

SCOUTS INDOOR MEETINGS

These meetings are here to support the return to indoor meetings once your Council is in Stage 4. These are suggestions only, and can be use entirely, or for times where planning presents a little more difficult! Encourage your Scouts to come up with what they want to do and build it in the indoor meetings planning. Patrols should be used as much as possible to minimize contacts, physical distancing should be encouraged, and cleaning often should remain top of mind.

Still have questions? Explore our **Pandemic Program & Activity Modifications Standards**.



Meeting	OAS/ SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting 1	Welcome back to indoor Scouting!	<p>Have a discussion question for the Scouts (and Scouters) to answer, like: "What are some changes that you have seen with COVID-19? What's one change or modification that you've found most helpful—whether at school, in public, at home, etc.?"</p> <p>This meeting could be virtual to set the guidelines for meeting in person.</p>	<ul style="list-style-type: none"> Youth-led game—use materials from your Patrol box! Roses & Thorns Meeting etiquette—what's different this year? Code of Conduct—Including safety requirements for indoor meetings! Patrol names—Use elements of Make a Micronation to help your Patrol feel like home! 	<p>Review what you did by asking the Troop a couple of short questions, like: "What are you most excited about with the return to indoor Scouting and the new Scouting Year?"</p>	<p>Let's get on the Canadian Path! Get Patrols established and begin utilizing Section Leadership Teams (SLTs).</p> <p>Use Patrols to minimize contact between participants as much as possible. Continue to practice physical distancing—even while wearing masks!</p>
Meeting 2		<p>Discuss the plan for tonight within your Patrols!</p> <p>"What's one thing you hope to accomplish in Scouting this year?"</p>	<ul style="list-style-type: none"> Build your Patrol boxes!—What are the staples you'll need for your adventures? Desktop Zen Garden—Add some 'Zen' to your Patrol box! Tippy Tappy—A handwashing station just for your Patrol? How could that work!? Tell The World about your awesome Patrol and your favourite parts about it. 	<p>Review what you did by asking the Troop a couple of short questions, like: "Is there anything missing from your Patrol boxes? What can we add that we didn't have on hand today?"</p>	<p>Have each Patrol run their own small 'gathering game'. Use Patrol Leaders and Assistant Patrol Leaders to lead the Patrols in the right direction.</p> <p>Keep your masks on!</p>

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Meeting 3	SDG #9— Industry, Innovation and Infrastructure Scouts Engineering	Discuss the plan for tonight —break into Patrols! “What’s new in STEM? What does STEM stand for, and what activities could you do to explore?”	<ul style="list-style-type: none"> Youth-led game—use materials from your Patrol box! Amazing Bridges Build Your Own Rollercoaster Invention Master—If you could invent anything, what would it be? Take a picture of your creations and put yourself on the interactive Scouts for Sustainability map! 	Review what you did by asking the Troop a couple of short questions, like: “If you could invent anything in the world, what would it be? Why?”	Have the Section Leadership Team meet to discuss ideas and plans from their Patrols to help plan upcoming meetings. Troop Leader(s) should take on the meeting planning discussions. Keep your masks on!
Meeting 4	Scout Technology	Discuss the plan for tonight —Patrol Leaders and Assistant Patrol Leaders should lead the discussions. “What’s your favourite creative activity? Writing, drawing, graphic design, singing? How do you get your creativity flowing?”	<ul style="list-style-type: none"> Youth-led game—use materials from your Patrol box! Canada Learning Code—Learn to code with a virtual session. Get creative! Have you ever made stop motion? Start Making Stop Motion. Check it out! Build a Scale Model. Can you build a replica of your meeting spot, and each Patrol corner? What about a scale model campsite? 	Review what you did by asking the Troop a couple of short questions, like: “What’s one creative skill that you’d like to continue working on?” Use the Personal Achievement Badge Portal to find some activities to keep building on your skills!	Have the Section Leadership Team meet to discuss ideas and plans from their Patrols to help plan upcoming meetings. Troop Leader(s) should take on the meeting planning discussions. Keep your masks on!

SCOUTS INDOOR MEETINGS

ALL SECTIONS CAN MEET INDOORS, OUTDOORS OR VIRTUALLY.

