Week Three Planner

Highlights:

During this meeting, Scout make flags, and work on the roar and the holler. Scouts begin to plan Personal Hero Night, finish planning elections, finish planning, Cross Team Sports Day, continue planning Family Dinner Night, and continue to plan the camping trip. Nominations continue and then are closed.

About Meeting Worksheets

Meeting Worksheets serve as a source of suggestions to our Scouts. However, our Scouts choose, organize, and lead their own meetings, programs, and activities, and it is up to them to decide how to run their meetings. The choices provided for each portion of the meeting are examples for our Scouts if they choose to use them, with the understanding that our Scouts may make the choices that seem best to them.

Note to Team Counselors: until Scouts begin earning Challenges on their own, the Did and Do portion of the meeting can be used to accomplish simple Challenges that can be done right there at the meeting. Since this is the first meeting, the Counselors are responsible for bringing along anything necessary for the Challenges.

Depending on which Challenges are chosen to be accomplished during the first meeting, decide which items will need to be brought along. Whichever Challenges you choose, they need to be FUN. Ideas include making a compass, packing a backpack, or writing their own freestyle song.

Have at least 50 on hand, but you may want to make more copies because you will need to have them at every meeting:

o Rising Star Scout Promise
o Scout Code
o Scout Motto
o Scout Spirit
o Inspiration for Rising Star Scouts

o The History of the Scout Movement
o Paperwork for the Scouts to fill out, such as membership applications to join
o Brochures
o Team Constitution and Bylaws
o Parliamentary Procedure
o Team Sheet (list of all local teams, where they meet, and contact info)

• Collect ample pens and pencils to bring to the meeting

Coming to the Meeting

• Be sure to bring along the American flag if the location does not have one.
• Be sure to bring along all the copies and forms that you previously made.
• Bring ample pens and pencils.
• Bring along anything necessary for the Activity Buffet.
• Bring along anything necessary for the Did and Do portion of the meeting, in which Scouts will be performing Challenges.
• Be sure to bring along Frisbee, basketball, or whatever other equipment the Scouts will need to play before the meeting starts.
• Be sure to bring the Good Time Candle.

Scouts Arrive

• Set up the American flag.
• Set up the Good Time candle.

Since your team does not have a Scout who has been elected Team Leader yet, the Team Counselor can facilitate the meeting. However, it is essential that the Scouts always choose, organize, and lead their own meetings, programs, and activities. Elections for Scouts who will serve as Team Officers will be held during the fourth meeting.

Early Arrivals

Scouts who arrive early can help get ready or play a game. Preferably, Scouts can play outside, if weather permits, games like Frisbee or basketball. This will help them bond

as friends and work out their energy in a constructive way before participating in the meeting.

The Meeting

This meeting must be FUN. All meetings should be FUN, but it is vital that Scouts have FUN during their first several meetings because that is what is going to encourage them to come back. This not school. Scouts are supposed to have FUN, and FUN is what keeps them coming back.

Jump Start (approximately 1-3 minutes)

The purpose of the Jump Start portion of the meeting should be explained to the Scouts.

Jump Start serves as a way to allow Scouts to get to know each other by asking and answering some FUN questions “hot potato” style. A question is tossed out to a Scout and then they pick someone else to answer. The goal to get the Scouts participating and to come up with an answer immediately. Every question should be discussed for a total of approximately 60 seconds, allowing time to discuss 1-3 different topics. Naturally, every Scout will not speak every time.

It is not considered acceptable for Scouts to be late, but if they are, Jump Start also allows time for all the Scouts to arrive and not miss more important portions of the meeting.

Below are a few choices or Scouts are free to come up with this own:

Who is your favorite action hero? What do you admire about them?
Who is your favorite action villain?
What is your favorite quote or line from a movie?

Best of America (approximately 1-2 minutes)

The purpose of the Best of America portion of the meeting should be explained to Scouts.

Best of America allows our Scouts to talk about what they think is best about our country. Examples of what Scouts can do during this section include: tell a story, sing a song, or speak from the heart regarding what they believe is the Best of America. A different Scout presents Best of America at each meeting. A Scout volunteers at each meeting to present this section at the next meeting. When each Scout has led this portion of the meeting, start over

Below are a few choice or Scouts are free to come up with their own:

Describe the Statue of Liberty
Describe the flag
Describe proper use, handling, and folding of the flag

Personal Hero (approximately 1-2 minutes)

The purpose of the Personal Hero portion of the meeting should be explained to the Scouts.

During this portion of the meeting a Scout's name is drawn from a hat randomly to name someone they consider a hero and why. Afterward there is time for other Scouts to comment. After a Scout has already led this portion of the meeting, remove their name from the hat. Scouts may choose anyone they want. Popular choices include historical figures, parents, and grandparents, figures from the heritage of their faith, athletes, or mythic action heroes

Team Time (approximately 5-10 minutes)

The purpose of the team time portion of the meeting should be explained to Scouts.

Team Time is the portion of the meeting in which Scouts discuss information or take part in activities are that are relevant to the entire team. During Team Time, Scouts plan future meetings, such as the Educator Night, and weekend activities, such as camping trips. It is also during Team Time that Scouts vote and decide via consensus whom they

want to be Activity Buffet Guests at future team meetings, and Scouts volunteer to contact them. Consensus means the Scouts discuss the issue until they all agree.

