

Music
(Program Features)

TROOP MEETING PLAN

Date: Dec. 7 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Sharks & Minnows (<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
Group Instruction <u>15</u> minutes	Music Genres: The group leader will play part of a song, the scouts will determine what genre it is. Do any of the scouts play instruments or sing, and what genre do they perform?	Jack R.	6:55 7:10
Skills Instruction <u>10</u> minutes	New Scouts: Discuss different music genres, give examples of each with popular music. What genres does each scout prefer? Mid & Experienced Scouts: Review above info on genres. Are any scouts willing to put together a musical performance for the troop?	Jacob Tyler	7:10 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>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 Capture the Flag (<i>see below</i>)	Owen	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	

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TROOP MEETING PLAN

Date: Dec. 14 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Evolution (<i>see below</i>)	Jacob	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	New Scouts: Review basic instruments and identify which category they belong to (percussion, woodwind, brass, string, keyboard). Mid & Experienced Scouts: Study printed music for various instruments, and discuss any instrument-specific characteristics.	Rhys Zak	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 the Philly trip 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 Broom Hockey	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	

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TROOP MEETING PLAN

Date: Dec. 21 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	No Monkey Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	All Scouts: Work on learning three campfire songs that could be used on trips or at Pack meetings. Find out what kinds of music the scouts like. Discuss the ethics of music file sharing and downloading.	Jack C, Lucas	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 menus for Philly trip 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 Indoor Snowball Fight (<i>see below</i>)	Graham	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	

Sharks And Minnows

Equipment: None.

Procedure: One scout is designated as the shark, the others are minnows. Arrange the minnows in a straight line on one side of the field, all facing the opposite side. The shark calls out, "Minnows run to me!". All the minnows try to run to the other side of the field. The shark attempts to tag as many minnows as possible. If they get to the other side of the field without being tagged they are safe. Once tagged one becomes a shark. When all untagged minnows are on the other side of the field, play starts again. A shark calls out, "Minnows run to me!" Continue running back and forth until all minnows have been converted to sharks.

Capture the Flag:

Equipment: Pieces of cloth for each team to use as flags.

Procedure: Divide scouts into patrols. Playing area is divided into six zones. Each patrol has a location designated as its goal. Tie one flag loosely to each goal. The object of the game is to capture the opposing patrols' flags and return them to your zone without being captured. A player is captured when he has been tagged by a member of another patrol and is then placed in their "jail" area. Captured players can be rescued from jail by one of their patrol members tagging them without being captured themselves.

Wobble (aka 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.

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.

Indoor Snowball Fight:

Equipment: A good supply of newspapers.

Procedure: Divide troop into two teams. (Can also be played with opposing patrols.) Have each scout make two “snowballs” out of newspaper. Teams line up about 15 feet apart. Following the general rules of dodgeball, each team tries to hit opposing players and dodge their attacks. When a player is hit, he is out and sits on the sidelines. If a scout catches another scout’s snowball, the thrower is out.

Scoring: A side wins when every player on the other team has been eliminated.