

Working with the "New Scout" (11-Year Old Scout) Patrol

Congratulations on being called to one of the most wonderful callings in the church! The transition between primary and young men is an exciting time to be involved in the life of a young man. He's old enough, strong enough, and excited enough to accomplish some wonderful things. He's also making some pretty important decisions - for example, about now is when he is starting to make decisions about going on a mission, getting married in the temple, and other life changing events. You are going to be part of these decisions... so how can you make it a wonderful experience (for both him and you)?

Get Educated!

Get a copy of at least four books: The Boy Scout Handbook, The Scoutmaster's Handbook, the Requirements Book for the current year, and the LDS-BSA handbook (a thin green booklet). The Boy Scout Handbook will have a lot of the stuff that you'll be teaching the young men over the next year. The Scoutmaster's Handbook will give you a lot of information about how the program should be run. The Requirements Book has the requirements for all the current ranks and merit badges. The LDS-BSA handbook talks about how scouts and church work together and includes a few rules for the 11-year old activities. Oh, and while you're at it, read all these books! Take some notes! (Yeah, I know, if you head to the scout office you will find a bunch of other neat books to purchase, but at least these four will get you started.)

Wanna know how to run things right!

If at all possible, go get some training. At a minimum take "fast start" training - a video that you watch or you can find it on the internet as well. Also take "Youth Protection Training" - also available on the internet. Before you go swimming and boating you'll also need "Safe Swim Defense" and "Safety Afloat" - but those can usually wait a bit (especially if it's January in Iowa). There is also "New Leader Essentials" and "Position Specific Training" that is taught a couple of times each year by the local scouting district. They will help a lot too. Two things to remember... first, don't just assume that because you were a scout back in the last century, that you know how the program is supposed to operate - many (most?) new leaders are surprised to find out that the "scouting" they did as a youth was more an invention of their leaders than what they were supposed to have been doing. (Now if you choose to do your own thing, well go right ahead, but please don't call it scouting and don't try to convince the boys or parents that it is scouting either.) Second, my experience has been that while training does take some time, but is an investment that pays off wonderfully in the future.

What's the Goal?

So what is the goal here? The primary goal of the first year is to have a lot of fun and learn scouting and leadership skills. Translating this into actual skills development, a good goal during the first year of scouting is to offer the skills and leadership training to allow a young man to achieve the rank of First Class. That means that most of the activities will be pretty basic - for you - but probably not for the young men. Now... some of the young men will achieve First Class and some won't, that's their choice. But they all should learn a lot of skills and begin to start working together as a team (soon to be quorum).

OK, so how do you make it work...?

So how do you make this happen? First, don't be tempted to put the entire group into a forced march towards Tenderfoot, Second Class, and First Class. Since young men will enter and leave on their birthdays, some will be coming and going throughout the year. So what can you do? The

young men can work on all three of the first ranks (tenderfoot, second class, first class, simultaneously, so this means that you can work on "themes" that cut across several ranks rather than doing work on one rank, then another, and then the third. For example, First Aid skills are needed for a couple of the ranks so they apply to most of the young men at any point in time. And third, it is good to review, review and review - so don't worry too much about repeating themes throughout the year. If a young man knows his knots - then have him teach others. I've attached a matrix showing the requirements for the ranks side by side arranged by themes. I've also attached a sample calendar that I used once to spread the skills throughout the year.

What does a typical meeting look like?

Robert Stephenson Smith Baden-Powell (whoa, now there's a name for you), the guy who invented scouting, taught using a very interesting method at his scout camp. He taught a skill in the morning, then practiced the skill in the afternoon, and then at night talked about the importance of the skill as applied to real life situations. This is still how scouting operates. You teach, practice, apply, and talk about skills - with any talking being short and to the point. The young men have been at school all day, they don't need to sit any longer. So a typical meeting will look like this:

Pre-Meeting

Opening (repeat Oath, Law, Pledge, and have prayer - led by patrol leader)

Skill learning and practice (for 11-year olds this is a major part of the meeting)

Patrol Meeting (prepare for the upcoming monthly outdoor activity - see below)

Game/Activity (never, ever, ever skip this one)

Closing (scoutmaster's minute - your time to inspire!, closing prayer)

Post-meeting (touch base with YM leaders on plans for next week, cleanup)

Food (this is not required, but a fun way to teach assignments and follow-up)

So what do we try to do in each of these meeting segments? The **pre-meeting** gives the young men something to do when they arrive. In a really well organized troop they plan a pre-meeting activity of some type, like a game that you can easily join as additional young men arrive. In most LDS troops the young men just run around the cultural hall getting into trouble and then the adults complain about how hard it is to get the young men into the room when we want scouts to start.

