Pioneering Lesson Plan

Materials

-50 foot length 1-inch manila rope
-Two 50 foot length ½ -inch manila ropes
- ~500 feet of ¼ -inch manila rope
-Rope tackle

Resources

-Scout manual, lashings section

1. Discuss hazards you would need to mitigate and prevent, including the following (Req. 1a):
    a. Severe Weather
    b. Animals
    c. Darkness
    d. Terrain
    e. Traffic

9:15

2. Discuss the prevention and first aid for the following injuries (Req. 1b):
    a. Cuts
    b. Scratches
    c. Insect Bites and Stings
    d. Rope Burns
    e. Hypothermia
    f. Dehydration
    g. Heat Exhaustion
    h. Heat Stroke
    i. Sunburn
    j. Falls

9:30

3. Demonstrate how to throw a rope and allow each Scout to try. Explain why it is important to know how to throw a rope. You could use a game here like Rope Throw (Dixie rules). Then show them how much it helps to add a weight to the end of the rope (Req. 3).

10:00

4. Complete the rope-related requirements (T-4a,4b; FC-7a,7b,8a) for Tenderfoot and First-Class. Then tie the following (Req. 2):
    a. Square Knot
    b. Bowline
    c. Sheepshank

d. Sheet Bend
e. Roundturn
f. Two-Half Hitches
g. Tripod Lashing
h. Round Lashing

10:30

5. Discuss the difference between synthetic and natural-fiber ropes and which ropes are suitable for pioneering. Then discuss the following:
   a. Breaking strength
   b. Safe working loads
   c. Care and Storage of Rope

11:00

6. Explain the uses for the back splice, eye splice, and short splice. Using ¼- or 3/8-inch three-stranded rope, demonstrate how to form each splice.

11:30

7. Use a rope-making device to make a 6 foot long rope with three strands, each with three yarns.

11:45

8. Build a monkey bridge, using the 1-1-1 anchoring system. This is where most of the materials will be used.

9. Demonstrate the use of a rope tackle, using a 25 pound weight.

10. Build an A-, H-, or X-trestle using square and diagonal lashings. Explain the use of the trestle and demonstrate how to tie a shear lashing.

11. Build the personal project. Scouts need to decide and vote on what the project will be.