

***BSA Troop 81
Junior Leader Training
Facilitator's Guide***

Schedule – Distribute copies to everyone

6:00	Lost Scout Wakeup – Leaderless Experience
7:00	Return to Camp – Breakfast
8:30	Assemble into Patrols – Overview of the Day
8:45	“Skittles” Activity
9:00	Leadership & Followership
9:30	Elect a Patrol Leader (Select Patrol Name, Flag & Yell)
10:00	Play “Human Knot” & “Everybody Up” Group discussion
10:30	Troop Hierarchy
10:45	Elect a New Patrol Leader Play “Human Machine” & Group discussion
11:15	Organization
11:30	Decision Making
12:00	Lunch Activity
1:00	Communication
1:30	Management Techniques
2:00	Elect a new Patrol Leader Play “Capture the Flag”
2:30	Parts of a Troop Meeting Assign Patrol Roles
3:00	Mock Troop Meeting
3:45	Closing Comments Scoutmaster Minute Scout Evaluations
4:00	Finished

“Lost Scout Wakeup – Leaderless Experience”

Scouts are woken up in the middle of the night to news that a fellow scout has wandered from camp and is lost. They are given a map of the area and the challenge is to find the Scout and assist to his needs. The Scout sits himself down in a predetermined location and waits for the rescue party. When they arrive, the Scout is treated for shock and any other first aid that is necessary.

Time: 1 hour

Assemble into Patrols

Nametags for each Scout and Scouter should be made in advance, and patrol letters should be designated at random with each nametag. The patrols will then assemble at the start of the day. Each patrol should be given five minutes to come up with a name, yell, and a flag. These will then be presented to the group. Patrols should also elect a new PL before each activity. It is helpful if qualities of a good patrol leader are discussed before the first election.

Time: 15 minutes

“Skittles”

The Scouts are assembled into patrols. Begin by introducing all patrol members to each other. A bag of skittles is passed around. Each Scout is instructed to take as many or as few Skittles as he chooses, up to a handful, but cannot eat them. When everyone has their Skittles, instruct the Scouts that they must give a reason why they’re in Scouting or something the like about Scouting for each Skittle they took. They may eat their Skittles when they’re finished.

Time: 15 minutes

Leadership

Three Basic Goals

- Keeping the morale of your people up and keeping their respect of you.
- Organizing your people to do the maximum work with the minimum amount of energy and effort
- Making decisions

Types of Leadership

- Fear of Reprisal – military, direct orders
- Positive Reward – paycheck
- Common Cause/Goals

“Jim the Patrol Leader” Role-play

Followership

- Good followership is necessary for good leadership
- Case Studies
- “Trust Fall”

Time: 30 minutes

“Human Knot” and “Everybody Up”

Human Knot - Each patrol forms into a circle and joins hands. The object of the game is to untangle the knot back into a circle without dropping hands.

Everybody Up - Scouts sit facing each other with their feet touching and hold hands. They try to pull themselves into a standing position. You can try this back to back as well. Attempt to find the maximum number of Scouts you can pull up.

Group discussion

Time: 30 minutes

Troop Hierarchy

- Chain of Command & Hierarchy Diagrams
- Discuss Leadership Job Descriptions (Patrol Leader discussed last)
- Case Studies

Time: 30 minutes

Human Machine

Each patrol selects a machine that they can make out of their patrol members. An example is a washer and dryer (and no, you can't use that one). Patrols will be given time to rehearse and then must present it to the other patrols while they guess what they are.

Time: 30 minutes

Organization

- Tasks & Time Management
- Delegation of Authority
- Note taking – Responsibility & Representation
- Case Studies

Time: 30 minutes

Decision Making

- Identify the Decision
- Determine Solutions Available
 - Best Case vrs. Worst Case
 - Least Harm vrs. Maximum Benefit
- Stranded Worksheet
- Patrol Campout Worksheet

Time: 15 minutes

Lunch Activity

Short discussion of the Community and Scout Law in meals to follow lunch

Time: 1 hour

Communication

- Speaking to Individuals
- Speaking to Groups
- Writing

Time: 15 minutes

Management Techniques

- Things you can do
- Things you can say
- Leadership by example
- How you Project Yourself
- How People See You
- Dealing with Problems
- Case Studies

Time: 30 minutes

“Capture the Flag”

Combine patrols to form two teams. Teams hide a flag on each side and setup a jail. Teams must tag players who cross into their territory while trying to get the flag from their opponent.

