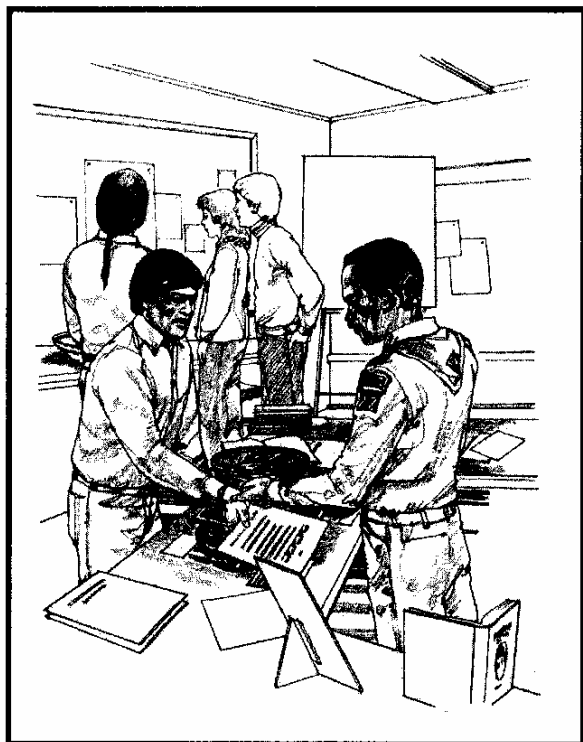


CULTURAL AWARENESS



The history of every community in the United States has been influenced by many different groups: the native American Indians who lived here first, the various peoples who have immigrated to this country over the past 500 years, and those who continue to come to this country today. Each nationality brings its own language and customs. Initially these peoples settled near their friends and family, forming neighborhoods with a predominant single-ethnic heritage.

By the time the Scouts in the troop reach midlife, most communities will no longer have a predominant single ethnic heritage, and many communities in the United States will reflect the cultural diversity of the world. This month's program feature will help Scouts to better understand the different ethnic groups represented in their communities.

The troop's big event this month will be either a cultural fair or a cultural awareness campout. These activities might be part of a daylong event or tied into an overnight campout.

SCOUTING OUTCOMES

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

- A greater understanding of their community and its people

- A sensitivity to people of other ethnic backgrounds
- A better understanding of their duty to help other people
- Awareness of their rights and duties as citizens

ADVANCEMENT OPPORTUNITIES

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

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal Development—Scout Oath and Law

First Class

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

Merit Badges. Older Scouts may concentrate on the Citizenship in the World merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Citizenship in the Community, Citizenship in the Nation, Indian Lore, and Genealogy merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leader's council may involve parents in the program feature this month by

- Asking parents of different ethnic backgrounds to come talk about their culture or assist with the cultural fair
- Inviting parents on the outing
- Asking parents to provide transportation for the outing

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.

- If the event is a cultural fair or a disability awareness trail, will the event be held for the public or will it be just for the troop? Will it be part of an outing or a daylong event?
- If the event is a cultural fair, discuss what ethnic groups are represented in the community and should be invited to attend. Scouts of those ethnic backgrounds should be put in charge of that group.

FEATURE EVENTS

The Cultural Fair

The purpose of the cultural fair is to make Scouts more aware of the many people who make up this great country. Identify each ethnic group in your community and invite each group to participate in your fair. You probably have many of the ethnic groups represented in your troop. Ask each representative to display clothing, food, pictures, and any other items that show the uniqueness of their culture. The fair should be educational, but it also can be fun! You may want to invite Scout families to the fair and consider making it open to the community.

A Cultural Awareness Campout

If you choose cultural awareness as a monthly program feature, you will want to emphasize that a person's ethnic background is something to be proud of, and that Scouts should be careful not to make fun of another culture by making disparaging remarks or singling out a person because of his or her ethnic background. Some of your Scouts may not know their ethnic background. If so, they should be encouraged to discuss this with a family member and try to learn more about their family's history. This program feature might even lead Scouts to learn more about the genealogy of their family. If so, challenge them to consider earning the Genealogy merit badge.

The area of the country that you live in may affect the choice of ethnic group you choose to highlight, as you may want to plan a campout in an area that was native to your choice. Study the resources of your area and decide what is available within a hundred miles of your home. Our country has many ruins that have been preserved in national and state parks. Here are a few suggestions.

