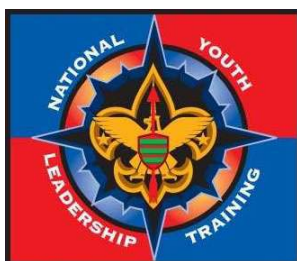


SFBAC-NYLT

Sample Goals for NYLT Candidates



Note to Scoutmasters and NYLT

Candidates: The goals provided below are just examples of what can be considered as ways of bringing the many teachings presented at Brownsea-NYLT back to the home troop. They need to be made SMART. In each case, one or more of the criteria for SMART goals are intentionally not met in the listed goals in order that you can expand on these ideas and make them SMART Goals.



There may be other needs within your troop that are not listed below, which, if they incorporate the team building, patrol/troop management and leadership skills and teaching/evaluation tools presented at NYLT, are equally acceptable and preferable.

Use the Planning Tool Worksheet from your NYLT Handbook, and check it for other tools and worksheet.

1. Plan activities for your Troop's next campout(s) (games, instruction, schedule, meals, etc)
2. Use Teaching EDGE (instruction) at a Troop meeting or at a Patrol Meeting to teach a leadership skill, knots, etc. Use communication skills during these presentations.
3. Work with your patrol to develop a "Team Vision". Determine the Goals that will help your Team (Patrol) achieve this vision. Make a plan to complete your Vision.
4. Plan and be Master of Ceremony for your Troop's next Court of Honor or other event.
5. Use "Presentation plan form" on your next presentation(s), use flip charts.
6. Plan and lead a Flag Ceremony using Brownsea material (Leading EDGE), or a Scout's Worship Service at your Troop's next campout
7. Teach your Patrol the different phases of Team Development. Use your compass to figure out what is your patrol's current stage. Try again after a month or two.
8. If Patrol Leader, use Patrol Duty roster at next 3(?) campouts; If Troop/Patrols do not use Patrol duty Rosters, using Teaching EDGE to introduce to Troop and work with SPL and SM to use regularly.
9. Use Teaching EDGE to teach the new scout Patrol how to cook dinner and breakfast using Brownsea meals at your next campout; Use menu planning sheets distributed during Brownsea or from other resources (the internet, troop adults, Cooking MB book).
10. Use Start, Stop, Continue (SSC) to evaluate a Troop meeting or campout; If Troop/Patrol does not use this process, using Teaching EDGE, instruct Troop/Patrol in its use and help them continue to use it.
11. If SPL, plan and run PLC meetings based on Agenda from Brownsea-NYLT, use the Troop program resources and other BSA publications.
12. If SPL, plan next month's program using Leave No Trace (www.lnt.org) or other backpacking skills.
13. Use Teaching EDGE to plan and run a Troop instruction on "Notes and how to keep them". (This is good for high school and college classes)
14. Use Teaching EDGE to teach how to use a GPS or run a Geocache game.
15. Use Teaching EDGE and teach Troop/Patrol new songs learned at Brownsea (write words down) and practice good communications.
16. Plan and lead a Troop campfire at next campout(s). Use campfire plan form and show bell curve. Teach Troop how you did this. Many songs are on the Internet.

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- 17.** Plan and lead a Troop/Patrol instruction on use and safety of backpacking stoves use material in your Brownsea Candidate's Handbook.
- 18.** Use Teaching EDGE to teach Troop/Patrol how to plan a menu and purchase food for your next campout.
- 19.** In your next leadership position, demonstrate "leading by example" as demonstrated at Brownsea (Full uniform, on time, meeting agenda, take notes, communicate, etc)
- 20.** Plan and conduct a Troop Leadership Training (was Troop JLT) with other NYLT trained youth in your troop. Use Teaching and Leading EDGE and the **new** Troop Youth Leadership Training materials and syllabus (available at Scout store).
- 21.** Use Leading EDGE in guiding a Patrol or PLC thru a task and demonstrate the proper leadership style for at least 2 of the 4 stages of team development.
- 22.** Create a Vision for the Troop (or Patrol or for yourself) with the support of the PLC and/or Adults (or Patrol).
- 23.** Create a set of SMART goals based on a Vision that you have shared with your Scoutmaster and/or PLC or Patrol. Further create a set of tasks needed to achieve one or more of these goals.
- 24.** Execute on one or more tasks/goals outlined in creating a set of SMART Goals