



Engineering

Basics of Engineering

Week: 1

Date: 09/18/2023



Preopening <u>15</u> 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 <u>10</u> minutes long	Flag presentation Lego build judging Scout Oath and Law Uniform inspection Cumberland Caverns recap	A-Team, SPL	7:15pm
Group Instruction <u>10</u> minutes long	- Briefly discuss the basics of engineering. - Discuss the engineering design process, and have scouts participate or try to fill in a certain part.	TBD	7:25pm
Skills Instruction <u>15</u> minutes long (Note: the small groups will not be in patrols, rather in smaller groups of 3-5.)	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.	A-Team, all scouts	7:35pm
	- Review the above information and clarify any misconceptions about the game. - Have the Scouts start brainstorming and drafting designs for the game.		
	- Review the above information. - Revise and expand upon previous ideas and select a design for the game. - If time permits, start building the model.		
Game or Challenge <u>20</u> 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 <u>20</u> 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 <u>15</u> 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