- American Indian tribes lived in virtually every area of the United States. You might want to select a specific tribe, study its background, and learn about its culture. Some tribes were farmers, others were hunters. Some lived in adobe huts, others in teepees. Their dress varied according to the climate in which they lived and the resources that were available to them. On the campout, you may want to construct a structure similar to what that tribe lived in. Plan a menu of what they likely ate, play the games they played, and make clothing similar to what they wore. The Indian Lore merit badge might be a natural for some Scouts to begin working on.
- The Hispanic culture is one that your Scouts might find interesting. Plan your campout around meals of Hispanic origin, and work on learning some basic Spanish words. Invite a Hispanic person to tell about his or her colorful culture. Soccer is the sport of many Hispanics, and you might choose to have a soccer tournament among your patrols.
- The African American culture would be an interesting historical study for a troop. Invite an African American person to tell about life in Africa, how his or her ancestors were brought to America as slaves, and how they were liberated. Identify famous African Americans, and show how they have influenced American music, food, sports, and literature.
- If you choose to study the Asian culture, ask a person of Asian origin to tell the troop about his or her ancestors' immigration to America. Many Asians chose to come to America in the mid-1800s to help build the transcontinental railroad.

Your choice is not limited to the cultures above; they may be any that your Scouts are interested in, including all nationalities and religious groups. Focus on what makes each group unique and special to its members.

Leading up to the campout, you might choose to do a special event at each troop meeting. A few suggestions might include:

- A food demonstration in preparation for the campout
- A guest speaker to tell about his or her culture
- A demonstration of the favorite sport of your country of choice
- A study of famous people from the country of choice

CULTURAL AWARENESS TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Play Bell Tag. (See the Games section of the <i>Troop Program Resources</i> .)		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into parallel patrols. • Present colors. • Sing the National Anthem. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on raising, lowering, and folding the U.S. flag. Plan and rehearse an opening ceremony to use at the next meeting. Play Overtake. (See the Games section of the <i>Troop Program Resources</i>.) • Experienced Scouts visit a meeting of a local ethnic group. • Older Scouts work on the Venture program. 		
Patrol Meetings _____ minutes	Identify Scouts in the patrol who need to participate in flag ceremonies and Good Turn projects. Suggest activities that these Scouts can participate in to fulfill rank requirements.		
Interpatrol Activity _____ minutes	Play Submarines and Minefields. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute—consider one that addresses people of different ethnic backgrounds. • Form troop into patrols and sing "God Bless America." • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for troop outing. Begin work on next month's program feature.		

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CULTURAL AWARENESS TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Play Sleeping Pirate. (See the Games section of the <i>Troop Program Resources</i> .)		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form troop into parallel patrols. • Present colors. • Sing the national anthem. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on the Heimlich maneuver. • Experienced Scouts begin planning cultural fair by determining ethnic groups to be involved and selecting Scouts to help. • Older Scouts work on the Venture program. 		
Patrol Meetings _____ minutes	Review plans and assignments for the cultural fair.		
Interpatrol Activity _____ minutes	Play Night Eyes. (See the Games section of the <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 troop campout or outing. Continue work on next month's program feature.		

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CULTURAL AWARENESS

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 prepare a personal first-aid kit. • Experienced Scouts continue planning details for cultural fair. • Older Scouts work on the Venture program. 		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes	Have a blindfolded tent-pitching contest.		
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. Continue work on next month's program feature.		

CULTURAL AWARENESS

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes			
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes	Do Knot-Tying Relay, wearing gloves or mittens. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute—reflection on the experiences of the month. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and last-minute details for the troop outing or activity. Finalize work on next month's program feature.		

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CULTURAL AWARENESS TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location, leave for campsite. Plan only a light meal en route.	SPL
	Arrive at campsite; off-load equipment. Set up patrol sites. Stow gear and set up camp.	SPL
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.	
	Patrols put up the gear for morning activities, clean up patrol site.	
9:00–11:00 A.M.	Cultural awareness activities	
11:00 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
1 P.M.	Continue cultural awareness activities.	
4 P.M.	Start dinner preparations.	Cooks
5:00 P.M.	Dinner	
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
	Patrols put up gear for morning activities, clean up patrol site.	

TIME	ACTIVITY	RUN BY
8:30 A.M.	Worship service	
9:00-11:00 A.M.	Patrol games—use four games from the Games section of the <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
Special equipment needed	Materials for cultural awareness activities	

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