



TROOP 66 MEETING PLAN

56- identify 10 different animals

Service Patrol Blue

Program Patrol Red

Date: Oct

Feature: Outdoors

Week: _____

ACTIVITY	DESCRIPTION	RUN BY	TIME
Pre-Opening	Mini-PLC – plan current mtg	SPL	7:00 p
Opening Ceremony	Flags Announcements Committee reports	Ceremonies patrol	7:30 <u>10</u> min (10 min)
Patrol Meetings	PLC input & feedback Check advancements Patrol inspections	Patrol leaders	7:40 <u>10</u> min (10 min)
Skills Instructions	New Scouts E <u>chart of prints</u> ^{of animal faces} D <u>Show how to find</u> ^{types of animal signs} G <u>test students</u> Merit Badges _____ Instructors:	Older Scout Patrol <u>Red</u>	7:50 <u>30</u> min (40 min)
Skills Practice	Game related to skills KIMS E <u>Game on Prints</u>	Instructors	8:20 <u>30</u> min (20 min)
Closing	Retire Flags Scoutmaster Minute Clean up	SPL	8:50 10 min
After the Meeting	Mini-PLC – recap & next meeting	SPL	9:00 <u>5</u> min

TROOP 66 MEETING PLAN

Service Patrol Blue

Program Patrol Red

Date: Oct 10 Feature: outdoors Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Pre-Opening	Mini-PLC – plan current mtg Blue patrol leader SPL Scribe Red patrol leader TROOP guide	SPL	7:00 p
Opening Ceremony	Flags Announcements Committee reports	Ceremonies patrol	7:30 10 min (10 min)
Patrol Meetings	PLC input & feedback Check advancements Patrol inspections	Patrol leaders	10 min 10 7:40 min (10 min)
Skills Instructions	New Scouts <u>Show different ropes</u> <u>E</u> <u>Why the ropes are useful</u> <u>G</u> <u>have students make knots</u> Merit Badges Instructors: <u>Red</u> the	Older Scout Patrol <u>Red</u>	<u>30</u> min (40 min)
Skills Practice	Game related to skills <u>E</u> kins game kins <u>kins game on knots</u>	Instructors	<u>30</u> min (20 min)
Closing	Retire Flags Scoutmaster Minute Clean up	SPL	8:50 10 min
After the Meeting	Mini-PLC – recap & next meeting	SPL	<u>10</u> 9:00 min



- Tb flag code
- r4a fuse rope
- r4b Hitches
- r4c Square

how to fuse rope
E
G