SCIENCE

TROOP MEETING PLAN

Date	Week 1
-	 77 6 6 13 1

Activity	Description	Run by	Time
Preopening minutes	Have weather station set up to begin to record weather conditions for the next 30 days. If you can leave it at your meeting location, assign someone to make a record each day for the next 30 days. Show new Scouts how to find directions, day or night. (Boy Scout Handbook, Weather merit badge pamphlet).		
Opening Ceremony minutes	 Form troop. Repeat Scout Law; have 12 Scouts each define one point in their own words. Present colors. Repeat Pledge of Allegiance. 		
Skills Instruction minutes	 New Scouts work on identifying plants and animals in the area (Boy Scout Handbook). Experienced Scouts learn types of clouds and ways to predict weather. Older Scouts work on the Venture/Varsity program or plan to build a solar reflector that could be used in camp to prepare meals or heat water, or for some other use. Make a list of materials needed. See the Energy merit badge pamphlet. 		
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 will need extra help. All other patrols plan activities for the campout that will help them with advancement. Plan meals for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs.		
Interpatrol Activity minutes	Inchworm Pair off Scouts. They sit on each other's feet and grasp elbows or upper arms. They advance by having the Scout whose back is to the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, they simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.		