The **opening** consists of repeating the scout oath, law, motto, slogan (see Tenderfoot requirement 7), pledge to the flag, and having a prayer. The patrol leader should lead all this. This is the way that scout meetings start all over the U.S. Oh, and the adult should know the words to the oath, law, motto and slogan or they look really lame.

The **skill learning and practice** is probably the most important section for the 11-year old scouts. This is where they learn a lot of the scouting skills that they will be using for the next 7 years. But don't take up the entire meeting with this segment - because otherwise it will be really boring (especially if you have some young men who have already passed off this particular skill). And don't just sit there and talk, and talk, and talk, and talk. It's better to do and do and do and do.

The next segment of the meeting is the **patrol meeting** - this is where you and the young men plan the upcoming activity (where, what, when, how, who, and what to eat). It works best if you spread the planning over several meetings and let the ideas develop over time. For example, start with announcing the next activity and the general goals. Then the next week work on the schedule (when to meet, what to do, when to be home). Then the week after that work on the menu or list of things to bring. Etc. Etc.

Next we move into the **game/activity** when you get to have a lot more fun and physical activity. This is important to all of the young men and critically important to some of the young men (they'll sit through a lot of boring skills if they know a good game is coming up later). This is also something that can often be delegated to one of the young men - have them plan and bring the game.

To finish off the meeting you have the **closing** segment. This consists of making any announcements ("remember to show up on Saturday at 7:00AM with your sack lunch and permission slips"), a scoutmaster's minute, and a closing prayer. The scoutmaster's minute is perhaps the most important part of the meeting. It is a moment (well a minute or so) with a serious thought or story that is often, but not always related to the theme/activity you're working on that month. This is equivalent to Baden-Powell sitting around the fire at the end of the day and telling the scouts why what they worked on that day was important in scouting and also in their lives. This single "minute" can change lives - believe it, it's true, I've seen it happen.

By the way, the older young men (12 years and up) should follow the exact same meeting plan as the 11-year old scouts, but they will spend less time on skills (because you did such a good job teaching them) and more time on planning the monthly activity (because it will be more complicated and they will be doing more exciting stuff). Their games will probably also be a bit tougher (rougher?) too. But never, never, never skip the game or the scoutmasters minute. Oh, and one more thing... someone once said that you should never expect your "audience" to remain in their seats "on task" for any more minutes than they are old in years. So if you had been called to teach a bunch of 60 year old High Priests, then they can sit for an hour or so. But 11-year olds, if they sit for 11 minutes, you've probably already gone way too long (remember, they've been at school all day already) - so get up and run around!

Outdoor activities other than on week nights?

A young man will need 10 activities other than troop/patrol meetings to get to First Class. This means 10 weekend type activities - hiking, swimming, museum visits, biking, etc. In reality, since some young men will miss one or two activities during the year, this means that monthly activities are a must to reach the basic goal for the patrol. In general, these activities will involve only the 11-year old scouts and not the older young men. On occasion, however, the older young men (ages 12+) are doing something where the 11-year old scouts can attend and so it is logical to join with them. For example, they might be going on a hike or a bike ride. Or on occasion they might attend a Friday evening campfire or a special Saturday morning activity following an overnight camp. The 11-year old scouts, however, do not ever camp over night with the older boys (with or without their father present) - check your LDS-BSA handbook if you don't believe me.

Look down the road a bit and you'll be a happier person.

Remember when you first started to ride a bike and spent most of the time wobbling down the driveway looking at your front tire or at the road just ahead of the bike? Most new riders don't look far enough ahead - in fact one of my sons actually rode his bike straight into a parked car! Once you start riding your bike a lot, then you could look further ahead and see what was coming up - stop signs, holes in the road, cars and trucks, gravel patches, etc. You found that you could ride further, faster, with less energy. It is the same with working with these scouts - if you only plan 24 hours in advance ("Oh my goodness, it's Tuesday and I still don't know what we're doing tomorrow at scouts!") then you'll be stressed out all the time. If you plan out the meetings weeks, months, or even a year in advance, you will be a much happier person and the program will run a lot better too.

