

Engineering
(Program Features)

TROOP MEETING PLAN

Date: Dec. 5 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Jackpot (<i>with a football</i>) (<i>see below</i>)	Jacob	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>40</u> minutes	All Scouts: Build pop rockets and see which design goes the farthest. Use the experiment outline here: https://www.acs.org/content/dam/acsorg/education/resources/k-8/science-activities/chemicalphysicalchange/chemicalreactions/pop-rockets.pdf . Lead a discussion on the chemical reaction that causes the rockets to pop off the launch pad.	Adults <i>(Mr. Scott the Young?)</i>	6:55 7:35
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	7:35 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	

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TROOP MEETING PLAN

Date: Dec. 12 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Pickle Tag (<i>see below</i>)	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>30</u> minutes	New Scouts: Have Scouts build string telephones. Lead a discussion on sound waves and how sound is changed by objects such as water. Mid & Experienced Scouts: Build a Rube Goldberg machine and see which Scouts can come up with the wackiest way to accomplish an everyday task.	Rhys Lucas	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>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:45
Interpatrol Activity <u>20</u> minutes	Play Split (<i>see below</i>)	Alex	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	

Engineering
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TROOP MEETING PLAN

Date: Dec. 19 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Human Knot (<i>see below</i>)	Rhys	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	All Scouts: Take apart a flashlight, and discuss the components that are used in it to complete the circuit. . Have Scouts assemble their own LED flashlight using an LED, tape, and a CR2032 battery.	Rhys	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. 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 Broom Hockey	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	

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.

Pickle Tag:

Equipment: Hula hoops, two less than the number of players.

Procedure: Place hula hoops randomly on the ground. Choose a player to start out as the Tagger. The Tagger tries to tag players when they are not safe. Players are safe when they are alone in a hula hoop. They are not safe if they leave a hula hoop or if they are in a hula hoop with another person. If the Tagger tags a player who is outside a hoop or was in a hoop with more than one person in it, then that person becomes the new Tagger. Taggers cannot go in the hula hoops (but can reach into hula hoops to tag someone if there are 2 or more players in it).

Split:

Equipment: Tennis balls for each player.

Procedure: Have Scouts spread out across the gym, each with a ball on the floor in front of them. When the game starts, players will try to get their ball to go between the legs of someone else while avoiding letting a ball go through their own legs. They don't have to use the ball they start with. Players may not put their hands on another player or pick up a ball. If a ball goes between a player's legs, they are eliminated, even if they did it to themselves by accident. End the game when only a few players are left or when the game starts to become drawn out.

Human Knot:

Equipment: None

Procedure: Have all the Scouts form a tight circle then stretch both of their hands toward the center. They must then grab onto someone else's hand with each hand. Everyone is now interconnected. As a group, you must try to untangle yourselves into a circle while still holding the hands you grabbed initially. This will involve twisting and ducking under/stepping over each other. No-one may let go until this is accomplished. The game is over when you have a circle. You can make it a bit more difficult by having them all put in their right hand and finding someone's hand to hold, then have them all put in their left hand to find another hand to hold.