

Sample 11 Year Old Scout Calendar - 2005

January Citizenship

- 5 Skill: Flag, history, care and folding
Patrol Mtg: Introduce State Capital Trip (or substitute local county bldg)
- 12 Skill: Flag ceremony, inside (like at a court of honor)
Patrol Mtg: Plan trip to capital building (find it on map, when to meet, food?)
- 19 Skill: Flag ceremony indoor review
Patrol Mtg: Teacher Visit - discuss rights as US citizen (1st Class 5)
- 26 Skill: Flag ceremony outside, raise flag on pole (Tenderfoot 6)
Patrol Mtg: final arrangements for State Capital visit
- 29 SATURDAY – State Capital and Historical Museum Visit

February Knots and Lashings

- 2 Skill: Basic knots: square Knot, bowline, whip and fuse rope ends
Patrol: Discuss potential pioneering projects
Game: Tie bowline around waist, then get lifted off the ground.
Refreshments:
(Scout 6, Tenderfoot 4a, 1st Class 8)
- 9 Skill: Basic knots: taut line, two half-hitches, clove hitch, timber hitch
Patrol: Select a pioneering project
Game: Build ladder to reach a prize (hung from b-ball hoop)
(Tenderfoot 4b, 1st Class 7b)
- 16 Skill: Basic lashings: square, shear, diagonal lashings - when used?
Patrol: Decide on a list of what's needed for pioneering project
Game: Build a flagpole, raise a flag - 1st team to do it wins
Or an alternative game is to lash a really long pole and
retrieve a bucket from across a "stream"
(1st Class 7a, 7b, 7c)
- 23 Skill: Review lashings and knots
Patrol: Plan weekend lashing event.
Game: Chariot races (build square frame, drag people around)
(Review and pass off any remaining knots and lashings)
- 26 SATURDAY - Tower or Bridge Building!

March Hiking Skills

- 2 Skill: discuss the rules of safe hiking (Tenderfoot 5)
Patrol: introduce hike outing
Game: physical fitness testing (Tenderfoot 10a)
- 9 Skill: shoes, boots, and foot care
Patrol: discuss pros/cons of various locations, choose hike location
Game: Physical fitness practice
- 16 Skill: planning a hike (Tenderfoot 5)
Or alternative - do a patrol "dangers of using drugs" program (2nd Class 8)
Patrol: plan the hike, write the plan
Game: Physical fitness practice
- 23 Skill: discuss water and dehydration
Patrol: assignments for hike, food?
Game: 40 minute hike on streets near church
- 26 SATURDAY – 10 mile hike (2nd Class 1b)
- 30 Funky Olympics! Fitness testing 30 days after 1st week (Tenderfoot 10b)

April Knife and Ax Skills

- 6 Skill: Safety with knives and axes

- Patrol: Introduce monthly activity plan
(2nd Class 2c - part)
- 13 Skill: Knife types, sharpening, and proper use.
Patrol: Decide on menu and schedule for camp.
(2nd Class 2c - part)
- 20 Skill: Ax types, sharpening, and proper use.
Patrol: Make equipment assignments for camp.
(2nd Class 2c - part)
- 27 Skill: Preparing (and storing) firewood.
Patrol: Finalize food, equipment, and skit assignments for camp.
- 29-30 Overnight Camp - Work on camping and cooking requirements for Tenderfoot (1, 2, 3), 2nd Class (2a, b, c, d, e, f, g) and 1st Class (4a, b, c, d, e). You can't do them all on one camp (for example, you can't be the patrol cook (1st Class 4c) and also be the assistant (Tenderfoot 3), but you can do more on a camp than during the weeknight activities.

May Fire Building, Using Stoves

- 4 Skill: tinder, kindling, fuel - how to prepare
Patrol: Introduce camping outing
Game: Cooking dinner over a fire or charcoal
(2nd Class 2d - follow knife and ax safety)
- 11 Skill: fire lighting methods
Patrol: Camping menu options
Game: Cooking breakfast over a fire or charcoal
(2nd Class 2f - part)
- 13-14 Fathers and Sons Camp
- 18 Skill: lighting a light weight stove
Patrol: Camping menu practice
Game: Cooking lunch using a stove
(2nd Class 2f - part)
- 25 Skill: lighting fires (parking lot or nearby park)
Patrol: Camping menu practice
Game: Cooking dessert over a fire or charcoal

June Cooking and Menus

- 1 Skill: Balanced diet, food safety (1st Class 4a and 4d - part)
Patrol: Major food feast - scouts do the cooking!
Game: Cook several (3) different breakfasts - use charcoal or stove
- 8 Skill: Planning a menu, planning pots/pan/utensil needs (1st Class 4c)
Patrol: Choose the breakfast
Game: Cook several (3) different lunches - use charcoal or stove
- 15 Skill: Buying food (may want to visit a store) (1st Class 4b)
Patrol: Choose the best lunch from last week
Game: Cook several (3) different dinners - use charcoal or stove
- 22 Skill: Trash disposal, etiquette (saying grace), how to delegate
Patrol: Choose the best dinner from last week
Game: Cook several (3) different desserts - use charcoal or stove
- 24-25 Overnight Camp - where you eat the menu that you have spent the month planning. Work on camping and cooking requirements for Tenderfoot (1, 2, 3), 2nd Class (2a, b, c, d, e, f, g) and 1st Class (4a, b, c, d, e). You can't do them all on one camp (for example, you can't be the patrol cook (1st Class 4c) and also be the assistant (Tenderfoot 3), but you can do more on a camp than during the weeknight activities. Also you can easily do the nature requirements when out on a camp (Tenderfoot 11, 2nd class 5, 1st Class 5 and 6) if you are prepared in advance.
- 29 Fancy dishes. The leaders cook for the boys!