Time: 30 minutes

Parts of a Troop Meeting

- Honor Patrol – Opening and Closing
- Skills Instruction
- Patrol Meetings
- Inter-patrol Activity

Time: 15 minutes

Mock Troop Meeting

Each Patrol is assigned a task. One patrol does the opening and one patrol does the closing. A patrol is assigned to teach a skill to the group. Patrols conduct a short patrol meeting. A patrol conducts an inter-patrol activity, likely a game.

Time: 45 minutes

Stranded Worksheet

On vacation in July, you and your family have been traveling through the wilderness of western Maine in a pickup camper. In a blinding rainstorm, you made a wrong turn onto an unmarked lumber road. You have wandered more than 150 miles over a maze of truck routes into the wilderness. The camper has run out of gas and now you, your parents, your 10-year old sister, 6-year old brother and the family cat are lost.

After a family conference, you decide it is not wise to split up. You are going to try to walk back together. You are pretty sure that if you pace yourselves you can cover about 15 miles per day. Because of a fuel shortage, there are no helicopters or jeeps patrolling the area and you have seen no other cars or houses.

The family is dressed in lightweight summer clothing and everyone is wearing sneakers. Temperatures at night go down to the low 40s. It is also bug season. As you look around, you find the following items in the camper, some of which might be useful.

- | | |
|---|---|
| <input type="checkbox"/> fishing gear | <input type="checkbox"/> 10-Lb. Wheel of cheese |
| <input type="checkbox"/> \$500 in traveler's checks | <input type="checkbox"/> transistor radio |
| <input type="checkbox"/> .44 magnum handgun and ammo. | <input type="checkbox"/> 6-ft. tent pole |
| <input type="checkbox"/> four sleeping bags | <input type="checkbox"/> sheath knife |
| <input type="checkbox"/> 5-gallon jug of water | <input type="checkbox"/> wool sweaters for everyone |
| <input type="checkbox"/> 3 boxes instant breakfast | <input type="checkbox"/> raft paddles |
| <input type="checkbox"/> house and RV keys | <input type="checkbox"/> inflatable rubber raft (20 Lbs.) |
| <input type="checkbox"/> cigarettes | <input type="checkbox"/> paperback books |
| <input type="checkbox"/> Coleman camp stove | <input type="checkbox"/> first-aid kit |
| <input type="checkbox"/> family tent (10 pounds) | <input type="checkbox"/> matches |
| <input type="checkbox"/> snakebite kit | <input type="checkbox"/> steak (3 lbs.) |
| <input type="checkbox"/> alarm clock | <input type="checkbox"/> 4 bags marshmallows |
| <input type="checkbox"/> five cans of cat food | <input type="checkbox"/> bug repellent |
| <input type="checkbox"/> 5-Lb. Tub of peanut butter | <input type="checkbox"/> walkie-talkies |
| <input type="checkbox"/> bathing suits | <input type="checkbox"/> road map of Maine |

The Task:

You must choose, in order of priority, the fifteen most important items for survival in this situation. The other 15 must be eliminated.

Each Scout is to study the problem and choose the fifteen items he thinks would be more useful for survival. He then ranks them in order of importance from 1 to 15.

Next, the patrols gather and compare rankings. Please reach a consensus for a patrol ranking – that is, make a patrol list that satisfies most members. A consensus does not mean unanimous agreement, rather, it is the best group decision reached through compromise.

Patrol Campout Worksheet

Your patrol has arrived at a campout.

What do you do? Determine the order in which the following tasks must be completed.

- | | | | |
|--------------------------|----------------------------------|--------------------------|----------------------|
| <input type="checkbox"/> | Set up camp | <input type="checkbox"/> | Set up PDS |
| <input type="checkbox"/> | Set up patrol box and other gear | <input type="checkbox"/> | Take attendance |
| <input type="checkbox"/> | Set up personal items | <input type="checkbox"/> | Decide where to camp |
| <input type="checkbox"/> | Gather firewood | | |

Where do you camp? Use the following decision making process to determine your best campsite.

Identify the Decision that needs to be made

Gather all pertinent information

Determine the possible solutions and their probably outcomes

Make your decision and stick to it. Be prepared to explain your decision.

There are 3 possible Campsites

Site	Surface	Slope	Distance from Parking	Distance from Water	Flood Potential	Notes
Campsite Beech	Rocks	Little	50 feet	150 feet	None	
Campsite Cottonwood	Sticks	None	150 feet	50 feet	None	
Campsite Pine	Grass	Steep	100 feet	100 feet	Slight	

So, where do we camp?