

Tech Chip Training

Goal: Subscribe to guidelines for proper use of electronic devices at scouting events

Objective: Recite 3 rules of electronics use in outdoor environments. Commit to using electronic devices in a safe, courteous manner. Take responsibility for personal devices.

Equipment: Cellphone for each person or pair, GPS, 2 or 3 nerf balls
Better to do this training outside in nice weather, in the evening, if possible.

Motivator: Rather than banning electronic devices, by teaching courteous use, scouts and adults can take advantage of technology to create a safer outdoors experience without reducing the value of the experience for others.

Intro: (just to get thinking about how these devices are used)

1. (If inside, turn off lights.) Have everyone turn on their cellphones. See how much light is generated.
2. Ask a few people to demonstrate their ringtones.
3. (turn lights on.) Ask everyone to find the last entry in their list of saved numbers. While they are doing that, get your nerf balls. Say, "Here Bob, Catch!" while you toss a ball to Bob. Do the same for one or two more people. Are they able to catch the ball or too occupied with their device?
4. Have everyone turn off and put away their devices.

Lesson Skit: Please get in a comfortable position and close your eyes.

(once everyone has eyes closed, get out cellphone while you continue ...)

Take a deep breath and let it out.

Relax and keep your eyes closed.

Open your ears and listen for noises. There are many wonderful noises that you don't hear at home and that we often neglect to hear when we are out here.

Stretch your hearing and try to hear something far, far off in the distance.

Maybe you can hear that deer in the trees or that stream trickling down the hill.

Keep your eyes closed and tell me what you hear.

(wind, waves, trees, quiet, ...)

Keep your eyes closed, listen for any other tiny sounds or far away sounds.

(as you are saying this, cause your cellphone to ring or chime)

Oops, just a second... Hello?

Well, actually, no. I'm busy right now but I'll call you back in 20 minutes. OK. Bye.

Sorry about that. OK, open your eyes.

Reflection: How did my phone call effect your experience?

Did you feel anything towards me?

Did it teleport you back to reality and ruin the magic of this place?

Electronics –ringtones, lights, and talking can affect the experience of others.

More skits:

- Using video game and ignoring firestarting duties for dinner.
- Listening to music with headphones while hiking and not hearing warning that I'm walking through poison ivy, or towards a bear, or onto shooting range.
- Too tired to participate in activity because I was texting friends until 2am.
- Bugler using cellphone as alarm clock to get up early.

Discussion: What are some electronic devices you might want to have on an outing?

- cellphone, iPhone, iPod, iPad, web browser, music player
- GPS, camera, video recorder, watch, flashlight

What are some good reasons to have electronic devices on campouts?

- entertainment
- emergency help
- communicate with home
- retrieve information (scout handbook online)

Share examples of “bad” use of technology – some behaviors we don’t want.

- texting around a campfire
- listening to music out loud
- staying up late using device
- inappropriate lyrics or images
- taking embarrassing photos of others
- shining flashlight in people’s eyes
- relying on technology for safety (just call 911 instead of preparing)

What do you think it means to be a “Good Technology Citizen”?

- use technology so it does not bother others. How?
 - use headphones, vibrate mode, low light setting
- when it does not interfere with activities. Such as?
 - games, cooking, hikes, swimming, sleeping, campfire
- when it enhances the experience. Some examples?
 - Taking videos or pictures
 - Taking night hikes with flashlights
- when it is safe. When might it be unsafe?
 - headphones block out warnings of danger
 - when concentration is required

If someone’s electronic device gets damaged or destroyed, who is liable for it?

- The person that owns it, or brought it, or was using it when damaged?
- What if Bob tosses it to Joe and Joe drops it?
- recommend that “the person that brought it” should be totally liable
- the troop is not liable in any way for personal devices, ever.

Conclusion: Technology continues to evolve and become more embedded in every part of our lives. Rather than ban its use in scouting, we’ve chosen to find a way to make it available. This can only work if everyone commits to following the guidelines. This is a good example of a scout being “obedient” for the good of the group.

You will each receive a “Tech Chip” card, similar to the Totin’ Chip or Whittlin’ Chip card. This Tech Chip allows you to have and use electronic devices at scout events, such as meetings, campouts, hikes, wherever you want.

The guidelines we’ve discussed are condensed to 4 points on the Tech Chip:

1. Electronics are not used after “Lights Out”.
2. Electronics are used when there are no other activities or responsibilities.
3. Electronics are used when it does not affect anyone else.
4. You are completely responsible for the device you bring.

When someone misuses technology, what will happen? It’s up to troop or pack...

- A corner of the Tech Chip is removed. When all corners are gone, technology privileges are revoked and the scout gets retrained.
- Scout’s technology privileges are revoked immediately and gets retrained.
- Scout is required to teach the skills to another scout to reclaim privileges.

TECH CHIP CARDS

Tech Chip Cards for sale.

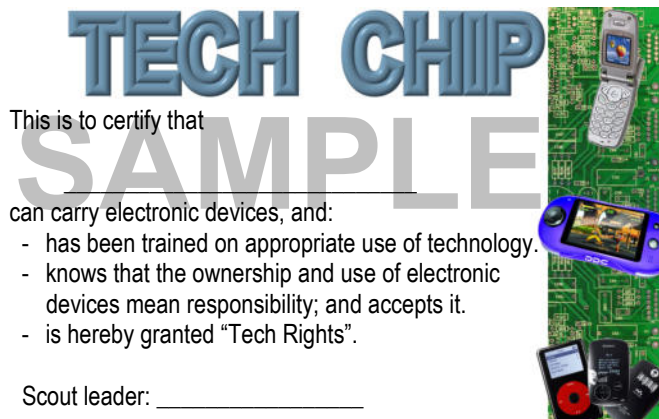
They are the same size as Totin' Chip cards.

They cost \$1.00 for 8 cards, plus \$1.50 per order for postage.

Go to <http://boyscouttrail.com/tech> to buy online with PayPal.

If you want to check them out, you can order one sample card for \$1.00

The card has info on front and back:



My Responsibility

I will take this card to my Scout leader or someone designated by my leader and do the following:

1. Recite and agree to proper use of electronic devices:
 - a. Use only earlier than defined "Lights Out" time.
 - b. Use when it does not interfere with other activities.
 - c. Use when it does not affect others' experience, or my safety.
2. Assume all liability for the devices I bring.
3. Demonstrate placing my device in silent mode.

Scout signature: _____