July Swimming

- 6 Skill: Safe Swim Defense/Safety Afloat Training, buddy system
Patrol: introduce family pool party
(Tenderfoot 9, 2nd Class 7a, 1st Class 9a)
 - 13 Skill: review requirements
Patrol: plan for upcoming outing, food?
Game: reach, throw, go - do it on land (use a mechanics creeper)
(2nd Class 7c - practice)
 - 20 Skill: teach/pass off requirements at pool
Game: water dog sled race (pull boy on raft down pool)
(2nd Class 7b, 7c, 1st Class 9b, 9c)
 - 27 Skill: teach/pass of requirements at pool
Game: water polo
(2nd Class 7b, 7c, 1st Class 9b, 9c)
- TBD Monthly Activity: Family pool party - boys demonstrate their skills, have a picnic!

August First Aid

- 3 Skill: Heimlich and when it is used, choking (Tenderfoot 12a)
Patrol: Introduce hike/bike
Game: Stretcher game
- 10 Skill: Hurry cases of first aid (2nd Class 6a), practice
Patrol: Plan hike, plan how to make 1st aid kits
Game: stretcher - make and carry
- 17 Skill: Make 1st aid kits, review why each item is needed
Patrol: Plan route for hike, look at the map
Game: 1st aid trivia contest
- 24 Skill: Show how to carry injured people (1st Class 8c)
Patrol: Finish planning for hike, food? Clothing?
Game: Practice carrying people
- 31 Court of Honor

September Camping Skills

- 7 Skill: Sleeping bags and sleeping pads
Patrol: Introduce camping trip
- 14 Skill: Types of tents, setting up tents, choosing a campsite
Patrol: Begin planning menu, assign tasks
- 21 Skill: What kinds of clothes to wear (the layered look)
Patrol: Finalize menu, assign prices lists
- 28 Skill: Packing it all - what to bring, how to bring it, backpacks, etc.
Patrol: Finalize camp arrangements, pass out permission slips
- 30-1 Overnight Camp - Work on camping and cooking requirements for Tenderfoot (1, 2, 3), 2nd Class (2a, b, c, d, e, f, g) and 1st Class (4a, b, c, d, e). You can't do them all on one camp (for example, you can't be the patrol cook (1st Class 4c) and also be the assistant (Tenderfoot 3), but you can do more on a camp than during the weeknight activities. Also you can easily do the nature requirements when out on a camp (Tenderfoot 11, 2nd class 5, 1st Class 5 and 6) if you are prepared in advance.

October Orienteering, Maps, Height/Width

- 5 Skill: Parts of compass, how it works, how to use it
Patrol: Introduce upcoming orienteering hike
(2nd Class 1a - part)
- 12 Skill: Intro to Maps, Orienting a map, Map symbols
Patrol: Preliminary arrangements for orienteering hike
Game: short orienteering course (inside?)

(2nd Class 1a - part

- 19 Skill: Measuring the height of objects
Patrol: Orienteering hike, discuss clothing needs
Game: height of steeple, trees, and other things nearby (competition)
- 26 Skill: Review of compass, map, height
Patrol: orienteering hike, food needs, clothing review
- 29 Orienteering Hike at least 1 mile long (1st Class 2) - including measurement (estimate) of the height of various trees, utility poles, and buildings. Another potential activity (2nd Class 1b) is to take a 5-mile hike (or 10-mile bike ride) using a compass and map.

November First Aid

- 2 Skill: First aid for cuts, blisters, etc (Tenderboot 12b)
Patrol: Introduce ambulance tour
Game: practice putting on bandages, cutting donuts for blisters (timed)
- 9 Skill: Demonstrate bandages (1st class 8b)
Patrol: Plan trip parameters (when, where, who)
Game: practice bandages - time trials
- 16 Skill: 5 Common signs of a heart attack and CPR (1st Class 8d)
Patrol: Assemble list of questions to ask paramedics
Game: Guest speaker - someone who has had a heart attack
- 23 No scout meeting (Thanksgiving)
- 26 SATURDAY Visit a firestation/ambulance/life flight. Or visit a clinic/doctors office.
- 30 Skill: Demonstrate first aid for object in eye, etc (2nd Class 6c)
Patrol: Finalize Ambulance trip
Game: Pull 1st aid situations from "hat" and respond appropriately

December Service in Scouting

- 7 Skill: Scout Oath and Law Review
Patrol: Introduction of service activity
- 14 Skill:
Patrol: Decide on types of fruit, types of baskets?
- 21 Skill: Identifying those in need, Bishop visit to identify recipients
Patrol: find homes on map, draw Christmas cards
- 23 FRIDAY EVENING ACTIVITY
Skill: Practice singing Christmas carols
Patrol: Assemble baskets
Game: Deliver baskets (2nd Class 4)
Refreshments: Hot chocolate
- 28 Year-End Party and Air Hockey Tournament