

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	If your community has a wildlife refuge or zoo, have an expert bring one of the animals to the troop meeting and talk about what they do to benefit the animal.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • One point of the Scout Law is assigned to each of 12 Scouts. Each Scout in turn steps forward, salutes, recites his point of the Law, and steps back in line. • Repeat Outdoor Code. • Repeat Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on identifying poisonous plants and reptiles in your area. Learn first aid for poisonous plants and reptile poisoning. Learn to identify five mammals found in your area. • Experienced Scouts begin plans for a nature hike or conservation project. Ask for help on this project from wildlife conservationists. • Older Scouts work on the Venture/Varsity program or plan a weekend canoe trip. Be sure to review Safety Afloat rules. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows their assignments. If it will be an overnight, plan meals and patrol duties roster, equipment distribution, and tentage. Any Scouts in the new Scout patrol who have not been camping will need some extra help. All other patrols plan activities to work on advancement that relate to nature and outdoors.		
Interpatrol Activity _____ minutes	Fun Relays (each patrol runs eight Scouts in each relay). <i>Luck Relay.</i> In front of each patrol is a junior leader with a coin in one hand. The first Scout runs up and guesses which hand holds the coin. If wrong, he continues running up until he guesses correctly, with the leader changing the coin position at will. If correct, he returns to the patrol and touches off the next Scout. The first patrol to finish wins. <i>Izzy-Dizzy Relay.</i> The first Scout runs up to a line, puts one finger on the floor, circles around his finger seven times, then races back and touches off the second Scout, and so on. <i>Grasshopper Race.</i> Each runner hops to line and back with a Scout cap between his knees.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors • Sing "Scout Vespers" (<i>Boy Scout Songbook</i>) 	SM	