

Roundtable Guide Introduction

Scouting programs facilitate high-quality, boy-led activities. The goal of roundtable is to help stake leaders and quorum advisors understand and use resources to make this happen. This is also a chance for leaders to reflect on how they can accomplish the Young Men general presidency’s directive to “Be with them, connect them with heaven, and let them lead.”



These roundtable plans use the BSA’s *Program Features* as a guide to train and direct leaders. Each roundtable plan focuses on one of the 48 program features and models a typical quorum activity. This version also incorporates leadership skills taught in the NYLT curriculum, adapted to fit the needs of LDS youth. Each agenda incorporates *Come, Follow Me* themes and other spiritual connections. These plans will help quorum advisors learn necessary skills, recognize their resources, and practice holding a boy-led meeting.

As a roundtable commissioner, you are a resource to ensure the meeting flows smoothly (just like the Scoutmaster/advisor should be at the unit meeting). You should facilitate a guided discovery so the advisors leave prepared to be successful with their quorums.

Roundtable commissioners and staff, like quorum advisors, should facilitate the meeting but not present all the material and lead the sessions. Instead, assign an advisor to each of the sections of the agenda 1-2 months in advance and give them the necessary materials to lead that part of the breakout. Each guide includes the following pieces:

Month’s *Program Feature* with page numbers and the next month’s *Come, Follow Me* theme

Each roundtable plan has a place to specify the next month’s *Come, Follow Me* theme so leaders and advisors can practice making connections between weekly activities and spiritual learning. For example, if camping is the May roundtable theme, the corresponding June *Come, Follow Me* theme is Priesthood and Priesthood Keys. Leaders should make connections to the priesthood as they teach and practice skills. You can also incorporate elements of Duty to God each month to demonstrate how boys can use activities to work on their individual requirements (share scriptures, plan for service projects, etc.). See, for example, the header for the Camping Roundtable Plan:

	<h1 style="margin: 0;">CAMPING</h1> <p style="margin: 0;">Roundtable Plan for LDS Young Men Advisors</p>		
	Date: May	Program Features volume 1, pgs. 2-1 to 2-14	
<p><i>Come, Follow Me</i> Theme June 2017: Priesthood and Priesthood Keys</p>			

Symbols:

	Activities for beginners, younger youth		Opportunities to tie back to the <i>Come, Follow Me</i> theme
	Intermediate activities		Opportunities to demonstrate incorporating Duty to God
	Advanced activities for older and/or more experienced youth		

Agenda, including activity descriptions and assignment column

As you plan for upcoming roundtables, assign different advisors to run each portion of the meeting whenever possible. Consider assigning a ward and asking them to bring all their advisors to handle the section. This will help them model the role of the senior patrol leader (or quorum president), who should be making assignments to the other youth in his quorum. Each agenda includes the following activities:

Preopening:


Each month's plan will require some setup. It helps to have subject matter experts and/or merit badge counselors there to set up and answer questions.

ACTIVITY	DESCRIPTION	RUN BY	TIME*
Preopening	Set up several types of tents and equipment. As participants enter, have leaders available to answer questions about the equipment.		15 min. before meeting

Opening Ceremony:

Some stakes and districts do a combined opening ceremony. If you have already had a prayer and recited the Scout Oath and Law, you don't need to do it again at the beginning of the breakout. Introduce the *Come Follow Me* and *Program Features* themes and how they work together. Duty to God is not designed to be an activity program all on its own, you can encourage young men to share what they've learned with their advisors and quorums. Having the quorum president assign a young man to give the spiritual thought based on something he's done for Duty to God will keep him on track with his personal goals and requirements and remind the others to remain engaged. During roundtable, you can demonstrate this by having a leader share a spiritual thought based on one of the Duty to God requirements.

The opening ceremony should also include a report from someone who attended last month on how they applied the leadership skill. This is the Share portion of Learn – Act – Share.

	Pray and recite the Scout Oath and Law. Introduce the <i>Come, Follow Me</i> theme and discuss the importance of linking spiritual truths to activities. Share something in the scriptures related to a Duty to God requirement.		10 min.
	Have someone report on their application of last month's leadership skill. What did the youth learn? How will activities and quorum meetings improve?		

