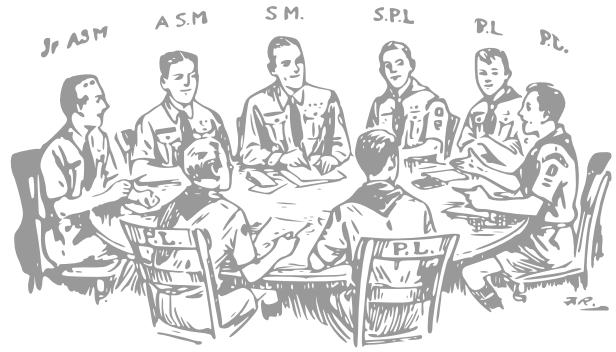


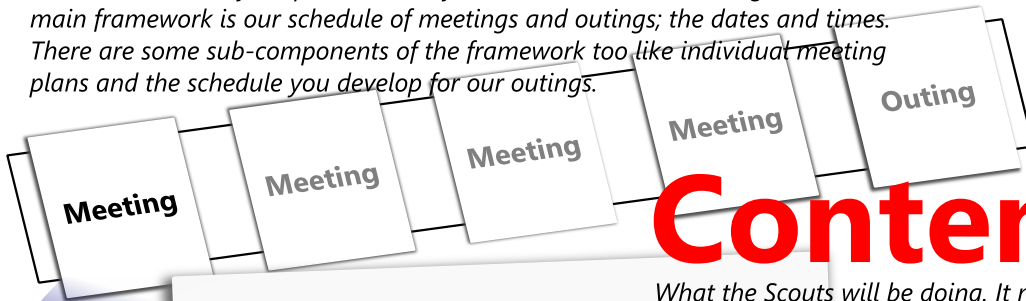
The Patrol Leader's Council and Planning

To make things happen for the troop you need to build four components - structure, content, planning and preparation.



Structure

The framework of your plan. This may be a schedule or something similar. The main framework is our schedule of meetings and outings; the dates and times. There are some sub-components of the framework too like individual meeting plans and the schedule you develop for our outings.



Content

What the Scouts will be doing. It may be cooking or pioneering or how to start a fire. The content fills the structure. Most of the content is pretty simple to find because it's in the Scout handbook. If the patrol leader's council wants to do something new you'll need to develop the content.

Meeting Plan

- Opening - **Flag Ceremony**
- Skill Instruction- **Cooking**
- Patrol Meeting - **Prepare for outing**
- Game - **Steal the bacon**
- Closing- **Scoutmaster's Minute**

Planning

Once you have the structure and the content sorted out you plan by determining who is going to be responsible for making things happen. It's a lot like who plays what position on a team.

Meeting Plan

- Opening - **Flag Ceremony, Wolverine Patrol**
- Skill Instruction- **Cooking, Harry Wilson**
- Patrol Meeting - **Prepare for outing, Patrol leaders**
- Game - **Steal the bacon, Adam Evers**
- Closing- **Scoutmaster's Minute, Mr Black**

Skill Instruction- **Cooking, Harry Wilson**

Preparation

Once the plan is set whoever is responsible for a part of the plan needs to prepare. It's not good enough to simply know who is going to do what, you also have to assure yourself that they are prepared to do it. Once you have the structure, the content and the plan **it's time to get up from the meeting and prepare.**