So, I suggest that you prepare a calendar for the entire year. Start with the big items (monthly activities) and then build your monthly themes around them. For example, 12 monthly activities that I used once when I was teaching:

Jan - visited museum and state capital
Feb - orienteering hike (when no leaves are on trees, poison ivy is dormant)
Mar - built fires and cooked lunch outdoors
Apr - 10 mile hike (collect signs of 10 different animals along the way)
May - Fathers and Sons camp (Stake Activity)
Jun - 11-year old overnight
Jul - visited troop at summer camp on "parents night"
Aug - swimming
Sep - 11-year old overnight
Oct - 10 mile hike (collect 10 different plants along the way)
Nov - visit local astronomical observatory
Dec - service project (assemble and deliver fruit baskets)

Now you'll have your own list, but please note that these activities are all pretty simple - there are no 50 mile hikes, no 200 mile canoe trips, no dangling from long ropes over bottomless gorges, and no 500 mile cross-state bicycle rides. But they are a lot of fun and in each case let the young men do some planning and follow-up. For example, they can figure out which museum to go to and plan the route to visit the state capital. They can map out the 10 mile hike and plan the menu. This all trains them for the older scouting program (and for life).

What about the weekly activities?

As discussed above, plan the weekly activities well in advance. This will keep you from getting surprised (for example when you show up to the church and the MiaMaid class is using the kitchen that you were hoping to use for your cooking activity). It will also allow you to ask the scout troop committee and the parents to drive or help out in other ways.

By the way, you might find it easier to do all the teaching/practicing/applying during the meeting or the weekend activities - and all the "passing off" of requirements after the weekday meetings or on the overnight camps. Why? Because if the leader is taking time during the meeting to "pass off" something with a single young man, then the rest are generally either bored or wandering off somewhere (if only in their minds). It also makes the young man learn that he has to set up an appointment ("can you come see me in about 5 minutes after the meeting?") - something that is quite valuable when he has to find merit badge counselors a bit later in his scouting career.

OK, the young men are advancing, now what?

After advancements are earned, award them as soon as possible. After the activities are completed - review them and celebrate your successes! Have fun!

Some ideas on teaching.

Someone once told me "the goal is not for young men to get their Eagle, the goal is for them to become an Eagle Scout. Some young men get their Eagle badge, but never become an Eagle Scout, others become Eagle Scouts and never get the badge." (You're now saying, clearly this guy is off his rocker... but keep reading.) I believe that some young men "get their Eagle" because their Mom and Dad won't let them drive until they do, or maybe because their brother got his Eagle and they want to keep up with him, or perhaps it was just something that happened along the way. But some young men actually become Eagle Scouts because they have learned the leadership and service skills inherent in scouting, they have learned to teach and help others,

they have put the principles inherent in the scout oath and law into their own lives. (By the way, a sign that a young man just "got his Eagle" is that he drops out of scouting soon after receiving the badge. A sign that a young man became an Eagle is that he stays with the program and is involved in helping others reach the Eagle rank. Get the picture?)

So what does this mean to you? I suggest that you don't get hung up on the advancement program, just remember what you are really trying to teach (principles of scouting, leadership, etc.). Use the advancement program as one of several tools to teach the scouting principles, not as an end in and of itself. Don't worry, they'll advance on their own if you are running the program right.

Teach the young men various options, then let them go through the process of choosing their option for their monthly activity. The planning and choosing as a group is as important, if not more important than learning the basic outdoor skills. For example, teach how to cook three or four different breakfasts at your weekday evening meetings, then have them decide together what they are going to cook at the campout, how to purchase all the ingredients, and assign (and remind) who is going to bring the pots and pans. They probably won't use the "cook up some oatmeal and hot chocolate over a campfire" skill much as they grow older - but they will use the "work together as a team," "help others feel good," and "delegation" types of skills almost every day as long as they live.

But the real key is to have fun! Resolve now that you'll never have a boring meeting!

Some Monthly Theme Ideas

You'll probably want to go through the Scout Handbook and come up with your own themes and ways to teach the basic scouting skills, but here is one way that I have done it when I have been asked to work with 11-year old scouts. I leave a lot of the "games" open on my schedule because we (the patrol leader and I) can either assign young men to come prepared to lead a game or because different groups of young men like different kinds of games, so it is hard to specify what will work for all young men.

