

University of Scouting



Saturday, November 14, 2020

Roane State Community College Oak Ridge Campus

Cost: \$15 if registered by Sept. 30, 2020

\$25 between Oct. 1 and Nov. 4, 2020

Walk-ons \$30 (note: lunch not included for walk-ons)

Registration 8 am to 8:45 am

Registration instructions:

- You may select up to 6 hours of classes and/or midway for your schedule.
- Classes are listed by college. You may take classes from any of the colleges.
- Class times for each college are listed starting with the 9 am classes and ending with the 3 pm classes.
- Most classes are for one time period, but there are several classes that cover two or more time periods. (Note: length of time for each class is noted after the title of the class.)
- Some classes have an additional fee. Cost is indicated in description.
- Classes are open to both adults and youth, unless otherwise indicated.
- Several of the classes have similar names, so please make sure you select the correct class when registering for classes.
- You are welcome to register for classes, even if you cannot attend all day. Please note that the cost is the same, whether you take several classes or a full schedule.

Midway

Offered at 9am, 10 am, 11 am, 1 pm, 2 pm & 3 pm.

Come and spend an hour browsing the Midway. Learn more about a wide variety of adventures, fun, vendors, and Scout programs. Vendors such as Carolina Trader and Coleman will have full displays. There will be destination adventure info on places like Seven Mound Trail, Cumberland Caverns, Lost Sea Adventure, WonderWorks and OberGatlinburg, and more. You can get more information about Religious Emblems, Order of the Arrow, Sea Scouts, and the Hornaday Award and lots more!

College of General Knowledge

Unit Communication; Keeping Everyone in the Loop (1 hour)

Offered at 9 am.

Scouting serves youth and adults from several different generations and each person has a preferred communication style. This class will share some of the different tools available to you to keep your Unit in the know, how to make sure you are YPT compliant, and what pitfalls to avoid.

Fun with Paracord (1 hour)

Offered at 9 am.

Parachute cord is great for camping, hiking, survival, and much more. It comes in a wide variety of colors to make a variety of things from paracord bracelets to specific paracord knots and weaves. The inner strands can be easily removed and used for quick and convenient repairs while in the outdoors. Best of all, in this class you'll be making your own project!

Basic Outdoor Cooking (1 hour)

Additional Fee: \$10 Offered at 10 am.

Is your definition of cooking on a campout opening a box of pop tarts or fast food takeout? Let's tap into your creativity! This class will show you easy and tasty ways to cook food you and your Scouts will love. Get some how-to's on instilling the love of cooking in the outdoors!

Basic Scoutbook (1 hour)

Offered at 10 am.

Haven't got a clue on where to start, now that you have Scoutbook? Then you will want to sign up for this class. You will learn the basics of Scoutbook to help you serve your Scouts.

Advanced Scoutbook (1 hour)

Offered at 11 am.

Have you been using Scoutbook somewhat, and found it helpful, but know there is more to it? This class will dive deeper into what Scoutbook can do.

Webelos to Scouts Transition: Both Sides of the Bridge (1 hour)

Offered at 11 am.

There are two sides to every coin, and the same can be said about Webelos to Scouts Transition. Webelos Leaders are very protective about their youth, whereas, Scoutmasters sometimes think the Webelos Scouts are there for their picking. Come and learn both sides to help ensure our Webelos Scouts are making a smooth transition into Scouts BSA.

Risk Management/Guide to Safe Scouting (1 hour)

Offered at 1 pm.

Learn what's new in Risk Management. A review of the *Guide to Safe Scouting* including adult leadership requirements, aquatic safety, camping, emergency preparedness, first aid, tour plan, and transportation safety.

Note: minimum age 21.

Totin' Chip (1 hour)

Offered at 1 pm.

What's a Totin' Chip? Do you know how to use wood tools safely to protect yourself and others? Ever cut yourself with a knife, axe, or saw? A Totin' Chip is the card that shows you have earned the right to use wood tools like knives, axes, and saws in Scouting. This class will get you well on our way to earning your card from your Troop and keeping all your fingers. If time permits, we will also spend some time on how to properly sharpen and maintain your wood tools. Dull tools are much more dangerous than sharp tools.

Note: You will need to bring a pocket knife.

Dutch Oven Cooking (1 hour)

Additional Fee: \$10 – Offered at 2 pm.

New to Dutch oven cooking? It's easy once you've learned some secrets. This class will teach you the basics of cooking in a Dutch oven over a campfire, including techniques for proper temperature control, for everything from main course to desserts.

Unit Finance/Fundraising (1 hour)

Offered at 2 pm.

Scouting is one of the most cost-effective youth programs in America – but there is still a cost. How do the best units manage their finances? This class will cover what you need to know including checking accounts, unit accounts, Council-sponsored fundraisers and the "Do's and Don'ts", so your unit can have a solid financial base for long-term success.

Note: minimum age 21.

Leadership Challenges: How to Work with Troubled Scouts, Parents, and Leaders. (1 hour)

Offered at 3 pm.

