## **ENVIRONMENT**

## TROOP MEETING PLAN

Date	Week	1
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Activity	Description	Run by	Time
Preopening minutes	Ask arriving Scouts to make bird calls (Boy Scout Handbook). When they are acceptable, have them join in Jump the Shot ("Program Specialties" section of this book).		
Opening Ceremony minutes	<ul> <li>Form troop into horseshoe.</li> <li>Hold uniform inspection.</li> <li>Each patrol gives patrol yell.</li> <li>Repeat Pledge of Allegiance.</li> </ul>		
Skills Instruction minutes	<ul> <li>New Scouts work on identifying basic plants and mammals in your area (Boy Scout Handbook).</li> <li>Experienced Scouts work on planning an environmental project for your community. This project should have a long-term impact. It could be something like tree planting or city park renovation.</li> <li>Older Scouts work on the Venture/Varsity program or plan this month's troop campout to be done as a totally lowimpact camp.</li> </ul>		
Patrol Meetings minutes	Discuss plans for the outing this month and make sure everyone knows what their assignments are and what to bring for the outing. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnight, begin to make plans for equipment distribution and tentage needs. Brush up on identification of plants, animals, and reptiles.		
Interpatrol Activity minutes	Play Leaf Matching game ("Program Specialties" section of this book).		
Closing minutes Total 90 minutes of meeting	<ul> <li>Assemble patrols, repeat Outdoor Code</li> <li>Scoutmaster's Minute</li> <li>Retire colors</li> </ul>	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		