Week Twelve Planner

Highlights:

During this meeting, Scouts continue preparing for the Camporee, and start planning Family Dinner Night.

About Meeting Worksheets

Meeting Worksheets serve as a source of suggestions to our Scouts. However, our Scouts choose, organize, and lead their own meetings, programs, and activities, and it is up to them to decide how to run their meetings. The choices provided for each portion of the meeting are examples for our Scouts if they choose to use them, with the understanding that our Scouts may make the choices that seem best to them.

Preparing Well in Advance of the Meeting

Have at least 50 of these on hand, but you may want to make more copies because you will need to have them at every meeting:

o Rising Star Scout Promise
o Scout Code
o Scout Motto
o Scout Spirit
o Inspiration for Rising Star Scouts
o The History of the Scout Movement
o Paperwork for the Scouts to fill out, such as membership applications to join
o Brochures
o Team Constitution and Bylaws
o Parliamentary Procedure
o Team Sheet (list of all local teams, where they meet, and contact info)

• Collect ample pens and pencils to bring to the meeting

Coming to the Meeting

• Be sure to bring along the American flag if the location does not have one.
• Be sure to bring along all the copies and forms that you previously made.
• Bring ample pens and pencils.
• Bring along anything necessary for the Activity Buffet.
• Bring along anything necessary for the Did and Do portion of the meeting, in which Scouts will be performing Challenges.
• Be sure to bring along Frisbee, basketball, or whatever other equipment the Scouts will need to play before the meeting starts.

Scouts Arrive

• Set up the American flag.
• Set up the Good Time candle.

Early Arrivals

Scouts who arrive early can help get ready or play a game. Preferably, Scouts can play outside, if weather permits, games like Frisbee or basketball. This will help them work out their energy in a constructive way before participating in the meeting.

The Meeting

This meeting must be FUN. This not school. Scouts are supposed to have FUN, and FUN is what keeps them coming back

Jump Start (approximately 1-3 minutes)

The purpose of the Jump Start portion of the meeting should be explained to the Scouts.

Jump Start serves as a way to allow Scouts to get to know each other by asking and answering some FUN questions “hot potato” style. A question is tossed out to a Scout and then they pick someone else to answer. The goal to get the Scouts participating and to come up with an answer immediately. Every question should be discussed for a total of approximately 60 seconds, allowing time to discuss 1-3 different topics. Naturally, every Scout will not speak every time.

What is your favorite holiday?
What is your favorite dessert?
If you could be anyone else for a day, who would it be?

Best of America (approximately 1-2 minutes)

The purpose of the Best of America portion of the meeting should be explained to Scouts.

Best of America allows our Scouts to talk about what they think is best about our country. Examples of what Scouts can do during this section include: tell a story, sing a song, or speak from the heart regarding what they believe is the Best of America. A different Scout presents Best of America at each meeting. A Scout volunteers at each meeting to present this section at the next meeting. When each Scout has led this portion of the meeting, start over.

Below are a few choice or Scouts are free to come up with their own:

Explain a little known fact about America
Describe the Statue of Liberty
Describe the flag

Personal Hero (approximately 1-2 minutes)

The purpose of the Personal Hero portion of the meeting should be explained to the Scouts.

During this portion of the meeting a Scout’s name is drawn from a hat randomly to name someone they consider a hero and why. Afterward there is time for other Scouts to comment. After a Scout has already led this portion of the meeting, remove their name from the hat. Scouts may choose anyone they want. Popular choices include historical figures, parents, and grandparents, figures from the heritage of their faith, athletes, or mythic action heroes.

Team Time (approximately 5-10 minutes)

The purpose of the team time portion of the meeting should be explained to Scouts.

Team Time is the portion of the meeting in which Scouts discuss information or take part in activities are that are relevant to the entire team. During Team Time, Scouts plan future meetings, such as the Educator Night, and weekend activities, such as camping trips. It is also during Team Time that Scouts vote and decide via consensus whom they want to be Activity Buffet Guests at future team meetings, and Scouts volunteer to contact them. Consensus means the Scouts discuss the issue until they all agree.

Scouts choose which Guests they would like to invite to the Activity Buffet for the next meeting(s).

Anime illustrator
Local merchant
Magician
Video creator

During this meeting, Scouts continue preparing for the Camporee, and start planning Family Dinner Night.

