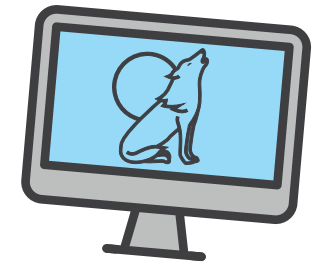


VIRTUAL SCOUTING WEEK TO WEEK

Why Virtual Meetings?

In times of uncertainty, there's a certain comfort in things that feel normal. For youth, this could come in many forms, like a regular meeting with their class, a regular day schedule or a regular weekend activity. As a Scouting community, we have a great opportunity to contribute to this by creating a normal meeting in some form or another. By holding meetings that follow a regular format (and include many of the same aspects as an in-person meeting), we're helping to create another bit of normal in this quickly changing world.

When running virtual meetings, try to keep as many aspects of your regular meetings as possible. Keep your opening as much the same as you can, run fun activities around a theme, sing your favourite songs, etc. In some ways, you will need to adjust your meetings, but even keeping those adjustments similar from week to week will create a routine for everyone to fall into.



Meeting	Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting One	Welcome to Virtual Scouting!	Have a discussion question for the Cubs (and Scouters) to answer, like: "How have you helped your family this week?"	<ul style="list-style-type: none"> • Practise meeting etiquette (muting/unmuting yourself, how to use the chat bar, mute yourself if you are making noise when someone is talking, how to raise your hand). • Practise your learned skills with a scavenger hunt. 	Review what you did by asking the group a couple short questions, like: "What was something cool that you discovered during the scavenger hunt?"	Start with completely Scouter-led—let's get on The Canadian Path!
Meeting Two	Look for the Helpers	Have a discussion question within Lairs (and Scouters) to answer, like: Try Roses & Thorns!	<ul style="list-style-type: none"> • Good Turn Week Together, decide on a good turn that you could do for your community. Create cards for frontline workers, or decorative 'thank you' signs for the windows in your home. 	Review what you did by asking the Lairs a couple short questions, like: "How do you feel now that you have helped someone else?"	Scouter-led meeting, but with a Howler Council meeting afterwards to plan upcoming meetings. Discuss Lairs if they are not already used regularly.
Meeting Three	Learn a New Skill	Have Howlers lead a discussion (with Scouter support), like: "What's something new you tried this week? A food? New task?"	Have Howlers lead a discussion (with Scouter support), like: "What's something new you tried this week? A food? New task?"	Review what you did by assisting Howlers in asking a question to Lairs, like: "What was your favourite skill that you learned about tonight?"	Meet in Lairs—either meet simultaneously with two Scouters per group, or have short meetings back to back with each group! Have the group plan an activity for the whole Section—you can pick one of the upcoming themes and plan a full meeting based on that!



