

Multimedia II

(Program Features)

TROOP MEETING PLAN

Date: Feb. 7 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Jackpot (<i>with a Frisbee</i>) (<i>see below</i>)	Charlie	6:45 7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Icy Hot Patrol	7:00 7:10
Group Instruction <u>10</u> minutes	Review the importance of camera angles, framing and composition.	Bowan	7:10 7:20
Skills Instruction <u>25</u> minutes	New Scouts (8): Rehearse and film the 60-sec. video planned last week. (<i>Shoot extra footage, next session is editing.</i>) Mid & Older Scouts (11): Rehearse and film the 2-min. instructional video planned last week. (<i>Shoot extra footage, next session is editing.</i>)	Liam, Jack K Patrick, Bowen	7:20 7:45
OA Elections <u>10</u> minutes	Order of the Arrow Elections	Lodge Advisor	7:45 7:55
Patrol Meetings <u>10</u> minutes	Dues. Start menus for Crossover Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:55 8:05
Interpatrol Activity <u>15</u> minutes	Play Dodgeball (<i>2+ balls</i>) (<i>no directions needed</i>)	Bennett	8:05 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:20 8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Icy Hots have cleanup.	SPL / SM	8:30 8:40

Winter Court of Honor
(Theme?)

TROOP MEETING PLAN

Date: Feb. 14 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Wah! (<i>see below</i>)	Bowan	6:45
	Set up room for Court of Honor		7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Shark Patrol	7:00
Refreshments <u>25</u> minutes	Duckies: Chinese Flapjacks: Mexico Icy Hots: Italian Sharks: American Troop: Disposables, drinks & ice	PLs	7:10
			7:35
Awards <u>20</u> minutes	Awards, Ranks, Merit Badges, Stuff & Goodies	SM, SPL	7:35
Interpatrol Activity <u>25</u> minutes	Play "German Baseball" (aka Gauntlet Dodgeball) (<i>outside</i>)(<i>see below</i>)	Charlie	7:55
	ADULTS: Friends of Scouting Presentation	District Presenter	8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next meeting. Scout Vespers.	SPL / SM	8:20
			8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Sharks have cleanup.	SPL / SM	8:30
			8:40

Multimedia II

(Program Features)

TROOP MEETING PLAN

Date: Feb. 21 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Ninja (<i>see below</i>)	Charlie	6:45 7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Duckie Patrol	7:00 7:10
Group Instruction <u>10</u> minutes	Discuss the post-production and editing process. Explain how and why scenes are not shot in order, and why editing requires the best takes.	Dylan "Funsized" D.	7:10 7:20
Skills Instruction <u>30</u> minutes	New Scouts (8): Edit last meeting's footage into a finished 60-sec. video using software provided by the instructor. Mid & Older Scouts (11): Edit last meeting's footage into a finished 2-min. instructional video using software provided by the instructor.	Liam, Jack K Patrick, Bowen	7:20 7:50
Patrol Meetings <u>15</u> minutes	Dues. Finalize menus for Crossover Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:50 8:05
Interpatrol Activity <u>15</u> minutes	Play Cockroach Tag (<i>see below</i>)	Jack K	8:05 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:20 8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Duckies have cleanup.	SPL / SM	8:30 8:40

*** Week 4 – School Vacation – Have Fun!! ***

500 (Jackpot):

Equipment: A Frisbee

Procedure: One scout calls out a number and throws the Frisbee to the group. The scout who catches the Frisbee earns that number of points. When one of the scouts reaches 500 (the “jackpot”), he wins the round and becomes the thrower for the next round.

Wah!:

Procedure: Scouts stand in a large circle. One player starts the game by raising his arms over his head, hands together as if he were a tree, and yelling “Wah!”. The players on each side of him pretend to chop him down by swinging their arms toward his “trunk” and yelling “Wah!”. The first player brings his arms down (like a falling tree), pointing them toward another player and yells “Wah!”. The player he points to is the next “tree” and raises his arms, yelling “Wah!”. Any player that either misses his turn to “chop” or to be the next “tree” is out of the game. Play continues, going faster and faster, until only one is left.

“German Baseball” aka Gauntlet Dodgeball:

Equipment: One ball at least 6 inches in diameter.

Procedure: Divide the playing area into three equal zones. One team is positioned on the two outer zones of the playing area; the other team runs back and forth down the center zone. Players may not cross the dividing lines. Players in the outer zones attempt to hit players in the center to get them “out”. If a player is hit by a ball, he is “out” and leaves the field. Once 3 players are hit, the teams switch sides.

Scoring: Doesn’t seem to be any as far as I can tell... Just for fun I guess.

Ninja:

Procedure: Scouts start in a circle and everyone strikes a ninja pose. The scout running the game can make one ninja move and tries to hit the hand of the scout on his left or right. That scout can make one defensive move. Play goes clockwise; the next scout can now make one move to attack another scout. Scouts have to attack in one straight motion; they can jump if they want but it must be one fluent motion. If a scout is hit on one hand he loses the use of that hand; if he loses both hands he is out of the game.

Cockroach Tag:

Equipment: None.

Procedure: One scout is chosen to be “it”. This scout attempts to tag other players; when tagged, a scout becomes a dead cockroach and must lie on the ground with his arms and legs in the air. Dead cockroaches may be revived if four different scouts tag them, one on each appendage.

Scoring: No winners; cockroaches will outlast all of us.