

WILDLIFE MANAGEMENT



A major concern in this country is vanishing wildlife and wildlife habitat. Some of this loss comes from a lack of knowledge about the creatures of nature.

This program feature will help Scouts in the troop to appreciate wildlife and how it lives, and to develop a sense of what Scouts can do to help protect and preserve the animals around them.

If you live in the city, this program feature will give you an opportunity to go to a rural location to observe nature, or to visit a zoo. If you live in a rural area, this feature may reactivate your awareness of wildlife around you and what you can do to protect it.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God
- A greater understanding of how pollution affects the natural world and how Scouts can help stop it
- A strengthened resolve to do their "duty to country" through good conservation practices

- Increased self-confidence
- A desire to protect the wildlife of our country

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic nature requirements through First Class rank. Depending on this month's activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping, nature, cooking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness

Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the Nature merit badge this month; they should be able to complete almost all of the requirements. Depending on activities during the campout, they may also complete requirements for the Camping, Cooking, Mammal Study, Fish and Wildlife Management, Insect Study, and Wilderness Survival merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for camping and nature skills
- Inviting families on the outing
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the place for the campout. If possible, choose a location with a variety of nature environments so that Scouts will find a wide range of trees, plants, and mammals. If the location is in the vicinity of a fish hatchery or game or forest preserve, arrange for the troop to visit. Assign someone to secure permissions, if necessary.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them. Seek help from the troop committee, if necessary.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.

- Exchange ideas for conservation projects that might be completed by individual Scouts or patrols for requirements for Tenderfoot through First Class ranks.

FEATURE EVENT

Management Outing

An animal is generally referred to as any living organism other than a plant. Wildlife lives in a basically free condition, providing for its own food, shelter, and other needs in a suitable habitat. Wildlife could be organisms only visible through a microscope, or as large as a whale. Wildlife includes insects, spiders, birds, reptiles, fish, amphibians, and mammals.

All around us, wildlife habitat is being lost. Whenever land is paved for a shopping center, excavated for homes, or plowed to grow food, small animals lose their homes and frequently their sources of food and water. As small animals disappear, so do the larger animals that prey upon them.

How can Scouts help the wildlife in your area? They can become aware of what habitats are being threatened, know what wildlife lives around them, and work with local agencies to help protect the wildlife.

Wildlife Project Ideas

- Photograph or document the wildlife in your area so you can identify it.
- Contact local government or other agencies that you can work with in wildlife management.
- “Adopt” a wildlife habitat and observe and protect it.
- Work with local parks or zoos and “adopt” an animal that you can care for and protect.
- Become aware of areas that are being commercially or privately developed and the impact that will have on the environment.
- Share with the public what wildlife exists in their area by showing a display of wildlife in a mall or shopping center.
- At your troop meetings each week, feature a different animal that is endangered. Talk about how Scouts can protect it from extinction.

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 1

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|----------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------|
| Preopening _____ minutes | If your community has a wildlife refuge (or zoo), have an expert bring one of the animals to the troop meeting and talk about what the refuge does to benefit the animal. | | |
| Opening Ceremony _____ minutes | <ul style="list-style-type: none"> Repeat the Outdoor Code. | | |
| Skills Instruction _____ minutes | <ul style="list-style-type: none"> New Scouts work on identifying poisonous plants and reptiles in your area. Learn first aid for poisonous plants and reptile poisoning. Learn to identify five mammals found in your area. Experienced Scouts begin plans for a nature hike or conservation project. Ask for help on this project from wildlife conservationists. Older Scouts work on the Venture program or plan a weekend canoe trip. Be sure to review Safety Afloat rules. | | |
| Patrol Meetings _____ minutes | Discuss plans for this month's outing and make sure everyone knows his assignments. If it will be an overnigher, plan meals and patrol duty roster, equipment distribution, and tent needs. Any Scouts in the new Scout patrol who have not been camping will need some extra help. All other patrols plan activities to work on advancement that relate to nature and the outdoors. | | |
| Interpatrol Activity _____ minutes | Play fun relays. (See the Games section of <i>Troop Program Resources</i> .) <ul style="list-style-type: none"> Luck Relay Izzy-Dizzy Relay Grasshopper Race | | |
| Closing _____ minutes Total 90 minutes of meeting | <ul style="list-style-type: none"> Scoutmaster's Minute. Retire colors. Sing "Scout Vespers." (<i>Boy Scout Songbook</i>) | SM | |
| After the Meeting | Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature. | | |