VIRTUAL SCOUTING WEEK TO WEEK

Meeting	Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting Four	<p>Build it Better</p> <p>Plan-Do-Review how to Build it Better!</p> <p>Use Plan-Do-Review to plan what you are going to build as a Pack.</p> <p>Do your adventure and then review what you have done. How can you apply this concept to the meeting that your Lair is planning?</p>	<p>Have Howlers lead a discussion with a question for their Lairs, like: "What have been your favourite activities so far?"</p>	<ul style="list-style-type: none"> • Newspaper Tower <p>Using newspaper and other items around your home (paper towel rolls, egg cartons, building blocks, boxes, etc.), see who could build the tallest, sturdiest tower. What makes the tower stand up the tallest without falling down? You can even make it a fun competition between your Section!</p>	<p>Review what you did by having Howlers ask a question to the group, like: "What was your favourite part of building your project?"</p>	<p>Plan-Do-Review how to Build it Better!</p> <p>Use Plan-Do-Review to plan what you are going to build as a Pack.</p> <p>Do your adventure and then review what you have done. How can you apply this concept to the meeting that your Lair is planning?</p>
Meeting Five	<p>Get Ready for Camping!</p>	<p>Allow the Cubs to share the item that they have brought to show the Pack. What is special about it? Why did they choose to share it?</p>	<ul style="list-style-type: none"> • Kim's Game • I Leave No Trace—how can this concept be applied to the environment around your home? • Pile of Trash <p>Run a trivia game about packing (have the Cubs give a thumbs up or thumbs to signify whether or not they should pack certain items for camp).</p>	<p>Review what you did by asking the group a couple short questions (don't worry about everyone answering the question, but the same people should not always be answering).</p>	<ul style="list-style-type: none"> • Scouter-led but moving into facilitated programming • Using Trail Cards to plan activities • Explore personal progression
Meeting Six	<p>Emergency Ready/ Prep for Lair-run meetings</p>	<p>Have a discussion question within Lairs (and Scouters) to answer, like: "What are you most excited for when running a meeting?"</p>	<ul style="list-style-type: none"> • What's in Your Kit? • Make an emergency Escape Plan for your family. • What goes in to your 72-hour kit? Try making one for your family, or test one another on what should or shouldn't be in one! • Movement-based activities to do in between planning stages (e.g. Simon Says). 	<p>Review what you did by asking the Lairs a couple short questions, like: "What might you have missed when planning? How can we make sure that we did not miss anything?"</p>	<p>Start of facilitated programming with youth at the helm of planning and running adventures.</p> <p>Personal Achievement Badges</p>

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Meeting	Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting Seven	Love Your Water (or theme chosen by the Lair running the meeting)	Have the Lair in charge lead a discussion (with Scouter support), like: "What's something new that you have tried recently?"	Have the Lair in charge lead the activities that it selected for the meeting. Some water-themed examples include: <ul style="list-style-type: none"> • Captain of High Seas • Make your own unique boat. Find materials around your home (cardboard box, construction paper, other recycled items) to create your boat that you can wear around your waist and be the captain, and then create an obstacle course to learn the "Rules of the Water". • Make smaller boats out of recycled items and see if you can make them float. Make an obstacle course for your small boat with buoys and markers to practise the "Rules of the Water". 	Review what you did by assisting the Lair to choose a question to review the night, like "What was one thing you learned tonight?"	First week of Lair-run meetings. Support the Lair as needed and ensure that it is set up for success. After the meeting, keep the Lair who ran the meeting on the call so that you can review the night with it. What went well? What didn't go as planned? What would you do differently next time?
Meeting Eight	Theme chosen by Lair running the meeting	Have Lair responsible for the meeting lead a discussion question, like: "What was your favourite thing that we have done in Cubs this year?"	Have the Lair in charge lead the activities that it selected for the meeting.	Assist the Lair to choose a question to review the night, like "What is one thing we did tonight that you have not done before?"	Support the Lair as needed and ensure that it is set up for success. After the meeting, keep the Lair who ran the meeting on the call so that you can review the night with it. What went well? What didn't go as planned? What would you do differently next time?



VIRTUAL SCOUTING WEEK TO WEEK

Meeting with Howler Council

After your regular meeting, you should consider running a short meeting with your Howler Council. Your Howlers are your 10-year-old (grade 5) Cubs. If you only have one or two Howlers, you could consider inviting a couple responsible Trackers to the meeting.

During the meeting, you can discuss forming Lairs if your Pack does not already have them, or how they can be used during virtual meetings if your Pack already uses the Lair system.

- Lairs are small teams of six to eight Cubs of mixed ages and experience levels. Each Lair should have one or two Howlers who will act as leaders for the Lair.
- Lairs are a great way to have smaller meetings or adventures, and to allow all Cubs to take a turn speaking and taking a leading role during adventures.

This meeting is also a good time to talk to the Howlers about upcoming meetings—what activities would they like to do? How would they like the meetings to run (in Lairs, as a Pack, etc.)?

Have the Howlers plan some discussion questions for next week's meeting. If possible, meet in Lairs the following week and have the Howlers take a leading role in running discussions and activities.