Theme: Citizenship

- Wk 1 Skill: Flag, history, care and folding
Patrol Mtg: Introduce State Capital Trip (or substitute local county bldg)
Game:
Refreshments:
- Wk 2 Skill: Flag ceremony, inside (like at a court of honor)
Patrol Mtg: Plan trip to capital building (find it on map, when to meet, food?)
Game:
Refreshments:
- Wk 3 Skill: Flag ceremony indoor review
Patrol Mtg: Teacher Visit - discuss rights as US citizen (1st Class 5)
Game:
Refreshments:
- Wk 4 Skill: Flag ceremony outside, raise flag on pole (Tenderfoot 6)
Patrol Mtg: final arrangements for State Capital visit
Game:
Refreshments:

Monthly Activity: Visit State Capital building. (Note: I like doing this one in January because the weather is often too cold and wet for hiking and camping with 11-year old young men.) If the troop is having a flag ceremony at an upcoming court of honor, you should volunteer your patrol to do it (after all this practice they'll probably do it better than the older boys) (2nd Class 3). If you don't live near the State Capital - go and visit your local city or country building. Often you can

arrange for the mayor or someone to step out of their office and say hello to the young men. You can also visit police stations and fire stations.

Theme: Orienteering, Maps, Height/Width

Wk 1 Skill: Parts of compass, how it works, how to use it

Patrol: Introduce upcoming orienteering hike

Game:

Refreshments:

(2nd Class 1a - part)

Wk 2 Skill: Intro to Maps, Orienting a map, Map symbols

Patrol: Preliminary arrangements for orienteering hike

Game: short orienteering course (inside?)

Refreshments:

(2nd Class 1a - part)

Wk 3 Skill: Measuring the height of objects

Patrol: Orienteering hike, discuss clothing needs

Game: height of steeple, trees, and other things nearby (competition)

Refreshments:

Wk 4 Skill: Review of compass, map, height

Patrol: orienteering hike, food needs, clothing review

Game:

Refreshments:

Monthly Activity: Orienteering Hike at least 1 mile long (1st Class 2) - including measurement (estimate) of the height of various trees, utility poles, and buildings. Note: this is a good one to do in the winter before leaves are on the bushes and trees and when poison ivy is dormant. Another activity (2nd Class 1b) is to take a 5-mile hike (or 10-mile bike ride) using a compass and map.

Theme: First Aid

Wk 1 Skill: Heimlich and when it is used, choking (Tenderfoot 12a)

Patrol: Introduce hike/bike

Game: Stretcher game

Refreshments:

Wk 2 Skill: Hurry cases of first aid (2nd Class 6a), practice

Patrol: Plan hike, plan how to make 1st aid kits

Game: stretcher - make and carry

Refreshments:

Wk 3 Skill: Make 1st aid kits, review why each item is needed

Patrol: Plan route for hike, look at the map

Game: 1st aid trivia contest

Refreshments:

Wk 4 Skill: Show how to carry injured people (1st Class 8c)

Patrol: Finish planning for hike, food? Clothing?

Game: Practice carrying people

Refreshments

Monthly Activity: Hike 5 miles or bike 10 miles (with a map and compass for 2nd Class 1b).

Theme: First Aid

Wk 1 Skill: First aid for cuts, blisters, etc (Tenderboot 12b)

Patrol: Introduce ambulance tour

Game: practice putting on bandages, cutting donuts for blisters (timed)

Refreshments:

Wk 2 Skill: Demonstrate bandages (1st class 8b)

Patrol: Plan trip parameters (when, where, who)

Game: practice bandages - time trials

Refreshments:

- Wk 3 Skill: 5 Common signs of a heart attack and CPR (1st Class 8d)
 Patrol: Assemble list of questions to ask paramedics
 Game: Guest speaker - someone who has had a heart attack
 Refreshments:
- Wk 4 Skill: Demonstrate first aid for object in eye, etc (2nd Class 6c)
 Patrol: Finalize Ambulance trip
 Game: Pull 1st aid situations from "hat" and respond appropriately
 Refreshments:
- Monthly Activity: Visit a firestation with an ambulance. Or visit a clinic/doctors office.

