

# WILDERNESS SURVIVAL

## 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 learn what to do if they got lost in the wilderness. Also review first aid for puncture wounds, heat exhaustion, and shock. Do Two-Man Carry Relay ("Program Specialties" section of this book).</li> <li>• Experienced Scouts work on signaling techniques for ground-to-air and on purifying water techniques.</li> <li>• Older Scouts work on the Venture/Varsity program or make a survival kit to fit into a 35mm film canister.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	<p>New Scouts finalize the menu for the outing this month and make sure everyone knows what they will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.</p>		
<b>Interpatrol Activity</b> _____ minutes	<p><b>Inchworm</b>            Sit on the turf facing your partner. Inch toward one another until you are close enough to sit on each other's feet. Grasp your partner's elbows or upper arms with each hand. Now decide which direction you would like to travel. The partner in whose direction you're headed lifts his bottom off the ground and moves 12 inches or so toward your goal. The second partner now lifts off the ground and, in a cooperative, buglike movement, duplicates the step above and moves toward his partner.</p>		
<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>	<p>Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.</p>		