Plan ahead for the following week by having the Howlers help select a skill to teach or learn at the next meeting. Each Lair can learn its own skill, or everyone can learn the same skill. Work with the Howlers to brainstorm a list of

supplies each person will need so that you can ask the Cubs (and parents) to gather the supplies ahead of your next meeting.

Meet in Lairs

Meet in Lairs—either meet simultaneously with two Scouters per group, or have short meetings back to back with each group!

Have the group plan an activity for the whole Section—you can pick one of the upcoming themes and plan a full meeting based on that!

Meet with the Howlers after the meeting to discuss the upcoming weeks. Have the Howlers help select a Trail Card (or multiple) to try at next week's meeting, so that the other Cubs have time to gather supplies, and have them select a few different Trail Cards or activities for the week following for the Cubs to choose from.

Using Lairs

Lairs are a great way to get the Cubs engaged in programming. Some Cubs may not be comfortable sharing their voice in a larger group, but may be more comfortable sharing in a smaller group, like a Lair.

Lairs allow for different voices to be heard, and for more Cubs to take on leadership roles. Lairs encourage sharing and teamwork and are a key part of Section programming.

Even if you generally meet as a Pack, meeting in Lairs at the beginning of a Pack meeting (this is easier during in-

person meetings), is a great way to start the night. Cubs can use their Lairs to take attendance, gather dues and get ready for that week's meeting. During virtual Scouting, they can be a great way to break into smaller groups for activities, as well as to gather feedback.

Plan-Do-Review

Plan-Do-Review is a fundamental part of **The Canadian Path**. It helps to ensure that youth are getting the most out of every adventure. Having youth be part of the planning process for adventures helps them to engage with the adventure and helps to ensure that the adventure is something that they are passionate and excited about. Reviewing after adventures helps to keep youth engaged with their adventure, and helps to direct future adventures.

Plan-Do-Review doesn't have to be a long or boring process. Getting youth engaged by asking questions is an easy way to start the process—what would they like to do? What supplies will they need? Reviewing can also be a fun game, whether youth draw out their answers or act out their favourite parts of an adventure.

As part of your virtual meetings, you have probably already been doing **Plan-Do-Review**, but naming what you're doing (e.g. "It's time to make our plan for tonight—what will we be doing?", "Let's review tonight's meeting.") helps to reinforce the different steps and helps youth to be conscious about each stage.



VIRTUAL SCOUTING WEEK TO WEEK

Using Trail Cards

Trail Cards are meant to be used as activity kick-starters for youth. If youth want to conduct meetings around a certain theme (e.g. camping), or want to work on a certain **Personal Achievement badge**, **Trail Cards** are a great place to start. Trail Cards offer activities related to a wide variety of themes, and include questions to start youth thinking about how to run an activity. They do not include all of the information needed, but have enough information to get youth thinking about what they will need to do in order to run their activity.

An easy way to use Trail Cards is to have your Howlers select some appropriate Trail Cards and then have the Pack choose from those cards. Alternatively, during your seasonal planning sessions, you can offer all of the different Trail Cards available to the youth to look at, and have the youth plan meetings around the different Trail Cards. You do not have to use a Trail Card exactly as it is written—for some, it might just be a jumping-off point to inspire more great adventures!

While some Trail Cards may be associated with a specific Section, you can do them with another Section if it is appropriate. Some activities may need to be slightly modified in order to be made more age appropriate, but you are welcome to do this—let your imagination run wild!

A Word on Personal Progression

As youth move through Cubs, they go from Runners to Trackers to Howlers. Although no two Cubs will have the same journey through Cubs, all Cubs will experience some form of personal progression during their time in the Pack. **The Scouter Manual** outlines the specific things that Cubs should achieve during each year of progression, as well as how it should be reviewed.

In Pack, Cubs should be aware that they learn more skills and try new things each year, and should be able to talk about what they learned throughout the year, as well as some of the things they enjoyed. Cubs should be able to set goals about what they would like to achieve as a Cub, although this does not need to be a formal process.

Planning Activities as a Lair

Planning activities as a Lair is one of the most efficient ways to plan activities, and the way that helps to ensure that the most voices are heard. Small teams are an essential part of the **Scout Method**—and with good reason.