Friendship Activities (Approximately 5-10 minutes)

The purpose of the friendship portion of the meeting should be explained to Scouts.

Friendship activities help our Scouts get to know each other better and help them develop the skill of fostering friendship. During this portion of the meeting, the Scouts take part in games and activities to help them get to know each other better.

Below are a few choices or Scouts are free to come with their own:

Linked Together – Scouts attach their hand to another Scout via band, or holding onto a piece of string (do not tie string around wrist). Then they have to move about the room, without the band aid coming undone or dropping the piece of string. It becomes more difficult as Scouts are eliminated, with the pairs dancing and running, while to stay "linked together."
Picture Introductions – Scouts draw a picture of their families complete with pets and relatives, and where they were born
Guess My Interests – Scouts draw three things that are important to them and represent their interests, such as a basketball, a puppy, and a skateboard. Other Scouts can then ask what the shapes are (if they can't tell) and get an idea who everyone is and what they like to do.

Scout Spirit! (approximately 1-2 minutes)

The purpose of the Scout Spirit! portion meetings should be explained to the Scouts

The Scout Spirit! portion of meetings provides our Scouts the opportunity to understand and appreciate the guideposts they have been provided by participating in our Scout Programs. During this portion of the meeting a Scout's name is drawn from a hat randomly to lead the other Scouts in reciting a guidepost of their Scout Program. Afterwards, the Scout who lead the others will personally comment on what those words mean to them.

Choices include:

Inspiration for Rising Star Scouts
Scout Promise
Scout Code
Scout Motto
Scout Spirit

Crew Time (approximately 5 minutes)

The purpose of the Crew Time portion of the meeting should be explained to Scouts.

The Crew Time portion of the meeting is for Crews to get together and discuss Crew information and activities such as camping trips or which Challenges can be accomplished together. Crews during Crew Time may also play Crew-building games.

Snack Time (approximately 5 min.)

Scouts can enjoy a healthy snack during this time.

Activity Buffet (approximately 35-40 minutes)

The purpose of the Activity Buffet portion of the meeting should be explained to Scouts.

Scouts get the opportuni ty to acquire new skills by interacting with Guests in learning-by-doing presentations. This is the portion of the meeting where Scouts get to choose the Guests they would like to interact with.

Guests will present their learning-by-doing sessions during this period

Did and Do (approximately 10-15 minutes)

The purpose of the Did and Do portion of team meetings should be explained to Scouts.

Scouts get the opportunity to demonstrate their newly acquired skills. Scouts earn Challenges and also get bragging rights by showing what they can do. This is time of the meeting when Scouts demonstrate their Challenges and are evaluated.

Those who are on their way to achieving Challenges should be recognized.

Announcements (approximately 1-2 minutes)

Announce the next meeting and time and remind those Scouts who have been given a responsibility such as telephoning potential Guests for the Activity Buffet, or presenting the Best of America segment next time of what they should be doing. The Scouts should be reminded to write down what they need to be doing for the next meeting, as well as the time and date of the next meeting.

Clean-Up (approximately 1-2 minutes)

Your team meeting location should left exactly as you found it. Beat the Clock is a good tool for getting Scouts to clean up fast. Set a stopwatch or a watch with a second hand and time how long it takes them to clean up each time, getting them to try to better their previous time.

Closing (approximately 1-2 minutes)

The Closing portion of the meeting should be explained to Scouts.

The Closing Activity should be FUN and enjoyable. This is the grand finale and should be memorable. People remember the beginning and the end of meetings, so we want it to be FUN! The Closing should be inspirational and motivational.

Below is a choice, or Scouts are free to come up with their own:

Scouts listen to an inspirational song (anything upbeat is fine) and sing along.

Departure

Note to the Team Counselors:

At least one Counselor must stay until every Scout has been picked up, however everyone must be in a group of three at minimum – two adults to one Scout or two Scouts to one adult. Under no circumstances is an adult ever alone with an individual Scout (unless they are the parent or guardian of that Scout). At least one Counselor must stay either with another Counselor or with another adult to meet our youth protection standards. We know our Counselors have gone through a background check; it is inappropriate to leave a Scout with an adult who has not

undergone a background check, such as a parent or guardian of another child. This is true of every meeting, program, and activity.