

(Program Features)

### TROOP MEETING PLAN

Date: Dec. 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Banana Peel Tag ( <i>see below</i> )	<b>Wyatt</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Duct Tape Patrol</b>	6:45 6:55
<b>Group Instruction</b> <u>10</u> minutes	Invite a serious gamer to talk about the differences between casual game playing and serious game playing.	<b>Logan</b>	6:55 7:05
<b>Skills Instruction</b> <u>30</u> minutes	<b>New Scouts:</b> Begin developing the concept for a new game. Determine the game type, objectives, and number of players.  <b>Mid &amp; Experienced Scouts:</b> Begin developing the concept for a new game. Determine the game type, objectives, and number of players. Make a preliminary list of rules. Sketch the key game elements. Test play your game.	<b>Owen, Zak</b>  <b>Graham, Aidan</b>	7:05 7:35
<b>Patrol Meetings</b> <u>15</u> minutes	Collect dues, take attendance. Finalize Chill Trip menus Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:35 7:50
<b>Interpatrol Activity</b> <u>15</u> minutes	Play Fruit Salad ( <i>see below</i> )	<b>Tyler</b>	7:50 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

### **Evolution:**

All players squat down and imitate a wobbling egg, moving by shuffling their feet. Two players compete by playing rock paper scissors, and the winner “evolves” into a chicken. He can then challenge another chicken to rock paper scissors; the winner evolves to a dinosaur, and the loser reverts to an egg (wobble). Two dinosaurs can compete at rock paper scissors; the loser reverts to a chicken, and the winner evolves to a super-hero. A super-hero can “fly” around the field tagging other players; those tagged revert back to wobbles.

### **Ninja:**

*Procedure:* Scouts start in a circle and everyone strikes a ninja pose. The scout running the game can make one ninja move and tries to hit the hand of the scout on his left or right. That scout can make one defensive move. Play goes clockwise; the next scout can now make one move to attack another scout. Scouts have to attack in one straight motion; they can jump if they want but it must be one fluent motion. If a scout is hit on one hand he loses the use of that hand; if he loses both hands he is out of the game.

### **Bucket Ball:**

*Equipment:* For each patrol, 2 small buckets and one large bucket, 3 tennis balls.

*Object:* To land one tennis ball in each of the three buckets.

*Procedure:* Patrols line up in relay formation. In front of each patrol are three buckets: two small ones at 10 and fifteen feet away, and a larger one at 20 feet. Each scout gets one attempt to toss a tennis ball into one of the buckets. If he misses, the ball bounces out or lands in an occupied bucket, he retrieves the ball and gives it to the next scout in line. Scouts continue to take turns until the patrol has a ball in each of the buckets.

*Scoring:* The first patrol to place one ball in each bucket wins.

### **Banana Peel Tag**

*Equipment:* None.

*Procedure:* One player is chosen to be “it” and attempts to tag other players. Tagged players must put their hands together over their head with their arms extended and pretend to be a banana. They can be released when two other players grab their arms, one on each arm, and “peel” them. If only one other player grabs an arm, he must hang on until a second player grabs the other arm and he may be tagged by “it” while waiting.

### **Fruit Salad:**

*Equipment:* A circle of chairs, one less than the number of Scouts playing.

*Procedure:* Each Scout chooses a fruit and announces their choice. They all sit in the circle, with one Scout in the middle. One of the Scouts in the circle starts the game by saying their fruit likes another fruit (i.e., “strawberry likes banana”). The person in the center tries to tag the Scout whose fruit was called before he can announce that his fruit likes another fruit. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their fruit likes “fruit salad”, at which point all the Scouts get up and change seats; the center Scout can also claim a seat, and whichever Scout is left without a chair is the new center Scout.