

What's the big idea

Forces of Nature



Short Activity



Long Activity



Potential Adventure Skills step



Potential Special Interest badge step

Make a Kite

Make an airplane model

Visit a Bird Sanctuary

Make a mini windmill

Visit an Airport

Build a sailing kart

Find a story about wind

Make a parachute



beaver scouts

What's the big idea

The wind is a vital and recognisable force of nature and every present. This adventure is concerned with all things associated with wind - windmills, kites, planes, hot air balloons, parachutes. In presenting the idea of wind as an adventure theme encourage the Beaver scouts to think creatively. The Beaver Scouts should create a solid adventure and then include skills and knowledge into the meeting leading up to the adventure. Kite flying days or perhaps some air scouting.

The wind is important to the 'Tribe' because it is an every present force of nature. The 'tribe' use the wind to power the sails on their canoes and turn the wheels of some of the machines in the village.

Forces of Nature



Ideas on what to do

Plan

Talk with a Lodge about the things they need to do to make a kite and to fly it. Chat about the different things that fly and these things come in all different shapes and sizes

Do

Plan with the Lodge what kind of kite they would like to make and go about making it. Some of the best materials to use are old pillow cases and iron wire hangars. Test out your designs and see how high up it can go.

Review

Afterwards sit down around the kite and write a message on the kite from everyone about what the thought and try to get it to fly again...

Comments

Why not build a sail for a kart and see is it possible for the wind to push the kart along

Resources

Old Pillow cases. Wire hangars. Fabric markers.



Wind



beaver scouts

What's the big idea

This adventure is firmly based in the outdoors in a camp or hike situation. It will involve assisting with fire lighting, preparing food, cooking food and have a campfire session. The Beaver Scouts will provide loads of different ideas for food and where they would like to go. Remind beaver Scouts of 'Leave No trace' principles.

In the 'Tribe' Theme the tribe cook a lot of their meals in backwood fashion. Particularly, if the warriors are out of camp and need to cook their meals on the trail.

Forest Life



Ideas on what to do

Plan

Before beginning the activity have a chat to the Lodge about fire safety and some do's and don'ts around fire. Let them know about the steps that they need to take to do backwoods cooking.

Do

The steps that they need to take should include gathering wood for the fire, setting up a fire fighting area, letting a Scouter light the fire, preparing the food. There is loads you can make but just keep it simple for the first time - like stuffing chocolate buttons under a banana skin and wrapping in tin foil to put on the fire. Finally eating it and tidying it up afterwards.

Review

Before the fire is quenched sit around the fire and have a chat about how they got on and see what's in their Memory Bags. Try to focus in on what each one did so that they all get a chance to speak.

Comments

Get an older section to show you how they can cook a fish on a fire or do foil cooking

Resources

Fire and wood. Bananas. Chocolate buttons. Tin Foil



Backwoods Cooking

What's the big idea

Forest Life



The idea of this adventure is to focus the Beaver scouts on the care of wild animals in their local environment. Beaver Scouts need to firstly identify the animals and birds that might be in need of help. .

In the 'Tribe Theme' the tribe are very close to nature and very aware that animals and birds are very important to life. Humans and animals have to survive together and in times of hardship the humans are kind to their friends in the forest.



Caring for our Friends



beaver scouts

Ideas on what to do

Plan

During the winter talk to the Lodge about how they can help the birds and animals that struggle to find food and water. Get some feedback about what things that they have done in the past to help these birds and animals

Do

Make bird feeders cheaply by the following: Take the cookie cutter and punch a nice shape out of the white bread. Punch a hole into it for yarn to hang, thread the yarn through. Let the white bread shapes sit out for a day or two so that they become firm. Spread peanut butter on the bread, then turn over and push into some seeds and nuts. Hang outside on a tree for the birds to eat.

Review

Have a chat outside while watching the bird feeders about how they got on. What did they collect in their memory bags

Comments

Find out what are the best things to leave out for them.

