

## Wilderness Survival

(Program Features)

### TROOP MEETING PLAN

Date: 11/7/24 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Manhunt	<b>Jack</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Legit Llama Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>25</u> minutes	<b>New Scouts:</b> Introduce the seven priorities of survival: STOP: Provide first aid; Seek shelter; Build a fire; Signal for help; Drink water; Don't worry about food. Discuss ways not to get lost, including the points of Trek Safely. Discuss first-aid techniques that could be important in a survival situation.  <b>Mid &amp; Experienced Scouts:</b> Review basic distress signals, including noise, fires, mirrors, lights, and ground-to-air-signals. Review the common ground-to-air signals (Wilderness Survival MB book).	<b>Alex</b>  <b>Jacob</b>	6:55  7:20
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts brainstorm and plan some high adventure activities for the troop.</b>	<b>Patrol Leaders/ Adults</b>	7:20 7:30
<b>Patrol Meetings</b> <u>15</u> minutes	Collect dues. Finalize all plans for Turkey Roast 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>    </u> minutes	Play Silly Soccer ( <i>see below</i> )	<b>Rhys</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>	

## Wilderness Survival

(Program Features)

### TROOP MEETING PLAN

Date: 11/14/24 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Star Wars Tag ( <i>see below</i> )	<b>Rhys</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Los Perros Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>30</u> minutes	<b>All Scouts: Patrol Shelter Building Contest!</b> Patrols build the best shelter they can in the time allowed; shelter should be big enough for the entire patrol and made from natural materials.	<b>Judged by adults</b>	6:55 7:25
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts brainstorm and plan some high adventure activities for the troop.</b>	<b>Patrol Leaders/ Adults</b>	7:25 7:35
<b>Patrol Meetings</b> <u>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:35 7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Capture the Flag ( <i>see below</i> )	<b>Alex</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>	

**Engineering**  
(Program Features)

**TROOP MEETING PLAN**

Date: 11/21/24 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Plain Old Tag	<b>Lucas</b>	6:30
			6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Legit Llama Patrol</b>	6:45
			6:55
<b>Skills Instruction</b> <u>30</u> minutes	<b>New Scouts:</b> Discuss the following: the definition of engineering; the different areas within engineering; the basics of civil engineering and the types of work these engineers do. Build a water filtration system. Experiment with numerous materials to see which ones work best at cleaning the water.  <b>Mid &amp; Experienced Scouts:</b> Build a model dam. Experiment with a number of materials and designs to determine which ones work better as the volume of water increases. Discuss how dams are used to provide water and electricity to municipal areas.	<b>Lucas</b> <i>(Mr. Scott TY as B/U)</i>  <b>Owen</b>	6:55
			7:25
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts brainstorm and plan some high adventure activities for the troop.</b>	<b>Patrol Leaders/ Adults</b>	7:25
			7:35
<b>Patrol Meetings</b> <u>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:35
			7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Fruit Salad ( <i>see below</i> )	<b>Rhys</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>	

**Silly Soccer:**

*Equipment:* Soccer goals, a beach ball

*Procedure:* Play a game of soccer, but instead of using a soccer ball, use a beach ball. If you play this outside, make sure it's not on a windy day.

**Star Wars Tag:**

*Equipment:* Three pool noodles, two of one color and one different colored.

*Procedure:* Choose two players to be the Taggers and give them each a same-colored pool noodle. Choose one player to be the Healer and give him/her a pool noodle that is a different color. The Taggers try to tag players with their noodle. If a player is tagged they must stand in the spot where they were tagged. They can be freed if the Healer taps them with his noodle. If the Healer is tagged by a Tagger, the Healer must freeze but can hold out the noodle and another player may take their noodle to become the new Healer. Taggers may not take the Healer's noodle. The game continues until the Taggers win or you peak the game.

**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.

**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.