## Preparation and Materials needed
- ✓ Materials needed for this session: Faux fire (leaders create this)
- ✓ Set up the room like a camp site fire ring. Put chairs in the background for guests
- ✓ Have the attendance sheet out and ready

<table>
<thead>
<tr>
<th>Gathering</th>
<th>Welcome and set up</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening</td>
<td>✓ 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</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Talk Time</th>
<th>Prep talk/encouragement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity</td>
<td>✓ Rehearse and do the campfire program</td>
</tr>
</tbody>
</table>

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

| After the meeting | ✓ Enter the advancements per rank.  
- 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:
Welcome the scouts as they enter the room. Ask if they remember their skits. Set the scouts together as teams to prepare to perform. Have the scouts practice.

### Talk Time Encourage the scouts:
Performing is easy for some scouts and really hard for others. Stay calm to help the scouts to be calm.

### Activity: perform the Faux Fire Program
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 minutes. 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 and families what the next session will be.
- ✓ Have the scouts and families clean up the room.