

Preparation and Materials needed	<ul style="list-style-type: none"> ✓ Materials needed for this session: copies of your chosen skits or jokes, your foe fire, and invitations for next session. ✓ Set up the room like a camp site fire ring. ✓ Have the attendance sheet out and ready ✓ Review the session to be prepared to lead the discussion. Do not read it to the scouts, be prepared ahead of time to smoothly lead the session.
Gathering	Telephone game
Opening	<ul style="list-style-type: none"> ✓ Pick 2 scouts to hold the flag, 1 scout to lead the Oath, and 1 scout to lead the Law. ✓ Ensure all of the scouts are focused and ready to begin
Talk Time	Net-Etiquette
Activity	Plan, Prepare, and rehearse a campfire program
Closing	<ul style="list-style-type: none"> ✓ Point out positive behaviors and activities shown during this session. ✓ Tell the scouts what next session will be. ✓ Have the scouts clean up the room
After the meeting	<ul style="list-style-type: none"> ✓ Enter the advancements per rank. <ul style="list-style-type: none"> • Lion – Mountain lion 1-2 • Tiger – Tigers in the wild 1 • Wolf – Howling to the Moon 2-4 • Bear – Bear Necessities 2 • Webelos – none • Arrow of Light – Camper 4 ✓ Enter attendance ✓ Turn in any needed documents into the district/council ✓ Call, text, or e-mail 2 parents to share something positive about their scout. Make sure every scout has a positive comment before you return to these scouts.

Gathering The Telephone Game:

1. Spread the scouts into a large circle around the leaders foe fire ring with each scout next to each other
2. The leader starts the game by whispering something to the scout to the left.
3. The scout then whispers the message to the person on their left. This is repeated until the last scout had received and shared the message.
4. The last scout shares the message out loud to the group to see if it is the same message or if it has changed.
5. Repeat the process until the scouts get restless.

Talk Time: Netiquette

Directions:

- Explain how a scout should act when on-line or communicated via text.
1. Don't be mean or rude to others online. Use emoticons or smiley faces to show when you are joking.
 2. Tell a trusted adult if someone is mean or rude to you online. Never respond to mean messages; you might start an online fight, also called a "flame war."
 3. Don't type in ALL CAPS. That means you're yelling.
 4. Use appropriate language online. You could be kicked off a website for using bad words.
 5. Don't send or forward spam. No one likes to get junk mail and it could contain a virus that could hurt your computer.
 6. Don't share secrets online, including passwords and personal information.

7. Don't steal files, music, or movies. It's illegal!
8. Help "newbies" learn about the Internet. "Newbies" are people new to the Internet or a particular website who may not know all the rules yet. Remember, you were once a "newbie" too.

Trustworthy. Be truthful with others online, and be very careful of the information you share. Do the right thing when sharing other people's words or pictures. Make sure you have the owner's permission before using them.

Loyal. Share information about others only if you have their permission to share it. Uphold appropriate agreements you make with friends when you play games with them.

Helpful. Alert others to scams, cheats, and suspicious sites. Point them to reliable and accurate sources of information. Encourage people to report bad behavior online.

Friendly. Reach out to support others who are doing good things, like posting quality creative works. Support those who are bullied.

Courteous. Be polite and respectful. When you use other people's work, be sure to ask permission when necessary, follow fair use standards, and give credit to the people who created and own the work.

Kind. Treat people with respect when you are on social networks, playing games, talking or texting on a cellphone, or in other digital activities.

Obedient. When using digital devices, follow the rules set by your parents/guardians, teachers, and Scout leaders. Abide by the rules established by sites, services, devices, and games.

Cheerful. Use games, messaging tools, and social forums to build your relationships with others while having fun.

Thrifty. Be a smart consumer. Know your voice, text, and data plans and use them wisely. Be sure to study digital devices and services you want. Before buying them, make sure you're not overspending on functions and features you won't need. Be careful not to run up charges on apps and sites.

Brave. Stand up for what is right. Do not participate in mocking and bullying others, even if your friends are doing it. Report suspected abuse to a trusted adult, like your parent or leader; call 911 or call the Cyber Tip line at 1-800-843-5678.

Clean. Use clean language and discuss only appropriate topics when using digital devices to communicate with others.

Reverent. Respect the feelings of other people. Do not use digital devices to spread irreverent ideas.

Activity: Create a Faux Fire Program

Go through the Razzle Dazzle section of the program guide and help the scouts pick skits, songs, and/or jokes to practice and perform.

The purpose of camp fire programs or skits is to have fun, get the chance to show off, lead a group of other scouts, and bond or get closer to the pack.

With that in mind, today we are going to pick some jokes, stories, and/or skits to create our own camp fire program. Next week we will invite your partnering adults, teachers, and staff to join us for our faux camp fire.

Considerations when picking skits

Select skits to suit the occasion and age of the scout. Funny skits are easier to do, mistakes can add to the silliness. But it must be appropriate and in good taste. Serious skits are a little harder and better for older (Bears and/or Webelos) scouts. They take more rehearsal and should emphasize scout values.

All Skits should be in good taste, of reasonable length, well planned and rehearsed, well-staged, good spirit, and Scouts speak loud enough to be heard!

Don't forget props!

Leader should be the Master of Ceremony for the camp fire program. Below is an example program for a campfire. Leaders can adjust the program as needed:

- Thank you for joining the campfire
- Introduction the purpose of the campfire program
- A run on (purposefully interrupting the leader. Run ons are funny and are good transitions)
- Skit
- Run on
- Joke
- Run on
- Skit
- Run on
- Sing Along
- Closing

The program should last a maximum of 25 minute. This allows the scouts to practice the program before they perform it during the same session.

Closing:

- ✓ Point out positive behaviors and activities shown during this session.
- ✓ Tell the scouts what next session will be.
- ✓ Have the scouts clean up the room