



MEETING PLANS & IDEAS: LIVING HISTORY

[Living History](#)

[Information](#)

[Troop Meetings](#)

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OBJECTIVES

This month's activities should:

- Show Scouts how to find out about local history.
- Help them understand how the past has impacted how we live today.
- Teach them how to research a time period and place.
- Cover basic life skills from a specific time period.
- Encourage Scouts to create a persona.
- Prompt Scouts to pursue additional activities related to living history.

LEADERSHIP PLANNING

As a leadership team, you may want to discuss the following items when choosing living history as your program feature during your planning meetings.

- How much do we know about our local history?
- Do we know a historian, interpreter, or other expert?
- What do we want to do for a main event?
- Where do we want to do our main event?
- Are there any historical sites where we can volunteer?
- How can our parents get involved?
- What costs will be involved in the activities we want to do?
- To meet our needs, what should we change in the sample meeting plans?

Click above for fillable troop meeting planning form.

PREOPENING IDEAS

[Preopening Ideas on Troop Program Resources](#)

- Show the [Time magazine feature on Civil War reenactors](#)
- Create a collection of artifacts or items from different time periods, and have Scouts who arrive early match them to index cards with labelled with different time periods.
- Provide laptops or tablets with Internet access and have Scouts research living history sites and museums within driving distance of your city.
- Invite a local living history reenactor to display his or her gear.

OPENING IDEAS

[Opening Ideas on Troop Program Resources](#)

GROUP INSTRUCTION IDEAS

[Choosing Your Character](#)

- Explain what living history is.
- Discuss what era and setting the unit will focus on this month.
- Explain the process of choosing a persona.

Finalizing Your Persona

- Lead a group discussion during which participants explain their personas.

Period Cooking

- Discuss how to clean and maintain cooking equipment and utensils properly.

Everyday Skills

- Have a local living reenactor discuss his or her hobby and the research he or she has done.

SKILLS INSTRUCTION IDEAS



Choosing Your Character

- Make an item for your persona, such as a scroll, paper, a tin lantern, a basket, or a leather pouch.

- Begin making a costume using modern-day items for your persona, such as a cape from a wool blanket or a hat or tunic from cotton.

- Begin making a costume using original material for your persona, such as hand-sewn buckskins, chain mail, or beaded adornments.

Finalizing Your Persona

- Continue working on persona research.

- Continue working on persona development, and begin costume design.

- Continue working on persona development and costume design.
- Make a list of persona-appropriate accessories.

Period Cooking

- Create a list of period-appropriate recipes, and develop a menu for the main event. Include a shopping list.

- Create a meal plan using only Dutch oven cooking techniques. Include a shopping list.

-  Make a menu using cooking practices that don't require the use of utensils. Be sure to include different styles of cooking (stick, rock, spit, etc.).

Everyday Skills

-  Learn candle making, fire starting, or another period appropriate activity.

-  Learn about weapons used during the period you are interpreting, such as muskets, crossbows, Civil War arms, or bows and arrows.

-  Learn about lodging during the period you are interpreting, such as teepees, lean-tos, or canvas tents.

BREAKOUT GROUP IDEAS

Getting Ready for the Main Event

- Select a living history time period.
- Begin an outline of persona basics (name, age, birthplace, etc.)
- Finalize persona and costume
- Menu Planning (if applicable)
- Duty Roster Planning (if applicable)
- Patrols discuss what special items they will need for the main event.

Preparation for the meeting's game or challenge

GAME AND CHALLENGE IDEAS

[Library of Games and Challenges on Troop Program Resources](#)

- **Colonial and Pioneer Games**
 - *Materials:* Varies
 - *Method:* Set up a variety of simple period-appropriate games that require minimal equipment. Possibilities include sack races, three-legged races, lawn bowling, horseshoes, marbles, and draughts (checkers). Use a round robin format to let Scouts try different games.
 - *Scoring:* Varies by game.

CLOSING IDEAS

- [Leader's Minutes](#)
- [Ceremony](#)

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TROOP LEADER RESOURCE LINKS

[Advancement Resources](#)

[Awards Central](#)

[Boy Scouts](#)

[Guide to Safe Scouting](#)

[SCOUTBOOK](#)

[Scouting Forms from the National Council](#)

[ScoutCast](#)

[Scouting Magazine](#)

[ScoutStuff.org \(Retail Site\)](#)

[ScoutingWire](#)

[Sign in to MyScouting.org](#)

[Take Youth Protection Training](#)

[The Outdoor Adventure Planning Guide](#)

[Troop Leader Guidebook Appendix](#)

[Uniforms](#)