Homework for **SR-917** Staff

Study the DVD presentations

When the DVD is played, you should first see:



This gives you the info on how to access the files on the DVD.

• Choose the **Main Menu** option at the bottom.

Your main homework is to view the Staff Development Videos



The other videos are of some interest, but focus on staff development now.

• Choose the **Staff Development Videos** option.

You'll see a menu of selections



Study each one to make sure you understand why and how the whole course is put together.

- The Overview (about 6 min)
- Living the Values (about 1.5 min)
- Bringing the Vision to Life (about 4 min)
- Models for Success (about 2 min)
- Tools of the Trade (about 3 min)
- Leading to Make a Difference (about 2 min)
- Course Activities (about 11.5 min)
- And my favorite: Communicating Well (13 min)

After you've rehearsed your presentation in front of your dog or cat, go back and review the Communicating Well video.

Welcome to the Wood Badge staff experience!

We're looking forward to seeing you at the Wednesday, May 21 orientation meeting at the Council service center. We'll be gathering at 6pm to share any brown-bag dinners that folks care to bring to feed themselves. The **meeting starts promptly at 6:30pm**. We hope to be out by 9:30pm.

To do **before** the May 21 meeting

- Pick up your paper copy of the Wood Badge syllabus at the Council Service Center
 - o Begin reading it ... and aim to master it.
- Confirm (in red ink) the following days on your personal and family calendar:
 - o SDM1—at the Council Service Center, 7:30AM-5:30PM Saturday June 21
 - o SDM2—at the Council Service Center, 7:15PM Friday July 25 thru 5PM? Saturday
 - o SDM3—overnight at the Cub Camp, 7:30PM Friday, August 22 thru 5PM? Saturday
 - o Pre-weekend 1—at the Cub Camp. How early can you arrive on Sept 18?
 - o Weekend 1—at the Cub Camp. September 19-21 (Friday thru Sunday)
 - o Pre-weekend 2—at TBS. How early can you arrive on Oct 17?
 - o Weekend 2—at TBS. October 18-20 (Saturday thru Monday)
- Visit the *course* web page (www.sr917.org) and keep track of what our fellow Scouters see.
- Visit the *staff* web page www.people.vcu.edu/~albest/woodbadge/Wood_Badge_SR917.htm and begin your practice of keeping track of staff-related information here.
 - o If you want a copy of the Admin guide, it's there.
 - o If you need something that's not there, ask.
- Prepare a "pot luck" item for the cracker barrel at the end of the May 21 meeting.

At the May 21 meeting:

- Wear: Any wood badge activity uniform, (including the course shirt, hat, and trousers). Beads are not worn on the activity uniform.
- Bring with you:
 - o In a three-ring binder: The *syllabus*
 - o These "welcome to staff" notes
 - o Your calendar—you will be setting down dates for small groups get togethers.
 - o Note taking materials (pens, a laptop if you wish)
 - Your patrol totem & "stuff"
- Also bring with you:
 - o Course patch design ideas* (on $8 \frac{1}{2} \times 11$ paper)
 - Staff flag ideas*
 - o Questions. Concerns. Ideas. Suggestions. Good cheer!

*Note: By tradition, the course patch and staff flag are surprises to the Course Director. That is, do NOT share your ideas with Chuck. (Talk to me.)

In 30 days, the team begins formin'. Our fellow Scouters arrive at Cub Camp 151 days from today. Off we go!

Yours in Scouting,

Assistant Scoutmaster-Program SR-917

M Best

Planning Your Presentation(s)

- 1) Formin' Read your section of the syllabus
 - a) How is your section connected to the other elements of the whole Course?
 - b) Know the answer to this question:
 What's the take-home message?
 Goal: on Day Six when the Course
 Director asks this question to Our
 Fellow Scouters, make sure they have a
 good answer.
 - c) How does your information appear in the Wood Badge Game Show?
- 2) Get a copy of previous presentation materials—but aim to make them your own
 - a) Get a copy of your section the draft *Wood Badge Handbook*
 - b) Who is your backup?
 - Resolve to keep them in the loop send them copies of everything as you revise
 - ii) Remind them that it's their job to bug you
 - iii) Goal: if you have to stand down, they *will* stand up. Are you both prepared?
- 3) Center on the Learner
 - a) What stage of team development are we now?
 - b) What Teaching EDGE may be indicated?
 - c) Consider the pallet of training methods learned at the TDC
 - d) Think of the experience from the learner's perspective— "It's not about you"
- 4) **Stormin'** Clarify vision and goals with mentor(s); decide on training method
 - a) Complain to ASM-Program
 - b) Communicate with your training team and mentors
- 5) Who will you work with?
 - a) Coordinate "stuff" with QM?
 - b) Coordinate with technoscribe, Scribe?
 - c) Coordinate with the SPL
 - i) How will the SPL introduce your session?
 - ii) What will he say at the end as wrapup?

- iii) Is there any thing to be announced at PLC to prepare Our Fellow Scouters?
- d) Assume nothing; check everything.
- 6) Develop your presentation.
 - Rehearse, rehearse
 - a) Do the pre-dress rehearsal in front of your training team
 - b) Reread your section of the syllabus (really)
 - i) How is your section connected to all the others?
 - ii) Talk to your mentors, backup, ASM-Program
 - c) **Normin'** Do the dress rehearsal in front of your training team
 Thank your mentors. (Call off the hit-man for ASM-Program)
 - d) Be prepared to do the final rehearsal at SDM*x*
 - Thank your spouse for supporting you
- 7) Finalize your presentation materials
 - a) The WB Handbook is locked prior to SDM3
 Aim to make suggestions/revisions to Scribe by SDM1
 - b) All Scribe materials are "locked" by the end of SDM3 (including technoscribe materials)
 - c) See 5) Are you sure?
 - d) Is your backup sure?
- 8) **Performin'** Break a leg
 - a) Leave your syllabus at home
 - b) You own the stage! (and you look *marvelous*)
- Blamein' Assessment—due one week after your presentation

(turn in to ASM-Program)

- a) Fill out a Start Stop Continue
- b) Write up a paragraph of "lessons learned"—what do you wish you had known?
- c) Is there anything to change in *The Handbook*? (mark it up)