

TROOP 1000 PROGRAM PLANNING GUIDE

- Follow the 3-month planning cycle (begin planning three months BEFORE your program month). PLC must review the plan.
- Break the Troop into three skill levels (one could be the teachers). Use multiple meeting spaces if necessary.
- Explain the skill. Demonstrate the skill. Have them practice the skill and try to master the skill.
- Games should tie to the program and be patrol competitive.
- Start on time. Keep to the plan, stay on time.
- Try for at least one guest speaker per month.
- Teaching aids (posters, examples) a must for all classes.
- Don't overuse PowerPoint – stick to a few words on a slide and/or pictures for emphasis.
- Use a Hands-on activity (to demonstrate skill mastery). Don't just lecture (too boring). Get the Scouts up and moving.
- The Program Advisor will provide a copy of the related Planning Resource pages to the Program Patrol well before the first PLC meeting of the 3-month cycle. USE THEM!
- Make a Troop Meeting Plan/Time Line for the activities. Don't just let it happen. Same for Campout Plan/Time Line.
- Limit Troop meeting Patrol Corners (in addition to Scribe Stuff) to 10 minutes MAX. Must have a purpose for Patrol Corners, decided by the PLC and announced prior to Patrol Corners. Begin and end with their patrol yell.
- The Service Patrol MUST be set up prior to the start of the meeting and MUST remain until all is back the way it was.