Planning activities in small teams allows Cubs to take on more responsibility and ensures that different voices are heard. Sometimes, Cubs may be hesitant about speaking in a large-group setting, or the same dominant voices may be heard every time.

However, planning in small groups does not mean that the adventure has to be done in small groups. Having each Lair plan a meeting for the whole Pack is a great way

to get everyone involved in the planning process and to ensure that everyone gets a turn leading the Pack.

Ask open-ended questions to help the Lair plan and make sure that all members of the Lair have a chance to contribute to the planning. When splitting up tasks, ensure that all members take on a share of the work and allow them to use their strengths as much as possible. Planning should be fun and result in an adventure that the Cubs are proud of, not a task that they dread!

Personal Achievement Badges

There are 16 **Personal Achievement badges** (PABs) that Cubs can achieve. These badges span a wide variety of topics. Cubs can pursue any badge of their choosing at any point during their time in the Pack. The Cub should then plan four adventures related to the topic. These adventures should be new and have an element of challenge to them, but do not need to be big, long-term projects.

Introduce the Cubs to the different PABs available to them. Cubs can work on a PAB individually, in a small group or even as a Pack (if they choose). Regardless of the size of the group, the Cubs should choose adventures that are interesting to them and will help them to explore the topic that they have chosen. Adventures should challenge Cubs to learn more about their topic (e.g. “I will do a virtual tour of a provincial legislature.”). Adventures can be a combination of activities that can be done in real life and virtually, but should not just be watching videos or reading websites!



VIRTUAL SCOUTING WEEK TO WEEK

A great way to get your Pack started on Personal Achievement badges is to select a badge to work on as a Pack and to go through the badge together. As a Pack, choose four adventures you would like to do as part of the badge and work these adventures into your cycle or year plan. After each adventure, review what you learned about the topic and reflect on your progress towards the badge. You can also use **planning templates** to help your youth plan their adventures!

Supporting Youth Running a Meeting

Part of the **Scout Method** is Learning by Doing, but not necessarily learning by failing. While you can learn through failure, as Scouters, you should never set your youth up to fail. This is something to keep in mind when supporting Lairs running meetings, in particular when they are running their first Section meeting.

Meeting with the Lair ahead of the meeting to ensure that the Cubs are prepared for the night can go a long way. This way, you can avoid long awkward pauses while you figure out who is supposed to be doing what, or what comes next. It might also be prudent to have a Plan B in case the wheels fall off. You can help the Lair to create a Plan B if needed, or at least be ready to support them where necessary (e.g. "Jimmy, I think you have a discussion question to share—would you like to share it now?").

Tips and Hints

- Try having a weekly challenge that can be done during the week and doesn't require technology.
- Have a community guest show up (e.g. a firefighter, police officer, the mayor).
- Get up and move: have a dance party, go outside, play games that involve moving (e.g. Simon Says).
- Have a joke night.
- Do a craft together.
- Have a virtual sleepover or campfire.
- Write your own story or song.
- Plant a garden.
- Bake some cookies.
- **Build and race Kub Kars.**
- Have a Crazy Hair Day or Wacky Clothes Day.
- Rather than open-ended questions, ask would-you-rather questions (e.g. Would you rather invent a new holiday or invent a new sport—and why?).

It is also important to meet with the Lair after the Cubs run their meeting so that you can review while it is still fresh. Focus on positives and learning opportunities, rather than failures. Some youth will be very quick to jump to things that went wrong, rather than focusing on their successes. Help guide their review so that they are able to learn from their experience without beating themselves up for small mistakes. Help the youth to feel proud of what they did that evening and support them to learn what they can do even better in the future.

Online Resources

- **Virtual Scouting Safety Tip**
- **Guide to Personal Achievement Badges**
- **Personal Achievement Badge template**
- **Guide to Personal Achievement Badges for Parents**
- **Guide for Badge Mentors**
- **How Do I support Personal Achievement Badges?**
- **Scouting at Home**