Theme: Knots and Lashings

- Wk 1 Skill: Basic knots: square Knot, bowline, whip and fuse rope ends
 Patrol: Discuss potential pioneering projects
 Game: Tie bowline around waist, then get lifted off the ground.
 Refreshments:
 (Scout 6, Tenderfoot 4a, 1st Class 8)
- Wk 2 Skill: Basic knots: taut line, two half-hitches, clove hitch, timber hitch
 Patrol: Select a pioneering project
 Game: Build ladder to reach a prize (hung from b-ball hoop)
 Refreshments:
 (Tenderfoot 4b, 1st Class 7b)
- Wk 3 Skill: Basic lashings: square, shear, diagonal lashings - when used?
 Patrol: Decide on a list of what's needed for pioneering project
 Game: Build a flagpole, raise a flag - 1st team to do it wins, or an alternative game is to
 lash a really long pole and retrieve a bucket from across a "stream"
 Refreshments:
 (1st Class 7a, 7b, 7c)
- Wk 4 Skill: Review lashings and knots
 Patrol: Plan weekend lashing event.
 Game: Chariot races (build square frame, drag people around)
 Refreshments:
 (Review and pass off any remaining knots and lashings)
- Monthly Activity: Build a bridge or tower. The trick is finding a bunch of long poles - but it is really wonderful to build a big tower (20 ft tall or so) and put the entire patrol up there and take a picture or two. It is something they will never forget doing. (Oh, making rope is a neat thing to do too - check the Pioneering MB booklet.) Otherwise, just go on a hike this month.

Theme: Knife and Ax Skills

- Wk 1 Skill: Safety with knives and axes
 Patrol: Introduce monthly activity plan
 Game:
 Refreshments:
 (2nd Class 2c - part)
- Wk 2 Skill: Knife types, sharpening, and proper use.
 Patrol: Decide on menu and schedule for camp.
 Game:
 Refreshments:
 (2nd Class 2c - part)
- Wk 3 Skill: Ax types, sharpening, and proper use.
 Patrol: Make equipment assignments for camp.
 Game:
 Refreshments:
 (2nd Class 2c - part)
- Wk 4 Skill: Preparing (and storing) firewood.
 Patrol: Finalize food, equipment, and skit assignments for camp.

Game:

Refreshments:

Monthly Activity: Overnight camp - Work on camping and cooking requirements for Tenderfoot (1, 2, 3), 2nd Class (2a, b, c, d, e, f, g) and 1st Class (4a, b, c, d, e). You can't do them all on one camp (for example, you can't be the patrol cook (1st Class 4c) and also be the assistant (Tenderfoot 3), but you can do more on a camp than during the weeknight activities.

Theme: Fire Building, Using Stoves

Wk 1 Skill: tinder, kindling, fuel - how to prepare

Patrol: Introduce camping outing

Game: Cooking dinner over a fire or charcoal

Refreshments:

(2nd Class 2d - follow knife and ax safety)

Wk 2 Skill: fire lighting methods

Patrol: Camping menu options

Game: Cooking breakfast over a fire or charcoal

Refreshments:

(2nd Class 2f - part)

Wk 3 Skill: lighting a light weight stove

Patrol: Camping menu practice

Game: Cooking lunch using a stove

Refreshments:

(2nd Class 2f - part)

Wk 4 Skill: lighting fires (parking lot or nearby park)

Patrol: Camping menu practice

Game: Cooking dessert over a fire or charcoal

Refreshments:

Monthly Activity: Arrive at park in late afternoon. Have fire building contests. Then cook dinner and dessert over (or in) a campfire. Invite families and cook for them, then present skits round the campfire for them too.

Theme: Camping Skills

Wk 1 Skill: Sleeping bags and sleeping pads

Patrol: Introduce camping trip

Game:

Refreshments:

Wk 2 Skill: Types of tents, setting up tents, choosing a campsite

Patrol: Begin planning menu, assign tasks

Game:

Refreshments:

Wk 3 Skill: What kinds of clothes to wear (the layered look)

Patrol: Finalize menu, assign prices lists

Game:

Refreshments:

Wk 4 Skill: Packing it all - what to bring, how to bring it, backpacks, etc.

Patrol: Finalize camp arrangements, pass out permission slips

Game:

Refreshments:

Monthly Activity: Camp - Work on camping and cooking requirements for Tenderfoot (1, 2, 3), 2nd Class (2a, b, c, d, e, f, g) and 1st Class (4a, b, c, d, e). You can't do them all on one camp (for example, you can't be the patrol cook (1st Class 4c) and also be the assistant (Tenderfoot 3), but you can do more on a camp than during the weeknight activities. Also you can easily do the nature requirements when out on a camp (Tenderfoot 11, 2nd class 5, 1st Class 5 and 6) if you are prepared in advance.

