COMMUNICATIONS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Have one or more computers set up so that Scouts can work with them. Explain how they work and what they can do. Also, have a telegraph key for practice on Morse code.		
Opening Ceremony _____ minutes	• Form troop using silent signals. Explain what you are doing, and at the next meeting use only silent signals to gather the troop. • Present colors. • Repeat Pledge of Allegiance. • Repeat Scout motto and slogan.		
Skills Instruction _____ minutes	• New Scouts work on basic map and compass skills for orienteering a map and measuring heights and distances. Do Direction-Finding Relay ("Program Specialties" section of this book). • Experienced Scouts work on three computer programming languages or prepare a flow chart to find out attendance and dues paid for the past five troop meetings. • Older Scouts work on the Venture/Varsity program or prepare a drug awareness program for the troop that could be used as part of a troop opening or on the campout. The program should not last more than 5 minutes.		
Patrol Meetings _____ minutes	Discuss plans for the campout this month and make sure everyone knows what their assignment is and what to bring for the campout. The new-Scout patrol needs to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement. Patrol leaders should also review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Human Obstacle Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	• Repeat Outdoor Code • Scoutmaster's Minute • Retire colors	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the campout. Begin work on next month's program feature.		