

Mentoring – Understanding Each Other
(Program Features)

TROOP MEETING PLAN

Date: May 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	As participants arrive, have them write down their favorite color, favorite food, and which states they have lived in, and draw a picture of their family. these will be used in the group breakouts.)	Lucas	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>25</u> minutes	New & Mid Scouts: Explore judging people by how they dress. Discuss how we make such judgments and whether that's right or wrong. Discuss prejudice - how people react to others regarding race, age, gender, sexual orientation, religion, and nationality. Discuss how being in these different groups changes one's perspective. Experienced Scouts: Discuss prejudice. Take a "What Cartoon Character Are You?" quiz. Compare results among group members and discuss areas of similarity and difference. What do the results tell you about yourself?	Jacob Owen	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finish menus for Cub Camping 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 Wiffleball	Rhys	7:45 8:05
Closing <u>10</u> minutes	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
Total 90 minutes of meeting			
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Mentoring - Listening
(Program Features)

TROOP MEETING PLAN

Date: May 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Rock-Paper-Scissors	Caleb	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>25</u> minutes	New & Mid Scouts: Play the Telephone Game (<i>see below</i>). Practice active listening skills. Discuss the accuracy of the game and how it can be improved. Experienced Scouts: Pair up scouts. One member discusses a type of location he would like to visit, giving only subtle hints as to the specific place. The listener will have to recommend somewhere suitable for the speaker based on the explanation. The speaker judges if they chose correctly. Practice active listening skills..	Alex Jack R	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize all plans for Cub Camping 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 Ball-Over Relay (<i>see below</i>)	Lucas	7:45 :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	

Mentoring – What Went Well, What Didn't
(Program Features)

TROOP MEETING PLAN

Date: **May 16** Week: **3**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u> 15 </u> minutes	Play Blob Tag (<i>see below</i>)	Liam	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> 30 </u> minutes	All Scouts: Scouts will play the three initiative games listed below. After each game, evaluate what went well, what did not go well, and what could be improved. <ul style="list-style-type: none"> • Everybody Up (<i>Keep ea. games and discussion to 10 min. or less</i>) • Nitro Transport • Stepping Stones (<i>Game descriptions below</i>) 	Jacob	6:55 7:25
Advancement Session <u> 10 </u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u> 15 </u> minutes	Collect dues. Start menus for Canoe 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 Popcorn (<i>see below</i>)	Rhys	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	

Mentoring – Attributes of a Good Mentor
(Program Features)

TROOP MEETING PLAN

Date: **May 23** Week: **4**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u> 15 </u> minutes	Shoot hoops as scouts arrive (<i>outside if possible</i>)	Alex	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> 25 </u> minutes	New & Mid Scouts: Leadership Games: Play Night Crossing (<i>see below</i>). Evaluate what went well, what didn't and what could be improved. Repeat if time permits. Experienced Scouts: Leadership Games: Play Pipe Cleaner Art (<i>see below</i>). Evaluate what went well, what didn't and what could be improved. Repeat if time permits.	Alex Jack R	6:55 7:20
Advancement Session <u> 10 </u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u> 15 </u> minutes	Collect dues. Finalize menus for Canoe 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 Four Square	Liam	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	

Telephone Game:

Equipment: Phrases written on individual pieces of paper

Procedure: Have the members of the group form a line so that each can whisper to their immediate neighbors but not hear players any farther away. A word or phrase is given the first player in line, who then whispers it once as quietly as possible to his or her neighbor. The neighbor then passes on the message to the next player. The passing continues in this fashion until it reaches the player at the end of the line, who says to the judges the message he or she received.

Variations: Play in a noisy room vs. quiet; Allow receiving scouts to ask for one repeat; Allow receiving scouts to ask questions about the phrase.

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.

Blob Tag

Equipment: none

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.

Everybody Up:

Equipment: none

Procedure: This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with the soles of their feet touching, their knees bent, and their hands tightly grasping each other's. From this position they try to pull themselves into a standing position. If they succeed, ask another Scout to join them and try standing with three Scouts, then four, etc. As the group grows, each player must grasp the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers of players to get everybody up.

Nitro Transport:

Equipment: A small can of liquid (use ping pong balls or marbles if inside), a 12 inch square board with 8-6 ft. ropes attached.

Procedure: The patrol must move the can of “radioactive nitro” from point A to point B (a distance of about 25 to 30 feet) by lifting the can on the board and carrying it without spilling the contents. Scouts must hold the ropes by the ends, must pick up the can at the same time and all must maintain contact on a rope at all times.

Stepping Stones:

Equipment: 6-inch-square blocks of wood, one less than the number of scouts

Procedure: Give everyone in the patrol, except the patrol leader, a “life-support capsule” (a 6-inch-square block of wood). Each life-support capsule must be in contact with at least one scout at all times. (The capsules can be touched by more than one scout.) If a capsule loses contact with a scout, it is taken away. The patrol must get from point A to point B, about 15 to 20 feet, without touching the ground, using the life-support capsules as stepping stones. If anyone touches the ground, the patrol must start over.

Popcorn:

Equipment: One lightweight beach ball.

Procedure: Have scouts form a circle. Tell them they are popcorn popper and that the ball is a popcorn kernel. Their objective is to hit the ball in the air from team member to team member without it touching the ground. They should count each time the ball is hit. If the ball hits the ground, they must start their count over. After a couple of rounds, stop the game and ask how many hits they got. Remind them that a good leader evaluates what went well, what didn't go well, and what could be done differently the next time. Have the scouts discuss how to improve their process. Give them a couple of minutes to try again.

Notes: The real purpose of this game is not to get the most hits, but rather to improve each time by using the reflection technique of "what went well, what didn't go well, and what can be improved next time."

Night Crossing:

Equipment: Blindfolds for everyone except the leader, about a dozen cardboard cylinders, 4 inches in diameter and 18 to 24 inches long

Procedure: Start by blindfolding the scouts but not the leader. Set the cylinders upright at random along the course. The leader should coach the scouts through the course without knocking over any cylinders. The leader must stand outside the course, not entering it at any time. If a scout hits and knocks over a cylinder, he must start over. Once scouts have successfully navigated the course, allow them to take off their blindfolds. Have scouts evaluate how the leader did. Determine whether the leader used a coaching or mentoring style. Share what the leader did well, what could have been improved, and what should be done differently next time.

Variations: All scouts can be on the course together, or one at a time at the discretion of the leader.

Pipe Cleaner Art:

Equipment: Pipe cleaners for each scout.

Procedure: In groups of three, give each person a pipe cleaner and have them shape it into a representation of what they feel the last week was like. Each group member will take a turn playing the role of participant, leader and observer. The participant describes his or her pipe cleaner and then tells about the experiences that week that led them to choose that shape. The leader provides feedback by rephrasing what the participant has just described. The observer then evaluates how well the leader has listened and provided feedback. Once this process is finished, rotate positions and cycle back so that everyone has the opportunity to serve in all three roles. Upon completion, have everyone evaluate what went well, what did not go well, and what can be improved.