OBJECTIVES
This month's activities should:

- Help Scouts understand what wildlife is.
- Explain to Scouts why we manage wildlife.
- Show examples of how we manage wildlife.
- Introduce Scouts to the Endangered Species Act.
- Highlight how recreational fishing and hunting fit into wildlife management.
- Emphasize that each Scout plays a role in the future of wildlife.

LEADERSHIP PLANNING
As a leadership team, you may want to discuss the following items during your planning meetings when choosing wildlife management as your program feature:

- What do we know about wildlife?
- What wildlife is managed in our community?
- Whom do we know whose career involves managing and protecting wildlife?
- What agencies manage wildlife in our community?
- What wildlife management–related merit badge could we focus on?
- What will our main event be?
- How can we involve parents?
- How should we change the sample meeting plans to better fit our needs?

PREOPENING IDEAS
Preopening Ideas on Troop Program Resources

- Display a variety of wildlife identification books and field guides. Encourage Scouts to research species they're interested in and share information they learn.
- Lay out on a table the leaves from various plants and trees, and place corresponding cards facedown identifying the respective plant or tree. Let Scouts guess before looking at the answer.
- Set up a table displaying different fishing lures and flies. Have signs that explain which fish or environment each one is used for.
- As Scouts arrive, show Internet videos about the National Wildlife Federation’s Certified Wildlife Habitat program. (Find some at youtube.com/user/NationalWildlife.) Talk about how unit families could make the area more welcoming to wildlife.
OPENING IDEAS

GROUP INSTRUCTION IDEAS

What Is Wildlife?

- Discuss the definition of wildlife and how different people perceive wildlife differently.

Why We Manage Wildlife

- Discuss what a population is, the problems faced by wildlife populations, and the definition of a human-wildlife conflict

How We Manage Wildlife

- Teach the two general types of wildlife management and the role hunting and fishing play in management.

The Future of Wildlife

- Discuss the following: the Endangered Species Act of 1973, the definition of endangered species, and the definition of a threatened species

SKILLS INSTRUCTION IDEAS

What Is Wildlife?

- Identify common wildlife in your town.
- Talk about how different wildlife species interact.
- Share examples of wildlife from other parts of the country or world.

Why We Manage Wildlife

- Discuss an animal’s "niche."
- Give examples of wildlife species with important jobs (scavengers, pollinators, etc.).
- Highlight the ways every animal is connected and the problems that occur when there are too many or two few of a certain species.
Talk about the ways humans affect wildlife populations.
Discuss why it’s important to try and save declining populations.

List examples of some human-wildlife conflict in your community or area.
Discuss the ways wildlife management relates to solving this problem.

**How We Manage Wildlife**

- Walk through different examples of wildlife management and have Scouts sort them into the two categories.
- Show videos of wildlife management in action.

- Talk about different careers that involve wildlife management.
- Explain the process of getting a fishing license.
- Cover regulations on popular sport fish.

- Discuss the two general types of management and situations when one might be preferred over the other.
- Review the process of getting a hunting license.
- Discuss the different categories of hunting and general safety precautions.

**The Future of Wildlife**

- Talk about prominent endangered species globally.
- Ask Scouts why we should try saving an endangered species.
- Share the success story of the recovery of the bald eagle.

- Share information about endangered or threatened species that live in your area or state.
- Demonstrate how to look up information about endangered species.
- Talk about the efforts underway to save the species.

- Discuss the Convention on International Trade in Endangered Species of Wild Fauna and Flora (CITES).
- Brainstorm ways you can help with saving endangered species in your daily life.
- Ask Scouts how they can help ensure a better future for wildlife.

**BREAKOUT GROUP IDEAS**

**Getting Ready for the Main Event**

- Discuss what will be needed for the main event.
- Menu Planning (if applicable)
- Duty Roster Planning (if applicable)

**Preparation for the meeting’s game or challenge**

**GAME AND CHALLENGE IDEAS**

Library of Games and Challenges on Troop Program Resources
**Name That Fish**

**Wildlife Tracks Game**
- **Materials:** 10 to 20 pictures or silhouettes of, local wildlife’s footprints or tracks; an answer key indicating which track goes with which species
- **Method:** Individually or in teams, Scouts look at a track and take turns matching the track to the animal. A judge informs them whether or not they are correct. Once a track is correctly identified, they move on to the next track.
- **Scoring:** 1 point is awarded to the individual or team for each correctly identified track.

**Notes:** Simple Internet searches can pull up “common” wildlife (raccoons, rabbits, deer, etc.).

**Variation:** Include exotic wildlife species like elephants.

**Predator and Prey**
- **Method:** This is a modification of tag in which some members of the group are chosen as “predators” and the rest of the group is designated “prey.” The goal of the game is for the predators to capture all the prey by tagging them in a given round (lasting five minutes or so) within a designated area. After each round, the number of predators should vary (e.g., decrease number of predators down to two, increase up to eight; players can switch roles). At the end, a debriefing should be held where Scouts are asked about how the prey population did in relation to the number of predators in each round.
- **Scoring:** Scouts who are “prey” and tagged by a “predator” are considered out and should wait until the next round. They can either “take a knee” or step to the sidelines.

**Wildlife Scat-Candy Game**
- **Materials:** Chocolate sprinkles, chocolate macaroons, brown M&Ms, chocolate-covered raisins, licorice-flavored jelly beans, Hershey’s Kisses, and Tootsie Rolls; pens or pencils and sheets of paper for writing answers
- **Method:** Scouts look at the “scat” (candy) individually or in patrols and write down which animal they think made which scat. A word box with the possible species listed could be provided to assist players. After all guesses are in, the correct answers are revealed, and the Scouts can eat the candy (if they still want to!).
- **Scoring:** Points are awarded for each correct match.

**Notes:** The following types of candy best represent these animals by appearance: chocolate sprinkles = mouse / chocolate macaroons = beaver / M&Ms = rabbit / chocolate-covered raisins = deer / jelly beans = rat / Hershey’s Kisses = elk / Tootsie Rolls = raccoon Tootsie Rolls candy can be quickly warmed up in a microwave oven and shaped to seem more realistic.

**CLOSING IDEAS**
- **Leader’s Minutes**
- **Ceremony**
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

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