



- Asking those qualified to assist with instruction for camping and science skills.
- Inviting families on the outing.
- Asking them to provide transportation to the campsite.

### PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Decide where the troop campout will be held.
- Plan the special activities for the outing.
- Inventory the troop's camping equipment, if not done recently.
- Plan the details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for completion of advancement through First Class. For example, assignments might be:

Patrol A—Show how to find five major constellations.

Patrol B—Show how to find north by any star.

Patrol C—Show how to photograph the sky.

Patrol D—Tell where to find the visible planets in the night sky (*Scoutmaster Handbook*).

### INITIATIVE GAMES

As was mentioned earlier, space exploration is based on teamwork and team problem solving. Below are several games to develop teamwork. You may try some of these in troop meet-

ings and some as part of your campout. A few of these games require equipment, but it is minimal. Have fun and remember to use teamwork.

### TRAFFIC JAM

The object of this largely cerebral problem is to have two groups of people exchange places on a line of squares that has one more place than the number of people in both groups.

The physical setup may be arranged almost anywhere. The boxes, indicated in the illustration, can be marked with chalk, masking tape, scratched in the dirt, or be paper plates, scrap paper, etc. The marks or markers should be placed an equal step from one another.



Don't worry about remembering the answer to this problem. Just get the rules straight and then look amused by the Scouts' attempts to solve it, offering an occasional "Hmmmmmm" or "What do you think?" to solidify your knowing aura.

**Rules:** To begin, one group stands on the places to the left of the middle square, the other group stands to the right. Both groups face the middle unoccupied square.

Using the following moves, people on the left side must enter in the places on the right side, and vice versa.