

ENVIRONMENT

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Proopening __ minutes	Play Jump the Shot. (See the Games section of the <i>Troop Program Resources</i> .)		
Opening Ceremony __ minutes	<ul style="list-style-type: none"> Form the troop into a horseshoe. Hold a uniform inspection Have each patrol give its patrol yell. Repeat the Pledge of Allegiance. 		
Skills Instruction __ minutes	<ul style="list-style-type: none"> New Scouts work on identifying mammals in your area (<i>Boy Scout Handbook</i>). Experienced Scouts work on planning an environmental project for your community. This project should have a long-term impact. It could be something like tree planting or city park renovation. Older Scouts work on the Venture program or plan this month's troop campout (to be done as a totally low-impact camp). 		
Patrol Meetings __ minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring for the outing. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnigher, begin to make plans for equipment distribution and tent needs. Brush up on identification of plants, animals, and reptiles.		
Interpatrol Activity __ minutes	Play Leaf Matching game. (See the Games section of <i>the Troop Program Resources</i> .)		
Closing __ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> Assemble patrols, repeat the Outdoor Code. Scoutmaster's Minute. Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.		

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TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Proopening ___ minutes			
Opening Ceremony ___ minutes			
Skills Instruction ___ minutes	<ul style="list-style-type: none"> • New Scouts work on identifying basic plants in your area (<i>Boy Scout Handbook</i>). Play Freak Plant Hunt. (See the minutes Games section of the <i>Troop Program Resources</i>. *) • Experienced Scouts continue work on plans for an environmental project. Who do you contact, and what supplies will you need? How long will it take to complete? Can we involve any other group to help with the project? • Older Scouts work on the Venture program or continue plans for low-impact outing. Plan a conservation project that can be done on the campout. 		
Patrol Meetings ___ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue planning to work on activities on advancement for the outing. Practice interpatrol activities.		
Interpatrol Activity ___ minutes	Play What Do I Smell? (See the Games section of the <i>Troop Program Resources</i> .)		
Closing ___ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaser's Minute • Retire The Colors 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout or outing. Continue work on next month's program feature.		

*Troop Program Resources for Scout Roops and Varsity Teanis, Supply No. 33588

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TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Proopening ___ minutes			
Opening Ceremony ___ minutes			
Skills Instruction ___ minutes	<ul style="list-style-type: none"> • New Scouts work on setting up a weather station so they can monitor the weather in your area, or visit a weather-predicting facility in the community. it could be a television station, the U.S. Weather Service, or an airport that has those facilities. • Experienced Scouts work on map and compass skills to estimate heights and widths. On your campout, use these skills to estimate heights of trees and widths of streams or gullies. Play Hunter, Gun, or Rabbit. (See the Games section of the <i>Roop Program Resources</i>. *) • Older Scouts work on the Venture program or plan interpatrol activities for the campout. 		
Patrol Meetings ___ minutes	Finalize the menu for the outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If it is winter, remember that normal activities in camp will take longer.		
Interpatrol Activity ___ minutes	Play Granny's Footsteps. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing ___ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaser's Minute • Retire The Colors 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. Continue work on next month's program feature.		

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TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Proopening ___ minutes			
Opening Ceremony ___ minutes			
Skills Instruction ___ minutes	<ul style="list-style-type: none"> • New Scouts get instruction and hints on low-impact camping techniques (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize their environmental project.. • Older Scouts work on the Venture program or give instruction to the younger couts on Leave No Trace. 		
Patrol Meetings ___ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity ___ minutes	Play Nature Memory Hunt. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing ___ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaser’s Minute • Retire The Colors 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the troop campout. Finalize work on next month's program feature.		

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