

11 Year Old Scout Theme-Oriented Plan

Each theme is designed to take place during a month of meetings with a weekend activity. The requirement addressed by each skill is listed in italics next to the skill. "J" stands for Joining Requirements or the Scout rank. "T" stands for Tenderfoot. "S" stands for Second Class. "F" stands for First Class.

Theme: Citizenship/Scout Spirit

Meeting	Plan
1	Demonstrate correct Scout sign, salute and handshake (<i>J5</i>) Patrol creation: name, yell, flag design (<i>T8</i>) Patrol officers election Explain Scout Oath and Law (<i>J7</i>)
2	Flag history, care and folding (<i>T6</i>) Patrol flag creation
3	Flag ceremony inside and outside (<i>S3</i>) Describe Scout Badge (<i>J8</i>) Word-at-a-time game with Oath and Law (<i>T7</i>)
4	Teacher/Lawyer Visit: rights and duties of a citizen. Also, bill of rights. (<i>F5</i>)
Activity	Service project (<i>S4</i>)

Theme: Pioneering

Meeting	Plan
1	Whip and fuse rope ends (<i>T4a</i>) Square knot (<i>J6, Pioneering MB 2b</i>) Two half hitches and taut-line hitch (<i>T4b</i>) Round turn with two half hitches (<i>Pioneering MB 2b</i>) Bowline (<i>F8a</i>)
2	Purposes of lashings (<i>F7a</i>) Clove hitch and timber hitch (<i>F7b</i>) Square, shear and diagonal lashings (<i>F7b</i>)
3	Round and tripod lashings (<i>Pioneering MB 2c</i>) Sheepshank and sheet bend (<i>Pioneering MB 2b</i>) Flagpole building race (<i>F7c</i>)
4	Rope throwing (<i>Pioneering MB 3</i>) Back splice, eye splice and short splice (<i>Pioneering MB 5</i>)
Activity	Pioneering merit badge

Theme: Hiking/Physical Fitness

Meeting	Plan
1	Physical fitness test (<i>T10a</i>) Rules of safe hiking, what to do if you are lost (<i>T5</i>) Buddy system (<i>T9</i>)
2	Poisonous plant identification and treatment (<i>T11</i>) Plant identification (<i>F6</i>) Animal identification (<i>S5</i>) Guess the poisonous plant game
3	Finding directions without a compass (<i>F1</i>) Using a compass and orienting a map (<i>S1a</i>) Map symbols
4	Final physical fitness test (<i>T10b</i>) Measuring the height and width of objects. Activity: One mile compass course. (<i>F2</i>)
Activity	Five mile hike (<i>S1b</i>)

Theme: Camping

Meeting	Plan
1	Knife, axe and saw types, safety, sharpening and proper use (<i>S2c</i>) Setting up an axe yard/chopping area and axe yard etiquette
2	Types of wood needed for a campfire Preparing and storing firewood (<i>S2d</i>) Starting a fire without matches demonstration and practice When to use a fire or a stove for cooking (<i>S2e</i>) Lighting a stove (<i>S2f</i>)
3	Menu planning for campout, food pyramid (<i>F4a</i>) Assign patrol food purchase to two scouts (<i>F4b</i>) Duty roster assignments Discuss cooking gear (<i>F4c</i>) Safe handling and storage of food (<i>F4d</i>)
4	Trip to grocery store to prepare list of ingredients and cost. (<i>F4b</i>) Pack check (<i>T1</i>)
Activity	Overnight camp, accomplish T2, T3, S2b

Theme: First Aid

Meeting	Plan
1	Basic first aid treatments (<i>T12b</i> , <i>S6c</i>)
2	Personal first aid kit creation (<i>S6b</i>) Hurry cases (<i>S6a</i>) Heimlich maneuver (<i>T12a</i>)
3	Bandages (<i>F8b</i>) Rescue carries (<i>F8c</i>)
4	CPR (<i>F8d</i>)
Activity	Swimming day, accomplish S7a, S7b, S7c, F9a, F9b, F9c

Theme: Pioneering Merit Badge

Meeting	Plan
1	Whip and fuse rope ends (<i>T4a</i>) Square knot (<i>J6</i> , <i>Pioneering MB 2b</i>) Two half hitches and taut-line hitch (<i>T4b</i>) Bowline (<i>F8a</i> , <i>Pioneering MB 2b</i>) Sheepshank, sheet bend, roundturn with two half hitches (<i>Pioneering MB 2b</i>)
2	Purposes of lashings (<i>F7a</i>) Clove hitch and timber hitch (<i>F7b</i>)
3	Square, shear, round and diagonal lashings (<i>F7b</i>) Flagpole building race (<i>F7c</i>)
4	Rope throwing (<i>Pioneering MB 3</i>) Back splice, eye splice and short splice (<i>Pioneering MB 5</i>)
Activity	Tower or Monkey Bridge building