Scouts, their families and Scout volunteers have lives outside of Scouting, and those lives sometimes spill over into Scouting. This class will help you BE PREPARED - know what to look out for and how to best respond (A Scout is Helpful and Kind).

Note: minimum age 21.

Edible Plants (1 hour)

Offered at 3 pm.

If you have ever heard the expression, "leaves of three, let it be, leaves of four, eat some more," you'll know that there are many plants that are edible and many that you should avoid. This class will offer life-saving tips for which plants you can devour, and which ones will give you and your scouts the unwanted opportunity to practice your first-aid skills.

College of Cub Scouts

Special Pack Activities (1 hour)

Offered at 9 am.

Pinewood Derby, Space Derby or Raingutter Regatta in your pack's future? This class will give you the tools to plan these activities and other traditional pack activities. Find out about resources, suggestions for planning and organizing, how to recruit adults to help, and how to make these terrific events work in your pack.

Note: minimum age 21.

Weird Science (1hour)

Offered at 9 am.

There are so many fun things that Cubs can do with science. They think they are just having fun, but they will be actually learning something without even realizing it. Come learn the "weird" science projects that you can add to your den meetings.

Sample Pack Meeting (1 hour)

Offered at 10 am.

How do you plan and execute a great Pack meeting that the Cubs and their parents will rave about? This class will talk about the parts of a pack meeting and how to make sure you're keeping everyone involved and having fun.

Note: minimum age 21.

Cub Scout Campfire Chaos (1 hour)

Offered at 10 am.

Campfires should be the highlight of a pack's overnighter. This class will give you the program tools to ensure that your Cubs and their families have a great time and fond memories of your pack campfire – songs, skits, stories, and more!

Keeping the Outing in Cub Scouting (1 hour)

Offered at 11 am.

Cubs just want to have FUN and that usually means getting into the great outdoors. From safety to common sense, this class will go over what you need to know. Games and activities for large and small groups!

Note: minimum age 21.

Q & A Forum for Cub Scouts (1 hour)

Offered at 11 am.

If you have questions, any questions, about the Cub Scout program - den meetings, pack meetings, advancements, Adventure Loops, uniforms, and ranks - this is where to come for the answers.

Note: minimum age 21.

Sample Den Meetings and Gathering Time Activities (1 hour)

Offered at 1 pm.

Using the "7 parts to a den meeting" will make sure that Cubs complete activities they need and that they will have FUN at the same time. We will look at numerous gathering time activities that will keep your early arrivers happy and busy while you prepare to get down to business.

Note: minimum age 21.

Cub Scout Hikes (1 hour)

Offered at 1 pm.

Hikes are a great way to get outside with your Scouts and hiking games can make any hike more fun for Cub Scouts. Call it a walk – you might hear whining; but call it a hike and they want to go now. Help them learn the 6 Cub Scout camping essentials and about buddy checks thru more games!

Note: minimum age 21.

How to Recruit, Train and Retain Parent Volunteers for your Pack (1 hour)

Offered at 2 pm.

Cub Scouts is more FUN for the Cubs when we have more adults helping. Learn how to recruit volunteers, how to get them trained, and how to keep them active and involved.

Note: minimum age 21.

Awards Beyond the Ranks for Cub Scouts (1 hour)

Offered at 2 pm.

There's more to Cub Scouting than advancement opportunities. Learn about extra awards Cub Scouts can earn like the World Conservation Award, Cub Scout Outdoor Activity Award, NOVA Awards, and more!

Note: minimum age 21.

Nature Crafts (1 hour)

Offered 3 pm.

Crafts and nature go hand in hand. Come for hands-on learning to make simple crafts from nature that your Cubs will love.

Games Cub Scouts Play (1 hour)

Offered at 3 pm.

Cubs are full of energy, and they need a fun way to release this energy. This class will give ideas for fun and safe games that you can play with your Cubs at den and pack meetings, and pack family campouts. Learn the basic game supplies to have on hand so you are prepared for anything!!

College of Scouts BSA

The Patrol Method (1 hour)

Offered at 9 am.

What is a patrol and how does it factor into the valuable life lessons learned in Scouts BSA? This class will teach you how to help make the Patrol Method a success in your troop. Learn some intra-patrol activities to keep it fun!

Merit Badge Counselor Training (2 hours)

Offered at 9 am.

What does it take to be a merit badge counselor and who can be one? This class will cover what you need to know.

Note: minimum age 21.

Games and Challenges for Older Youth (1 hour)

Offered at 10am.

Lord Baden-Powell said, "Scouting is a game!" Come and learn to play games that will not only let your Scouts have fun, but will challenge them as well.

First Year Scout Program (1 hour)

Offered at 11 am.

It is said that, "well begun, is half done". Helping your new Scout have a successful first year can set the tone for their entire Scouting experience. This class will cover things that you need to know to make that first year a great success.

Note: minimum age 21.

Q & A Forum for Youth Scouts BSA (1 hour)

Offered at 11 am.

Is there anything you wanted to know about Scouts BSA, but didn't know who to ask? Do you have questions? What about suggestions? This is the place to be to find out answers and share your thoughts.

