

# CITIZENSHIP

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

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 meet with an elected public official, either at the troop meeting place or in his/her office. Learn what they do and how an election is conducted.</li> <li>• Experienced Scouts plan a simple community Good Turn project. This could be in support of one your community is currently doing. An example might be to have a get-out-the vote campaign if an election is in the near future. Play Steal-the-Bacon ("Program Specialties" section of this book).</li> <li>• Older Scouts work on the Venture/Varsity program or prepare for a campout that would be part of a 20-mile hike. It might be a hike on a historic trail.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Identify Scouts in the patrol who need to participate in flag ceremonies and Good Turn projects. Suggest activities that these Scouts can participate in to fulfill rank requirements.		
<b>Interpatrol Activity</b> _____ minutes	Play Kim's Game (see "Program Specialties").		
<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>	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		