Things to consider while getting back to indoor meetings and still physically distancing:



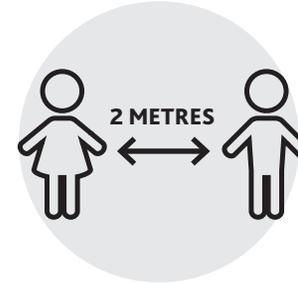
Masks must be worn at all times.



Hand washing must be performed regularly before, during and at the end of the meeting.



Cleaning of the facility must be done at the beginning and the end of the meeting.



Physical distancing of 2 metres must always be maintained by all attendees.



Any individual showing symptoms of COVID-19 may not attend meetings.



Use the youths' input as much as possible. This guide is prescriptive at the beginning but moves to youth-led as you go. Use the youths' input as much as possible. If it is impossible to do the meeting indoors, take the meeting online.

SCOUTS INDOOR MEETINGS

Meeting with Patrol Council

After your regular meeting, you should consider running a short meeting with your Troop Leadership Team (TLT). Your Troop Leaders and Patrol Leaders are selected by the Troop and are typically third or fourth-year Scouts (Grade 8 or 9). If you only have one or two Patrols, you could consider inviting a couple of responsible younger youth to the meeting.

During the meeting, you can discuss forming Patrols (if your Troop does not already have them) or how they can be used during meetings (if your Troop already uses the Patrol system). This might also be a good time to have the youth select a Troop Leader from among the youth if you do not already have one. Troop Leaders can take on a more significant role in meeting planning.

- Patrols are small teams of six to eight Scouts of mixed ages and experience levels. Each Patrol should have one or two Patrol Leaders/Assistant Patrol Leaders who will act as leaders for the Patrol.
- Patrols are a great way to have smaller meetings or adventures, and to allow all Scouts to take a turn speaking and taking a leading role during activities.

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

Have the Patrols plan some discussion questions for next week's meeting. Meet in Patrols the following week and have the Patrol take a leading role in running

discussions and activities. Plan for the following week by having the Patrol help select a skill to teach or learn at the next meeting. Each Patrol can learn its own skill, or everyone can learn the same skill. Work with the Patrols to brainstorm a list of supplies each person will need so that you can ask the Scouts (and parents) to gather the supplies ahead of your next meeting.

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 helps them to engage with the activity and ensures that they are passionate and excited about the activity. Reviewing the adventure keeps youth engaged and helps to direct future planning.

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: What would you like to do? What supplies do we need? Reviewing can also be a fun game, whether you throw a ball with questions on it, ask youth to draw out their answers, or have youth act out their favourite and least favourite parts of an adventure.

As part of your meetings, you have already been doing elements of Plan, Do, Review, but giving them names (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.

Using Patrols

Patrols are a great way to get the Scouts engaged in programming—some Scouts may not be comfortable sharing their voice in a larger group but may be more comfortable sharing in a smaller group, like a Patrol.

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

Even if you meet as a Troop, meeting in Patrols at the beginning of a Troop meeting (this is easier during in-person meetings), is a great way to start the night. Scouts can use their Patrol to take attendance, gather dues and get ready for that week's meeting. While meeting in small groups, Patrols can be a great way to break into smaller groups for activities, as well as to gather feedback.

SCOUTS INDOOR MEETINGS

Using Patrol Boxes

Each Lair should have its own individual Patrol box. It should include but is not limited to:

- Scissors
- Glue
- Crayons
- Pens
- Pencils
- Pencil sharpener
- Eraser

In light of the pandemic, please make sure to have one individual box within the Patrol box for each individual Cub or make sure to disinfect everything after each use.

By having a Patrol box, youth have everything they need and they don't need to wander around looking for equipment or wait to use the equipment. This also keeps them engaged.

SAGA Adventures

Saga Adventures build on a theme from one week to the next, building skills as the youth go.

For example:

What Would an Astronaut Do?

Stargazing → Find the International Space Station (ISS)
→ Design a Mission Patch → Design a Planet → Making Freeze-Dried Foods → **Blast Off**

Movie Maker

Write a Script → Watch a Movie → Dissect an old camera
→ Make a Poster or **Tell the World** → Learn Costume Design and Acting Basics → **Start Making Stop Motion** or Special Effects → Make a Short Film and Record It!