Scouts choose which Guests they would like to invite to the Activity Buffet for the next meeting(s).

Choices include but are not limited to:

Backpacker
Skateboarder
Basketball player

During this meeting, Scout make flags, and work on the roar and the holler. Scouts begin to plan Personal Hero Night, finish planning elections, finish planning, Cross Team Sports Day, continue planning Family Dinner Night, and continue to plan the camping trip. Nominations continue and then are closed.

Friendship Activities (Approximately 5-10 minutes)

The purpose of the friendship portion of the meeting should be explained to Scouts. Friendship activities help our Scouts get to know each other better and help them develop the skill of fostering friendship. During this portion of the meeting, the Scouts take part in games and activities to help them get to know each other better.

Below are a few choices or Scouts are free to come with their own:

Scout Bingo – Scouts create a board with squares on it. In each square is a fact like “Favorite color is blue” or “has a little brother”. Scouts go around the room talking to one another and attempt to fill in each square with a Scout’s name.

Friendship Quotes – pick a few quotes about friendship and have Scouts describe which

is their favorite and what it means to them.

Friendship Quiz – Scouts can create their own quiz about what a true friend is and take each other's quizzes.

Scout Spirit! (approximately 1-2 minutes)

The purpose of the Scout Spirit! portion meetings should be explained to the Scouts

The Scout Spirit! portion of meetings provides our Scouts the opportunity to understand and appreciate the guideposts they have been provided by participating in our Scout Programs. During this portion of the meeting a Scout's name is drawn from a hat randomly to lead the other Scouts in reciting a guidepost of their Scout Program. Afterwards, the Scout who lead the others will personally comment on what those words mean to them.

Choices include:

Inspiration for Rising Star Scouts
Scout Promise
Scout Code
Scout Motto
Scout Spirit

Crew Time (approximately 5 minutes)

The purpose of the Crew Time portion of the meeting should be explained to Scouts.

The Crew Time portion of the meeting is for Crews to get together and discuss Crew information and activities such as camping trips or which Challenges can be accomplished together. Crews during Crew Time may also play Crew-building games.

Scouts can begin breaking up into Crews, Crews consist of 7-8 Scouts.

Snack Time (approximately 5 min.)

Scouts can enjoy a healthy snack during this time.

Activity Buffet (approximately 35-40 minutes)

The purpose of the Activity Buf fet portion of the meeting should be explained to Scouts.

Scouts get the opportunity to acquire new skills by interacting with Guests in learning-by-doing presentations. This is the portion of the meeting where Scouts get to choose the Guests they would like to interact with.

Guests will present their learning-by-doing sessions during this period.

Did and Do (approximately 10-15 minutes)

The purpose of the Did and Do portion of team meetings should be explained to Scouts.

Scouts get the opportunity to demonstrate their newly acquired skills. Scouts earn Challenges and also get bragging rights by showing what they can do. This is time of the meeting when Scouts demonstrate their Challenges and are evaluated.

Counselors are prepared with Challenges which can be accomplished during this portion of the team meeting. Since this is one of the first meetings, Scouts will be working on Challenges which can be easily accomplished during this section of the meeting, such as packing a backpack.

Remember the goal is to get the Scouts completing Challenges on their own, so during the first few meetings, if Scouts do start accomplishing Challenges on their own, scrap your plans, and let them demonstrate their Challenge.

Announcements (approximately 1-2 minutes)

Announce the next meeting and time and remind those Scouts who have been given a responsibility such as telephoning potential Guests for the Activity Buffet, or presenting the Best of America segment next time of what they should be doing. The Scouts should be reminded to write down what they need to be doing for the next meeting, as well as the time and date of the next meeting. They should also receive a copy of the Team Sheet.

Clean-Up (approximately 1-2 minutes)

Your team meeting location should left exactly as you found it. Beat the Clock is a good tool for getting Scouts to clean up fast. Set a stop watch and time how long it takes them to clean up each time, getting them to try to better their previous time.

Closing (approximately 1-2 minutes)

The Closing portion of the meeting should be explained to Scouts. The Closing Activity should be FUN and enjoyable. This is the grand finale and should be memorable. People remember the beginning and the end of meetings, so we want it to be FUN! The Closing should be inspirational and motivational.

Below is a choice, or Scouts are free to come up with their own:

Scouts sing a song in a foreign language

Put every Scout's name on a board. Then Scouts draw lines between their name and their friends' names until all the names are connected.

Departure

Note to the Team Counselors:

At least one Counselor must stay until every Scout has been picked u, however everyone must be in a group of three at minimum – two adults to one Scout or two Scouts to one adult. Under no circumstances is an adult ever alone with an individual Scout (unless they are the parent or guardian of that Scout) At least one Counselor must stay either with another Counselor or with another adult, for the sake of safety. We know our Counselors have gone through a background check; it is inappropriate to leave a Scout with an adult who has not undergone a background check, such as a parent or guardian of another child. This is true of every meeting, program, and activity.