

First Class Path Program

J.N.W.'s First Year Camper Program



This program is designed for the younger Scout who has not completed many of his requirements through First Class. Participants will be divided into two groups based on their troop size and will spend four hours a day in the program area working on a number of rank-required skills. Program hours run from **9 AM – 12 noon** and then continue from **2 PM - 3 PM**. Although the two groups cover the exact same material, they will each be in a different class during the set program time. In the morning, the first two hours will be spent working on **merit badges** at the Handicraft Lodge (**leatherwork, basketry, or art**) and at the waterfront earning the **swimming merit badge** or participating in an **instructional swim course**

(depending on swimming ability). Each group will be at one of these stations while the second group is at the other. From **9 AM – 10 AM**, the groups will leave the merit badge areas and will proceed to a class that is offered in the first class path site or a determined location and will spend that hour working on rank advancement. From **2 PM – 3 PM**, the Scouts will return and will go to the class in which they had not participated in that morning.

Although we cover a large number of requirements, we do not sign off on any of them. Scout leaders should both review the skills that their Scouts have learned and then test them and sign them off if appropriate. It is our firm belief that these fundamental skills are the basis for a solid Scouting knowledge. We want to ensure that Scouts do not just repeat things that we have just taught them; rather, they should retain that information and be able to perform the given task again at a later time. This is the only proof of effective learning and cannot be measured in the short amount of time we have together at camp.

We urge Scout leaders to become involved both during program hours and after, repeating and expanding on these skills. Participants may also, at any time, return after program hours to review these skills or to work on different requirements that we may not have covered. We are very flexible!

We realize that many Scouts in camp may have certain requirements signed off already and therefore they need only to participate in certain classes. Be sure to review the class schedule with them so that they can attend only those classes needed. We take attendance at every class and will provide you with a listing of all your Scouts and the classes they attended throughout the week.

We do not recommend that Scouts who may have taken the course last year to repeat it this year (in the event that they have still not earned their rank), due to the fact that the content of the program remains the same. Nor do we feel that the course effectively caters to an older boy who may have just entered Scouting, as most of the participants are between 10 and 12 years of age. However, we leave it up to the Scoutmaster to decide.

The goals of this program are to familiarize new Scouts to the basic Scouting skills and to motivate their interest in Scouting through an energetic program.

FIRST CLASS PATH SCHEDULE

(First Year Camper Program)

Scouts will be grouped in working Patrols by home units. They will work on **Leatherwork, Art, or Basketry merit badge** and either receive **swimming instruction** or work on **Swimming merit badge** during the 9:00 AM and 10:00 AM periods. They will participate in the First Class Path sessions during the 11:00 AM and 2:00 PM periods.

11:00 AM - 12:00 noon

Monday	Tuesday	Wednesday	Thursday	Friday
<input type="checkbox"/> Fire Building Second Class 2e Second Class 2f Fireman Chit <input type="checkbox"/> Woods Tools Second Class 2d Second Class 2c Totin' Chip	<input type="checkbox"/> First Aid I Tenderfoot 12a Tenderfoot 12b Tenderfoot f11 Second Class :6a Second Class 6c F8d(P) <input type="checkbox"/> Flag Etiquette & Rescue Relay Tenderfoot f6 Second Class 3 First Class c8c	<input type="checkbox"/> Ropes/Knots I Tenderfoot 4a Tenderfoot 4b First Class 7a First Class 7b First Class 8a <input type="checkbox"/> First Aid II First Class 8b First Class :8c First Class :8d	<input type="checkbox"/> Nature Skills <input type="checkbox"/> Map & Compass Second Class 14 First Class 1 (P)	<input type="checkbox"/> Cultural Foods -Fun Stuff <input type="checkbox"/> Loose Ends Review/make-up

2:00 PM - 3:00 PM

Monday	Tuesday	Wednesday	Thursday	Friday
<input type="checkbox"/> Fire Building Second Class 2e Second Class 2f Fireman Chit <input type="checkbox"/> Woods Tools Second Class 2d Second Class 2c Totin' Chip	<input type="checkbox"/> First Aid I Tenderfoot 12a Tenderfoot 12b Tenderfoot f11 Second Class :6a Second Class 6c F8d(P) <input type="checkbox"/> Flag Etiquette & Rescue Relay Tenderfoot f6 Second Class First Class c8c	<input type="checkbox"/> Ropes/Knots I Tenderfoot 4a Tenderfoot 4b First Class 7a First Class 7b First Class 8a <input type="checkbox"/> First Aid II First Class 8b First Class :8c First Class :8d	<input type="checkbox"/> Nature Skills <input type="checkbox"/> Map & Compass Second Class 14 First Class 1 (P)	<input type="checkbox"/> Cultural Foods -Fun Stuff <input type="checkbox"/> Loose Ends Review/make-up

Merit Badge: Leatherwork or Basketry or Art (Scouts choose which one on the first day of class). All Scouts work on Swimming merit badge or attend swimming lessons.

NOTE: All participants should go to the First Class Path area at 9 AM on Monday morning to be split into Program Patrols. Each Patrol will do both subjects, one at 11 AM and one at 2 PM.