

Understanding the Needs and Characteristics of the Group

(Prepare a flip chart with the learning objectives)

We are going to cover the skill

“Understanding the Needs and Characteristics of the Group”

Briefly cover learning objectives.

Boundary Breaking Exercise

The game should last approximately 20 minutes

Explain the rules

Pre-select 8-10 questions (this should be enough to fill the time allotted)

Each person needs to answer each question

Who Am I?

Prepare flip chart with 12 boxes

Tell patrol “Now we are going to see if we can put to use some of the things we learned about ourselves and each other by playing a game.”

Distribute handout and write “Who Am I?” above first row of boxes

Have each Scout write words in the rectangles that he feels best describe himself.

Ask “Are these the best description of who you are?”

What Are My Needs?

Write “What Are My Needs?” above the second row of boxes

Have Scouts write their needs in row

“Ask yourself, ‘Do my needs reflect who I am? Or are they unrelated? Could either way be O.K.’”

Who Are You? What Are Your Needs?

Write "Who Are You?" above 3rd row of boxes and "What Are Your Needs" above the forth row of boxes.

Ask Scouts to form groups of 2 and without looking at their partner's sheet fill in last 2 rows of the partner's sheet

Have them give sheets back to owner and everyone compare answers

Ask if comparisons where the same or different?

Then ask if they think this exercise helped them know their partner any better?

Ask Scouts to volunteer their Needs & Characteristics to write on your flip chart

Buzz Groups (should last 5-10 minutes)

split patrol into groups of 4-5

assign 3-4 characteristics from the flipchart

Ask groups to prepare a chart listing

- Needs

- Characteristics

- Actions or Activities that can satisfy the specific Need or

- Characteristic

Write responses on a flipchart

Summary

Summarize major points of presentation

Reflection (Do not write on flipchart)

review guidelines for reflection

ask enough questions for a 5-10 minute reflection period

Remind patrol of presentation at the Troop Tent, the time and leave the patrol site.