

A sample Scout Weekly Meeting

The weekly meeting is the stable of the Scout programme, it offers a space for scouts to develop their skills and organise their outdoor activities in patrols. A well organized meeting should have a definitive structure, and it should be organised and run by the PLs, with Scouters helping, if required.

The Opening (10 minutes)

- Start on time for best practice and to promote punctuality
- Line up in Patrols
- Promise/reflection
- A PL takes the role

Energy Release Game (10 minutes)

- Fast paced, energetic, noisy game

Skills Instruction (20 minutes)

- Divide into Patrols
- Skill is explained and demonstrated by the PLs and APLs, then practiced by all: for example, square lashings

Skills Game (20 minutes)

- Play a game to reinforce the learning of the skill just practiced: for example, sedan chairs race

Active game (10 minutes)

- Re-new energy and focus with an energetic game

Patrol Corners (30 minutes)

- Divide into Patrols
- Review/Plan a patrol activity, and/or
- Review progress in Crean Awards, Adventure Skills, Special Interest Badges

Team Game (15 minutes)

- A patrol game to promote teamwork

Closing (5 minutes)

- Clean up
- Announcements re upcoming events or activities
- Finish on time.