You can also use this for lots of different themes. The only limit is your imagination!

Look at those big adventures and work backwards to ensure that the youth build the skills needed to accomplish the adventure at the end.

Related Resources

- [Online Meeting safety tip](#)
- [Guide to Personal Achievement Badges](#)
- [Personal Achievement Badge template](#)
- [A Guide to PABs for parents](#)
- [Guide for badge mentors](#)
- [How Do I support PABS](#)
- [Outdoor Adventure Skills](#)
- [Woggle Resources](#)
- [Scouting at Home](#)
- [Great Canadian Adventure—coming soon](#)
- [Youth Leadership Training](#)
- [PAB Portal](#)
- [Scouts for Sustainability](#)

SCOUTS INDOOR MEETINGS

Some suggested OAS/SDG/Themes you may want to use

Scouts for Sustainability—Phase 1

- SDG #3—Good Health and Well-being
- SDG #15—Life on Land
- SDG #14—Life Below Water
- SDG #9—Industry, Innovation and Infrastructure

Personal Achievement Badges (PABs)

- Scouts Technology
- Scout Space
- Scout Hobby
- Scouts Engineering

Scouts for Sustainability

Four Goals have been launched in Phase 1—fall 2020—and another four will be launching in spring 2021. These activities and Goals are a great way to make a positive difference! Maybe you want to work on bronze or go straight for gold as you strive for the new Sustainability Badge! Make sure to take photos and upload onto the **interactive map** and see what others are posting across the country, too!

Personal Achievement Badge Portal

This is a great resource to help you set out a plan for your Personal Achievement Badges (PAB) and personal progression! Use the quiz to find the best PAB for you. You can even filter by mood, Program Area, or just filter alphabetically!

Activity Database

It's so easy to find the perfect activity in the new Activity Database! Looking for an outdoor or indoor activity? A quick game? A longer project? Filter to find the best variety of activities!

The Great Canadian Adventure

Explore our amazing country through biodiversity, ecology, and World Heritage sites. Visit the Canadian World Heritage sites virtually and see what Canada has to offer!

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Other Activities for Indoor Scouting

- Learn to code with Canada Learning Code! CLC offers private sessions—set one up for your Troop and help everyone to learn some coding basics. They also have lots of unplugged activities that can be done without a computer or any coding knowledge!
- **Build a Map** or use an existing map to plan a hike for the spring. What landmarks would you like to visit as a Troop? **Hike a Marathon** or **How Far Can We Go**
- Set up an indoor orienteering course or learn the different directions on a compass.
- Just because you're meeting indoors, that doesn't mean you can't spend some of your time outside! Have everyone bring their snow gear and have a winter Olympics evening. Snow races, building competitions, etc.
- You can also go outdoors and try some stargazing. Even if you have already done this in the fall, it's fun to learn about how the sky changes throughout the year. Build a space SAGA adventure to progress over the winter season!
- What do different animal footprints look like? Create your own animal footprints using dirt and 'plaster of paris', and move around the gym like different animals.
- Try doing some STEM experiments or activities. Activities that can be done on a small scale with each person doing their own might be best, or otherwise, something that can be done in front of a Patrol that everyone can see without having to gather too close.
Paper Rollercoaster, Invention Master
- Think sustainable and use old t-shirts to make your own reusable bags. **Bag For Life**
- Have a sports night and invent a unique sport of your own, or try playing a new sport you have never played before. **Create a Truly Canadian Sport, Get Active**
- Go on a trip around the world! Act out your dream destination and imagine you're on a trip far away. You could even use a computer and projector to go on a virtual tour of a city or country! **Dream Destination, Virtual Trek**
- Build your own Scout Trucks! **Fastest Vehicle Ever**
- Celebrate a holiday or tradition from another culture. Play games, learn a dance, play special music, etc. **A New Reason To Party**
- Learn about how muscles, tendons and bones work and try doing some yoga or Zumba! Have Patrol Leaders run class for the rest of the Troop! **That's a Stretch!**
- How awesome is your Troop? Share the best parts of your Troop by building a website. Sharing your adventures online is a great way to inspire others! **Tell the World**
- Get crafty, while staying sustainable, and make your own toothpaste! What's the funkier flavour you can think of? **Totally Tubular**
- Create a piece of winter gear, like a sit-upon or neck warmer. **(OAS Winter Skills 2.11)**
- Try learning about different kinds of maps—topographical maps, orienteering maps, or maps of your local area. What are some similarities between the maps? Differences? **(OAS Trail Skills 3.3, 3.4)** Take it a step further by learning about GPS (Global Positioning System). **(OAS Trail Skills 3.5)**
- **Learn about the seven principles of Leave No Trace** and find a creative way to help your Troop remember them—make a poster, write a song or make a fun video!
- Run a series of Patrol challenges—have the Patrol Leaders choose some different skills your Troop has learned and find related challenges (e.g. tie a reef knot, use a compass to find a direction, etc.). Set these up as a series of tasks—Patrols can move through the challenges and see which Patrol can complete the most challenges correctly!