Note: This class is aimed at youth 13 years and older.

Board of Review & Eagle Board of Review (1 hour)

Offered at 1 pm.

What is a board of review? How often should they be held, and what should be expected? This class will give you the knowledge that you need to conduct effective rank boards of review and Eagle boards of review.

Note: minimum age 21.

Q & A Forum for Scouts BSA (1 hour)

Offered at 2 pm.

Scouting has changed over the last few years, but the mission and the goal are still the same: help youth BE PREPARED for life. This class will be a great forum to ask questions and learn about Best Practices for the program.

Note: minimum age 21.

Awards Beyond the Ranks for Scouts BSA (1 hour)

Offered at 3 pm.

Is there more to Scouting than merit badges and rank advancement? Yes, definitely. This class will cover some of the other, lesser known awards, and recognitions that Scouts can earn.

College of Venturing

Venturing and Sea Scouts Officers Association Forum (1 hour)

Offered at 9 am.

An introduction to the Venturing and Sea Scouts Officers Association. Hear them explain their positions and answer questions about Venturing and Sea Scouting.

Crew Officer Orientation (1 hour)

Offered at 10 am.

An in-depth introduction on the different positions that can be held in a crew. This is a good class for people who are new to Venturing.

Introduction to Leadership Skills for Crews Module: Project Management (2 hours)

Offered at 10 am.

This class is required for the Pathfinder Award in Venturing. This is also a good introduction to meet Venturers from other crews and gain leadership skills to be used in and around the crew. This training is designed to prepare Venturers to effectively manage projects. It leads them through each essential step, including initiating, planning, executing, controlling, and closing.

Mountain Biking (1 hour)

Offered at 11 am.

Mountain biking is a fast growing and challenging and exhilarating adventure. This class will teach you more.

Eve on the Trail (1 hour)

Offered at 1 pm.

An all-inclusive class on women in the backcountry. This class will help women to prepared for an enjoyable outdoor experience.

Personal Safety Awareness Training (1 hour)

Offered at 1 pm.

The way we say it in East Tennessee is, "if it ain't safe, it ain't fun!" This class, required for the Venturing Award, will cover what you need to know to stay safe in Venturing so you can have a fun and rewarding experience.

How to Run a Successful Campfire (1 hour)

Offered at 2 pm.

This class is full of tips and tricks to run a great campfire. Whether your campfire is big or small, you will learn how to improve skits and keep the flow of your campfire going.

Trail Building (1 hour)

Offered at 3 pm.

Most service, summit and eagle projects entail a certain level of earthwork. This class teaches different uses of common and uncommon trail building tools and the safety that comes with them.

College of Training

Scoutmaster Fundamentals (6 hours)

Offered at 9 am.

Learn about the qualities expected of a Scoutmaster. Explore what the Scoutmaster should be, know and do. Learn about the structure of the troop, including key youth leadership positions. Find out about the troop's support functions and the responsibilities of adult leadership positions.

Note: minimum age 21.

Den Chief Training (6 hours)

Offered at 9 am.

Are you a Scout or Venturer who enjoys helping younger Scouts learn outdoor skills? Do you know some cool games or activities that you could share at a den meeting? Being a den chief is a great opportunity to be of service to others. This class will prepare you to step into this vital role. **Note: minimum age 11 – maximum age 17.**

Youth Protection Training (2 hours)

Offered at 10 am.

Our first obligation to the youth we serve and to the volunteers who serve them, is to keep them safe. Youth Protection Training is a REQUIRED training for all leaders. No adult can serve as a leader in a unit and no unit can re-charter unless all registered adult leaders have completed and have current YPT. This class is a great opportunity to meet this important requirement.

Note: minimum age 21.

Den Leader Cub Scouts Specifics Training (3.5 hours)

Offered at 1 pm.

This class offers resources, websites, materials and program planning for new den leaders. You will receive the required training along with ideas on how to record adventures, suggestions on go-see-it destinations, and how to do den leader planning more effectively. **Note: This is the same training as the online version, except packed with more info and a Q & A opportunity.**

Note: minimum age 21.

Cubmaster Cub Scouts Specifics Training (3.5 hours)

Offered at 1 pm.

Feeling “in over your head” as a new Cubmaster? Or are you an experienced Cubmaster who wants to learn proven techniques to lead your pack to “greatness?” This class will provide valuable information on running a pack, planning, proven in-school recruitment techniques, induction/advancement ceremonies, pack traditions, well executed campouts, pinewood derbies, Blue & Gold banquets and working with parents. **Note: This is the same training as the online version, except packed with more info and a Q & A opportunity.**

Note: minimum age 21.

Pack Committee Cub Scout Specific Training (3.5 hours)

Offered at 1 pm.

The pack committee is a very important group in a Cub Scout pack. “You” can really make a difference to the pack leaders and to the pack program with your support. This class will give you the tools to effectively put together and maintain a well-run and organized pack. **Note: This is the same training as the online version, except packed with more info and a Q & A opportunity.**

Note: minimum age 21.