

BOY SCOUT TROOP 650 SAN ANTONIO TEXAS

THE REQUIREMENT: While a Star Scout, use the EDGE method to teach another Scout (preferably younger than you) all of the skills involved in any ONE of the following seven requirement choices, so that he is prepared to pass the requirements to his

- a. Second Class—7a and 7c (first aid)
- b. Second Class—1a (outdoor skills)

unit leader's satisfaction.

- c. Second Class—3c, 3d, 3e, and 3f (cooking/camping)
- d. First Class—8a, 8b, 8c, and 8d (first aid)
- e. First Class-1, 7a, and 7b (outdoor skills)
- f. First Class—4a, 4b, and 4d (cooking/camping)



1. Talk to your ASM Mentor or SM and select which topic the Troop needs to be taught.



2. Prepare a training plan using the Troop template. (on the troop website at Forms&Documents/Advancement Requirements/Star Requirement 6-Template.docx). Focus on the EDGE method. This is almost like a script with notes to remind you of the important stuff your students need to remember and know how to do. It is OK to cut and paste directly from your references or scout handbook. Teach steps, materials/props and outside references should all be noted in your plan.



3. Review the plan with your ASM Mentor or SM.

Life Scout Rqmt 6 - Teach by EDGE

Method

The **EDGE** method is a four step method for teaching a skill:



Explain - First explain what you will be doing. Tell them the steps involved. Visual aids might be helpful for this step. Use questions to gauge their understanding.

Demonstrate - Show them how to do the skill. Demonstrate the steps using the actual materials. Describe what you are doing.

Guide - Let them practice the skill. Guide and coach them as they try to do it themselves. This step will take the most time.

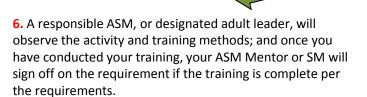
Enable - Enable them by letting them do the skill themselves without any intervention.

4. Once any updates are made, re-checked and approved, set up an activity with approval from your ASM Mentor and/or the PLC to conduct your training. Meeting, Patrol Event, Campout, etc.



5. During the a need of the re one scout. Ne this activity.

5. During the activity, train several scouts that are in need of the requirement - needs to be more than just one scout. New scouts joining the troop are ideal for this activity.







Bonus Credit- Communications MB Requirement 6: With your counselor's approval, develop a plan to teach a skill or inform someone about something. Prepare teaching aids for your plan. Carry out your plan. If you have not started your or you are working on your Communications Merit Badge, this effort will count for Rqmt 6 too...so make sure you get a blue card.