

# ENVIRONMENT

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

Activity	Description	Run by	Time
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• 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 TV station, U.S. weather service bureau, or an airport that has those facilities.</li> <li>• 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 ("Program Specialties" section of this book).</li> <li>• Older Scouts work on the Venture/Varsity program or plan interpatrol activities for the campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize the menu for the outing and make sure everyone knows what they 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.		
<b>Interpatrol Activity</b> _____ minutes	Granny's Footsteps ("Program Specialties" section of this book)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute</li> <li>• Retire colors</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews next meeting and plans for the troop campout. Continue work on next month's program feature.		