

WEEK 17 – COMMUNICATION FAUX FIRE PROGRAM

Preparation and Materials needed	<ul style="list-style-type: none"> ✓ 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
Gathering	Welcome and set up
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	Prep talk/encouragement
Activity	Rehearse and do the campfire program
Closing	<ul style="list-style-type: none"> ✓ 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	<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:

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 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 and families what next session will be.
- ✓ Have the scouts and families clean up the room