Theme: Hiking Skills

- Wk 1 Skill: discuss the rules of safe hiking (Tenderfoot 5)
Patrol: introduce hike outing
Game: physical fitness testing (Tenderfoot 10a)
Refreshments:
- Wk 2 Skill: shoes, boots, and foot care
Patrol: discuss pros/cons of various locations, choose hike location
Game: Physical fitness practice
Refreshments:
- Wk 3 Skill: planning a hike (Tenderfoot 5)
Or alternative - do a patrol "dangers of using drugs" program (2nd Class 8)
Patrol: plan the hike, write the plan
Game: Physical fitness practice
Refreshments:
- Wk 4 Skill: discuss water and dehydration
Patrol: assignments for hike, food?
Game: 40 minute hike on streets near church
Refreshments: eat on hike
- Wk "5" Remember to do fitness testing 30 days after 1st week (Tenderfoot 10b)
Monthly Activity: 5 or 10 mile hike (depends on ability of young men) or a 10 mile bike ride (2nd Class 1b)

Theme: Swimming Skills (definitely a summer activity unless you have an indoor pool)

- Wk 1 Skill: Safe Swim Defense/Safety Afloat Training, buddy system
Patrol: introduce family pool party
Game:
Refreshments:
(Tenderfoot 9, 2nd Class 7a, 1st Class 9a)
- Wk 2 Skill: review requirements
Patrol: plan for upcoming outing, food?
Game: reach, throw, go - do it on land (use a mechanics creeper)
Refreshments:
(2nd Class 7c - practice)
- Wk 3 Skill: teach/pass off requirements at pool
Game: water dog sled race (pull boy on raft down pool)
Refreshments:
(2nd Class 7b, 7c, 1st Class 9b, 9c)
- Wk 4 Skill: teach/pass of requirements at pool
Game: water polo
Refreshments:
(2nd Class 7b, 7c, 1st Class 9b, 9c)
- Monthly Activity: Family pool party - boys demonstrate their skills, have a picnic!

Theme: Cooking and Menus

- Wk 1 Skill: Balanced diet, food safety (1st Class 4a and 4d - part)
Patrol: Major food feast - scouts do the cooking!
Game: Cook several (3) different breakfasts - use charcoal or stove
Refreshments: included above
- Wk 2 Skill: Planning a menu, planning pots/pan/utensil needs (1st Class 4c)
Patrol: Choose the breakfast
Game: Cook several (3) different lunches - use charcoal or stove
Refreshments: included above
- Wk 3 Skill: Buying food (may want to visit a store) (1st Class 4b)
Patrol: Choose the best lunch from last week
Game: Cook several (3) different dinners - use charcoal or stove

Refreshments: included above

Wk 4 Skill: Trash disposal, etiquette (saying grace), how to delegate

Patrol: Choose the best dinner from last week

Game: Cook several (3) different desserts - use charcoal or stove

Refreshments: included above

Monthly Activity: Overnight camp where you eat the menu that you have spent the month planning - or invite parents to a major picnic cooked by the young men. Work on camping and cooking requirements for Tenderfoot (1, 2, 3), 2nd Class (2a, b, c, d, e, f, g) and 1st Class (4a, b, c, d, e). You can't do them all on one camp (for example, you can't be the patrol cook (1st Class 4c) and also be the assistant (Tenderfoot 3), but you can do more on a camp than during the weeknight activities. Also you can easily do the nature requirements when out on a camp (Tenderfoot 11, 2nd class 5, 1st Class 5 and 6) if you are prepared in advance.

Theme: Service in Scouting

Wk 1 Skill: Scout Oath and Law Review

Patrol: Introduction of service activity

Game:

Refreshments:

Wk 2 Skill:

Patrol: Decide on types of fruit, types of baskets?

Game:

Refreshments:

Wk 3 Skill: Identifying those in need, Bishop visit to identify recipients

Patrol: find homes on map, draw Christmas cards

Game:

Refreshments:

Wk 4 Skill: Practice singing Christmas carols

Patrol: Assemble baskets

Game: Deliver baskets (2nd Class 4)

Refreshments: Hot chocolate

Monthly Activity: Service activity - take fruit baskets to widows or older folks in congregation. This is one I usually do in December, because we usually lose a couple of weeks to the holidays...