Group Instruction:

Introduce the program feature and discuss the overall purpose and goals of the month's meetings. This is also a good time to bring up training and safety.



Group Instruction	Discuss the purpose of camping and the importance of outdoor experiences for youth (see pg. 2-1). Also discuss leadership planning elements (pg. 2-2).		5 min.
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Skills Instruction:

Each month, teach one of the leadership skills in the LDS NYLT curriculum. These skills are most effective when taught in order, since they build on previous skills. Each month, make assignments based on the next leadership skill in order.




These leadership skills are presented in a *Come, Follow Me* format. Assigned leaders should prayerfully study the materials in advance and plan which activities they would like to use to teach the skill. They should use the EDGE method so leaders leave enabled to share these skills with the youth in their classes and quorums.

After teaching the leadership skill, have a discussion on how the *Program Feature* theme and corresponding activities can help youth learn and practice the leadership skill. Discuss and share best practices to help youth lead. Notice there is also a section on how these activities can help young men on the Trail to Eagle.

 	Teach the next leadership skill from the list at utahscouts.org/roundtable . Select from the list of activities and use the EDGE method to help leaders understand and practice the skill. Make connections to the next month's <i>Come, Follow Me</i> theme.		20 min.
	Discuss how camping activities can help youth apply this leadership skill, come closer to God, gain confidence, and prepare for their future. Ask participants to share best practices.		10 min.
	Explain that camping helps fulfill several requirements on the Trail to Eagle—see Tenderfoot 1a-c, 2a-b; Second Class 1a-c, 2a-e; and First Class 1a-b, 2a-e. Camping is also one of the required merit badges for Eagle Scout.		5 min.

Breakout Groups:

In unit meetings, breakout groups are a chance for quorums to plan for the month's main event. For roundtable, this section provides the specific requirements of and equipment for the suggested *Program Feature* main event. Again, if there are differing skill levels, decide how best to proceed with the presentation. Be sure to emphasize the *Guide to Safe Scouting* and make safety concerns a priority. Always tie back to the *Come, Follow Me* theme and NYLT leadership skills.

Breakout Groups   	Select one of the following camping main events based on quorum skill level. As you discuss the specific activity, have participants share ways they could teach or practice the leadership skill in this particular activity.		5 min.
	Present "Overnight Car Camp" (pg. 2-11). Discuss how a drive-up campsite helps inexperienced youth hone their camping skills.		
	Present "Camping in the Teens" (pg. 2-12). Plan how to help the youth create their own camping gear, learn traditional camping skills, cook from scratch over fires, and play early Scouting games.		
	Present "Kodiak Challenge" (pgs. 2-4 and 2-13). Discuss planning, training, and gear needs.		


Game/Activity:

Every unit meeting includes a game or hands-on activity, so include one in each roundtable breakout as well. *Program Features* has instructions for several game options, or you can ask the assigned advisor to come up with an activity.

Game/Activity	Select one of the games on page 2-5 to play with the group, or do a hands-on activity. The assigned unit should have all the materials ready beforehand.		10 min.
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Closing:

Each activity should end with a spiritual reflection to tie the material and activities back to what the youth are learning in their Sunday classes. Have an advisor demonstrate how to lead a reflection using the month's *Come, Follow Me* theme. Reflection at the end an activity need only take a few minutes, but the difference is in the discussion. This is also a time to make an assignment for one of the participants to apply the leadership skill and report back next month.

Closing 	Lead a reflection on how camping and outdoor experiences can relate to the following month's <i>Come, Follow Me</i> theme.		10 min.
	Assign one of the participants to report next month on how they have taught and applied the leadership skill in their youth class or quorum.		

After the Meeting:

After each meeting, plan to stay to answer any individual questions. Make assignments for future roundtable meetings as necessary.

After the Meeting	Have leaders available to answer any questions about the tents, equipment, and other skills discussed today. Make future roundtable assignments.		15 min.
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