For even more ideas of games and activities you can do safely while distancing, check out the **Scouts Canada Wiki!**

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Night T-Rex Games

- Set up stations around the park.
- Do some simple games that are tricky in the dark; e.g., putting on a hat and scarf using kitchen mitts, stringing Cheerios onto uncooked spaghetti, throwing rings over pylons, beanbag toss etc.
- The activities should be done without flashlights so that the youths' eyes get used to seeing in the dark. Flashlight can be used between stations.

Charades

- One at a time, participants get up and act out a word, title, or phrase. With older youth, you can have them help create a list of different things, but younger youth may need help.
- To keep things safe and distanced, you can have a Scouter hold up a piece of paper with the word on it, so that the player knows what to act out.

Sit and Listen

- Youth sit quietly on their own and listen to all the sounds around them.
- Watch for any animals/insects.
- Take in the environment.
- Return to the Howler and discuss what you saw.

Build Igloos

- Fill milk jugs with water and freeze.
- Using the frozen blocks, build an igloo.

Count Up

- Participants should sit, stand or lie six feet apart to play this game. They should not be in a line or circle.

- The goal is to count as high as possible, without any numbers being repeated or said at the same time, and without the same person saying all the numbers.
- Participants close their eyes and can start counting when they wish. If two people say the same number, the count starts again.

Never-Can-Tell Games

Never-can-tell games are games that have a secret to how they work, but the trick to them is that they should be figured out by participants, rather than having the answer revealed. There are many more than are listed here; others can be found online.

- **Trip Around the World:** The first person starts the game by saying that they're going on a trip around the world and listing an item that they will bring. (Solution: the first letter of the items being brought need to spell "around the world,;" e.g., person 1 brings an apple, person 2 brings a rabbit, person 3 brings an orange, etc.).
- **Green Glass Door / Silly Sally's Birthday Party:** These are two games with the same trick—people are bringing items through the green glass door or to Silly Sally's birthday party, but only certain items can be brought. (Trick: all items must have double letters in them, just like Green Glass Door and Silly Sally; e.g., a book, a vacuum, a raccoon).

Scavenger Hunts

- You can either create your own list or find a list online of different things for participants to find.
- Participants can gather items, or you can ask them to bring a device that they can use to take photos instead.
- Participants should be reminded to make sure that they are being careful not to get too close to anyone while they are searching!

Foot Golf

- Each player is trying to get their "golf ball" into the "hole" using only their foot.
- You must tap the ball with your foot (rather than dragging the object with your foot).
- For younger youth, a soccer ball and hula hoop might be a good size. For older youth, a tennis ball or golf ball and cup may be more challenging!
- Set up the course however you would like, make sure players are keeping their distance from each other and have fun!

Squirt

(Also called Splat or Cowboy Charlie)

- Players stand in a circle six feet apart, with one person in the centre.
- The person in the centre squirts someone by pointing at them and saying "squirt!" as if they are shooting a water gun at them. The player who was "squirted" must duck.
- The two players on each side of the player who ducked turn and point and "squirt" each other.
- The last player to squirt is out.
- Continue playing until only two people remain.

Paper Snowball Fight

- Split youth into two teams.
- Make paper snowballs out of rolled-up sheets of paper.
- Draw a line in the dirt or snow, set up cans, etc., as targets.
- Each team must try to get hit as many targets as possible.
- The team with the most targets hit at the end wins.
- Remember to clean up all the paper.