

GROUP INSTRUCTION IDEAS

Prepare

- Preparing for emergencies is all about being able to identify threats from natural and other disasters. Have an older Scout or knowledgeable adult leader discuss the definition of emergency preparedness, how the unit currently plans for such events, and where Scouts can learn more (Emergency Preparedness merit badge pamphlet, Guide to Safe Scouting, etc.).

Respond

- Responding to emergencies properly is by far the most important area to focus on. The response can be the most dangerous aspect but also can make a huge difference if done right. Concentrate instruction on the importance of responding quickly and with a focused mindset. Consider having a guest speaker for this meeting whose job involves responding to emergencies.

Recover

- Have a guest from an agency such as the American Red Cross discuss how disaster relief groups aid and restore communities after natural disasters. (Members of your chartered organization may work or volunteer for one of these groups.)
- Discuss the impact that Scouting units can have in helping people recover from natural disasters.


Prevent


- Today's instruction should be focused on preventing and lessening the impact of future emergencies both in the home and in the unit. This could also be a great opportunity to introduce Scouts to a variety of occupations that serve the community through emergency mitigation work. Use guest presenters if possible.


SKILLS INSTRUCTION IDEAS





Prepare




-  • Review techniques necessary for getting out of a building that is on fire, and practice hurry cases for first aid. Discuss how putting forethought into the situations can increase effectiveness and personal safety. Have Scouts draw up plans and try again.




-  • Review above information.
- Work on troop mobilization techniques.
- Write a detailed plan for moving a large number of people in an emergency situation and practice.

-  • Review above information.
- Work on discovering how emergency preparedness is done every day at a local community level, with emphasis on preparation and planning.


Respond



-  • Role-play calling 911 for an emergency. (Don't actually call 911, of course.)
 -  • Discuss personal scene safety and what to do when first discovering an emergency.
 - Review CPR and identifying and treating shock.
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-  • Review above information.
 -  • Work on crowd and traffic control and keeping others safe.
 -  • Discuss taking a leadership role at an accident scene.
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-  • Review above information.
-  • Work on lost-person techniques and simple search-and-rescue patterns.
-  • Discuss what to do when help is delayed, as well as how to transport an injured person from the backcountry, keeping in mind the safety of the rescuer and the injured person.


Recover



-  • Learn about what to do upon returning home after a disaster, including proper safety techniques for identifying structural damage and for searching through debris.
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-  • Review the above information.
 -  • Discuss the search and rescue X-Code system and INSARAG marking system. Consider using chalk and scenarios for Scouts to practice.
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-  • Review the above information.
-  • Discuss coping with the emotional trauma related to emergencies.

Prevent

-  • Learn how to inspect a home for potentially dangerous situations such as toxic cleaners in reach of small children or exposed wires. Use the Emergency Preparedness merit badge pamphlet as a reference.
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-  • Review above information.
 -  • Put together emergency packs and kits for use in unit and family emergencies. Use the Emergency Preparedness merit badge pamphlet as a reference.
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-  • Consider having a person from a local emergency response team give a presentation on ways for older Scouts to get involved in the community.

BREAKOUT GROUP IDEAS

Discussion

- Demonstrate understanding of emergency preparedness by putting together simple written plans for a number of household emergencies (for younger Scouts) and unit event emergencies (for older Scouts).

Getting Ready for the Main Event

- Menu Planning
- Duty Roster Planning
- Equipment check

Preparation for the meeting's game or challenge

GAME AND CHALLENGE IDEAS

[Library of Games and Challenges on Troop Program Resources](#)

- [Bandage Relay](#)
- [First Aid Carry Relay](#)
- [Stretcher Relay](#)
- **Lost-Person Search**
 - *Materials:* Objects representing lost persons (such as dolls or action figures), at least one per patrol
 - *Method:* Set up a search area outside the meeting place with clear boundaries. Scatter objects throughout the area. Patrols perform a lost-person search, as described earlier. Continue playing until time is called or all objects are found.
 - *Scoring:* The patrol finding the most lost objects wins.

CLOSING IDEAS

- [Leader's Minutes](#)
- [Ceremony](#)

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Emergency Preparedness	Information	Troop Meetings	Main Event
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TROOP LEADER RESOURCE LINKS

[Advancement Resources](#)

[Awards Central](#)

[Boy Scouts](#)

[Guide to Safe Scouting](#)

[SCOUTBOOK](#)

[Scouting Forms from the National Council](#)

[ScoutCast](#)

[Scouting Magazine](#)

[ScoutStuff.org \(Retail Site\)](#)

[ScoutingWire](#)

[Sign in to MyScouting.org](#)

[Take Youth Protection Training](#)

[The Outdoor Adventure Planning Guide](#)

[Troop Leader Guidebook Appendix](#)

[Uniforms](#)