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TROOP MEETING PLAN

Date _____ Week 2

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|----------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------|
| Preopening _____ minutes | | | |
| Opening Ceremony _____ minutes | | | |
| Skills Instruction _____ minutes | <ul style="list-style-type: none"> • New Scouts go outside the meeting place, stake out a 3-foot-square area, and study it. Identify all nature items found in it; look for creatures like salamanders, spiders, worms, etc. Return all objects to the square. • Experienced Scouts continue work on a nature hike or conservation project. • Older Scouts work on the Venture program or continue plans for a canoe trip. | | |
| Patrol Meetings _____ minutes | Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. | | |
| Interpatrol Activity _____ minutes | Do Crab-Crawl Relay. (See the Games section of <i>Troop Program Resources</i> .*) | | |
| Closing _____ minutes Total 90 minutes of meeting | <ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. | SM | |
| After the Meeting | Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature. | | |

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TROOP MEETING PLAN

Date _____ Week 3

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|----------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------|
| Preopening _____ minutes | | | |
| Opening Ceremony _____ minutes | | | |
| Skills Instruction _____ minutes | <ul style="list-style-type: none"> • New Scouts learn how to tell time without a watch and find directions without a compass (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize plans for the outing and share plans with the rest of the troop. Make a note of equipment needed for a conservation project. • Older Scouts work on the Venture program or finalize plans for a canoe trip. | | |
| Patrol Meetings _____ minutes | Finalize menus for this month's outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any projects your patrol is planning. | | |
| Interpatrol Activity _____ minutes | Do Cannibal Rescue. (See the Games section of <i>Troop Program Resources</i> .*) | | |
| Closing _____ minutes Total 90 minutes of meeting | <ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. | SM | |
| After the Meeting | Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature. | | |

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TROOP MEETING PLAN

Date _____ Week 4

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|--------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|------|
| Preopening _____ minutes | | | |
| Opening Ceremony _____ minutes | | | |
| Skills Instruction _____ minutes | <ul style="list-style-type: none"> • New Scouts review troop camping procedures and their part in the troop campout. Gather plants and identify them. • Experienced Scouts complete preparations for the nature hike or conservation project for the troop campout; share plans with the rest of the troop. • Older Scouts continue work on the Venture program or review plans for their canoe trip. Make sure all members have met prerequisites and all assignments have been made. | | |
| Patrol Meetings _____ minutes | Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Make sure they have any special equipment they will need for their nature projects. | | |
| Interpatrol Activity _____ minutes | Play Double Dodgeball. (See the Games section of <i>Troop Program Resources</i> . *) | | |
| Closing _____ minutes Total 90 minutes of meeting | <ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. | SM | |
| After the Meeting | Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature. | | |

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TROOP OUTDOOR PROGRAM PLAN

Date _____

| TIME | ACTIVITY | RUN BY |
|------------------------------|---------------------------------------------------------------------------------------------------------------|-------------------|
| Friday evening | Load gear at meeting location and leave for camping area. Plan only a light meal en route. | SPL |
| | At the campsite, off-load equipment and set up patrol sites. | SPL/PL |
| Saturday 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| | Patrols put up the gear for morning activities, clean up patrol site. | |
| 8:30–11:30 A.M. | Wildlife conservation project | SPL |
| 11:30 A.M. | Sack lunch | |
| Noon | Continue wildlife conservation/nature activities. | |
| 4:30 P.M. | Start dinner preparation. | Cooks |
| 5:30 P.M. | Dinner | SPL |
| 6:00 P.M. | Clean up. | Cooks |
| 8:00 P.M. | Campfire | |
| 9:00 P.M. | Cracker barrel | |
| 10:00 P.M. | Lights out | |
| Sunday 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| 8:30 A.M. | Worship service | |

| TIME | ACTIVITY | RUN BY |
|---------------------------------|------------------------------------------------------------------------------------------|---------------|
| 9:00–11:00 A.M. | Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . * | |
| 11:00 A.M. | Break camp. | |
| Special equipment needed | Cameras, pens, tools for conservation project, troop camping equipment | |

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