

MULTIMEDIA
(Program Features)

Date: Nov. 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Jackpot (<i>with a football</i>) (<i>see below</i>)	Lucas	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Hamster Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	New Scouts: Review cyber chip, online safety and what to post and not post online. Practice taking digital pictures of fun meeting activities. Mid & Experienced Scouts: Review above safety info. Take pictures that show "Fun in Scouting", edit as needed to be ready to upload to Facebook, Instagram and ??	Rhys Jacob, Zak	6:55 7:20
Advancement Session <u>10</u> minutes	Individual Scout advancement. Scouts should have an advancement plan, ideally will get at least one requirement per week signed off. Scouts above 1 st Class can help younger scouts or consult with adults.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finish Turkey Roast menus. Plan for Scouting for Food Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Ball-Over Relay (<i>see below</i>)	Lucas	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	

MULTIMEDIA

(Program Features)

TROOP MEETING PLAN

Date: Nov. 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Four Square (<i>see below</i>)	Jacob	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flaming Monkey Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	All Scouts: Plan and record some short videos (30 seconds to 1 minute) showing Fun in Scouting – patrol cheers, games, etc.	Tyler	6:55 7:20
Advancement Session <u>10</u> minutes	Individual Scout advancement. Scouts should have an advancement plan, ideally will get at least one requirement per week signed off. Scouts above 1 st Class can help younger scouts or consult with adults.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize Turkey Roast plans, merge menus if needed Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Speedball (<i>see below</i>)	Jacob	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	

MULTIMEDIA

(Program Features)

TROOP MEETING PLAN

Date: Nov. 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Tag	Jack R	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>20</u> minutes	All Scouts: Split into three groups of mixed age scouts. Write plans for next week's "big" video. Should show a classic "scouty" activity or teach a skill in an entertaining way. Plan the concept, write a draft script, cast the parts, plan any needed props. Webelos will be visiting this week!	Jack R, Zak, Lucas	6:55 7:15
Advancement Session <u>10</u> minutes	Individual Scout advancement. Scouts should have an advancement plan, ideally will get at least one requirement per week signed off. Scouts above 1 st Class can help younger scouts or consult with adults.	Patrol Leaders/ Adults	7:15 7:25
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Chill Trip (<i>include Webelos as demo</i>) Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:25 7:40
Interpatrol Activity <u>25</u> minutes	Play American Ball (<i>see below</i>)	Adults	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	

MULTIMEDIA

(Program Features)

TROOP MEETING PLAN

Date: Nov. 30 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Rhys	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	No Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	All Scouts: Film and edit the video(s) planned last week.	Jacob	6:55 7:25
Advancement Session <u>10</u> minutes	Individual Scout advancement. Scouts should have an advancement plan, ideally will get at least one requirement per week signed off. Scouts above 1 st Class can help younger scouts or consult with adults.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Complete Chill Trip 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	Play Fruit Salad (<i>see below</i>)	Lucas	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	

500 (Jackpot):

Equipment: A football

Procedure: One scout calls out a number and throws the ball to the group. The scout who catches the ball earns that number of points. When one of the scouts reaches 500 (the “jackpot”), he wins the round and becomes the thrower for the next round.

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.

Four-Square

Equipment: Rubber playground ball, tape to mark squares on the floor.

Procedure: Mark four large, equal size squares on the floor. The SPL assigns each patrol a square to start in, and decides which square is the serving square. The entire patrol stands in the square. Play commences using the rules of 4-square with these exceptions: Any patrol member, but only ONE member, may hit the ball if it lands in his patrol’s square. If the ball bounces twice in a patrol’s square, or they hit it out of bounds, or hit it before it bounces, ONE member of that patrol is out and leaves the square. After each elimination, all patrols rotate to the next square.

Scoring: The last patrol to have scouts in a square wins.

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.

American Ball:

Equipment: A soccer ball, a rectangular shape field with goals at each end.

Procedure: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws the ball to the offense. The ball may be advanced in any direction by completing a pass to a teammate. Players may not run with the ball. The person with the ball ("thrower") has ten seconds to throw the ball. The defender guarding the thrower ("marker") counts out the stall count. When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the ball and becomes the offense. No physical contact is allowed between 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.

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.

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.