This plan is designed around a 90-minute meeting time.

About The Badge Archive Basic Plans

Basic Meeting Plans are designed to have minimal supplies and still hit the GSUSA Requirements. Most meetings can be done in a 90 minute time frame.

Full instructions for each activity are found on the connected links. This outline shows the recommended order of activities for a nice flow from one activity to the next.

Meeting Start (5–10 min)

Leader Instructions: Begin with your regular opening exercises, ceremony, or song. If your scout group uses a flag ceremony, motto chant, or circle welcome, insert those here. Want ideas for troop openers? See https://tinyurl.com/43xa4zm8

Animal Tracks (20 min)

Activity 1 – Look for animal signs either by looking for animal tracks outdoors OR looking up animal habitats.

(Requirement 1 Earned)

Game: <u>Animal Track Match</u> – Scouts match animal tracks to the correct animals and learn how each animal moves and lives.

Animal Dice Game (20 min)

Activity 2 – Mimic animals by either playing camouflage hide and seek OR animal charades.

(Requirement 2 Earned)

Game: <u>Animal Dice</u> – Scouts roll a die and move like different animals based on the number rolled.





Watch Animals (20 min)

Activity 3 – Pick an animal and observe them in person OR online to learn more about them. GSUSA recommended to go on a field trip to observe an animal.

(Requirement 3 Earned)

OPTION A:

Observe Live Animals – Scouts observe a live animal and record what they notice using a simple worksheet.



OPTION B:

Watch Animals Online – Scouts watch a real animal online and record what they observe using a simple worksheet.



Meeting End (5–10 min)

Leader Instructions: Guide scouts to help clean up. Wrap up with your scout group's closing routine. This could include reflections, a goodbye chant, or a favorite song.

Need ideas for closing rituals? See https://tinyurl.com/yfw294zx

Extra Time? Play any Pick-Up Game until it's time to go home.





Items Needed for All Activities:

- Printouts of <u>animal track cards and matching animal pictures</u>, cut and ready to use.
- Printout of the <u>Animal Movement Dice Game</u>
- A dice for the Animal Movement Dice Game (or multiple if you plan to break up into small groups)
- Printout My Animal Notes
- Pen/pencil for each scout

OPTION A:

• A live animal (pet will work!)

OPTION B:

• Enough devices for small groups to watch a <u>San Diego Zoo Live Cam</u>