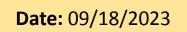


## Engineering

## Basics of Engineering

Week: 1





Preopening  15 minutes before meeting	Have the Scouts free build with an assortment of Legos, and the best build will be determined during the opening ceremony.	A-Team, SPL	7:00pm
Opening Ceremony 10 minutes long	Flag presentation Lego build judging Scout Oath and Law Uniform inspection Cumberland Caverns recap	A-Team, SPL	7:15pm
Group Instruction  10 minutes long	<ul> <li>Briefly discuss the basics of engineering.</li> <li>Discuss the engineering design process, and have scouts participate or try to fill in a certain part.</li> </ul>	TBD	7:25pm
Skills Instruction  15 minutes long  (Note: the small groups will not be	Explain the game that this is leading up to and discuss amongst the group how you can use the engineering design process to complete the game.		
in patrols, rather in smaller groups of 3-5.)	<ul> <li>Review the above information and clarify any misconceptions about the game.</li> <li>Have the Scouts start brainstorming and drafting designs for the game.</li> </ul>	A-Team, all scouts	7:35pm
	<ul> <li>Review the above information.</li> <li>Revise and expand upon previous ideas and select a design for the game.</li> <li>If time permits, start building the model.</li> </ul>		
Game or Challenge 20 minutes long	Mousetrap Game: Groups of 3-5 will build a contraption to set off and retrieve mousetraps from behind a no crossing line. Farther mousetraps will be worth more points!	SPL, ASPLs	7:50pm
Breakout Groups 20 minutes long	Complete patrol tasks.  Work on advancements of choice.  Begin planning for the upcoming outing.  If nothing else, work on Knot Ninja.	Patrol Leaders	8:10pm
Closing 15 minutes long	Announcements Announce the winner Scoutmaster minute(s) of the game Flag retirement	SPL, A-Team	8:30pm
After the Meeting <u>5</u> minutes long	Leadership team and PLC review the meeting and discuss plans for the next meeting.	PLC	8:45pm