Resources

Bread. Peanut butter. Scone cutters. Seeds and nuts

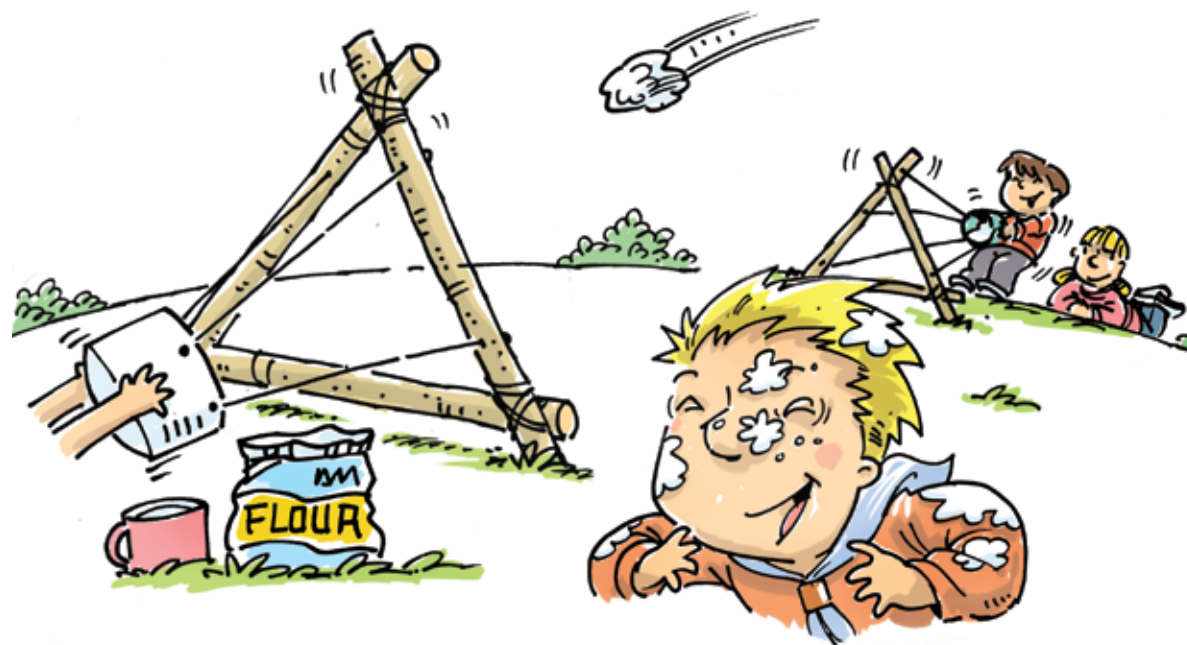
What's the big idea

Forest Life



The idea of this adventure is building something and using it to have fun. The ultimate adventure is the battle - but it requires preparation, testing and skill. The Beaver Scouts need to build and rebuild to get the right catapult that works and fires a good distance. The ammo has to be made, rules established. Shield and counter measurers organized.

The 'tribe' needs to have the skills and expertise to protect itself! In peaceful times, mock battle hone the skills of the warriors and provide an opportunity to show skill and expertise and have fun.



Catapult



beaver scouts

Ideas on what to do

Plan

Organise a challenge for your Lodges to build catapults to see which Lodge can fire the farthest.

Do

Make a catapult out of bamboo poles and elastic bands. or light staves and sisal.

Check out the drawings in the Scouting Trail.

The catapult should be able to fire tennis balls or bean bags.

Review

Talk to the Lodges together to see how each got on, how did the catapults work which ones shot the ammo the furthest.

Did they use their memory bags?

Comments

Beavers should also learn how to fold paper into containers to be used to make flour bombs.

Resources

Bamboos or light staves for catapult structure

Masking tape or elastic bands to join them together. Sisal if you are using staves.

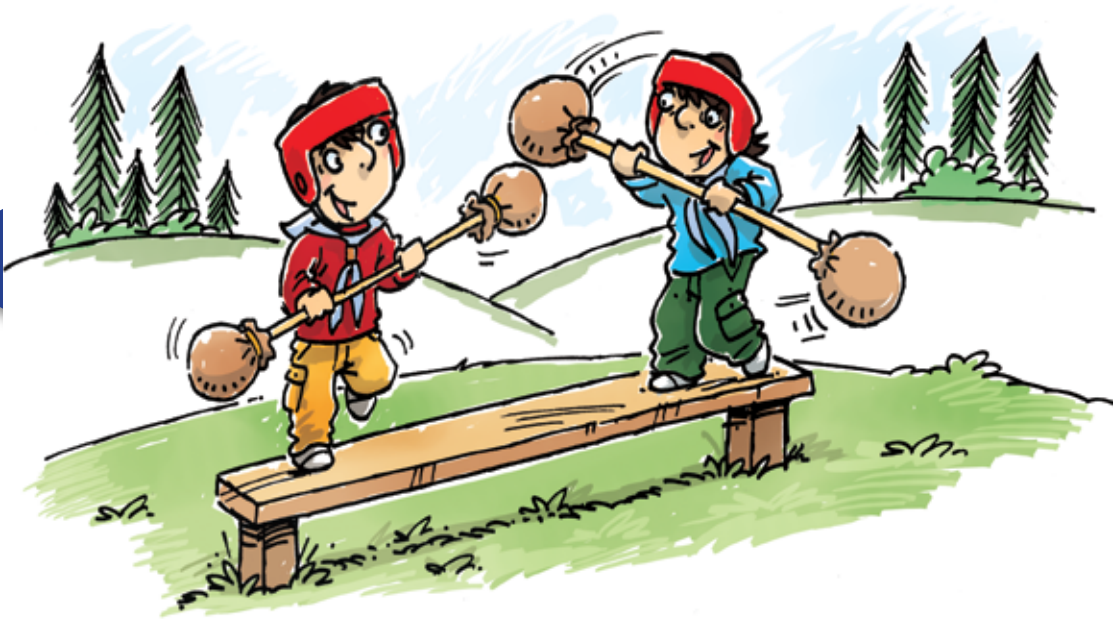
A firing holder - yoghurt pot or plastic cup.

Flour bombs, tennis balls or Paper balls as ammo.

What's the big idea

The idea of this adventure is that the Beaver Scouts get physically active and play outdoor games. The Beaver Scouts will have loads of ideas of what they could do and already play most of the games anyway!!

The "Tribe" Theme is used because the warriors had to stay fit and active so that they could do all the jobs that they needed to do in order to keep the tribe going.



Field Sports



Ideas on what to do

Plan

Talk to the Lodges about what are their favourite sports and try to introduce them to new ones. Suggest that they have a mini-olympics and ask for ideas of what to do

Do

The Mini Olympics should have a variety of sports so that every one has a chance to be good at one of them. Vary the sports from running and throwing sports to tennis and bowling. Not everyone likes sports but encourage everyone's efforts

Review

Do a review around an Olympic flame. Tell them the story of the flame and how it leaves Greece every year to go to the games and is a sign of sportsmanship and fair play. Ask the Beaver Scouts how they behaved during the Olympics with regard to fair play and sportsmanship and what they put in their memory bags?

Comments

Have a themed sports day like the Highland games

Resources

Sport equipment like tennis rackets and bowling balls (skittle set). Tape for the winning line. Bamboo for javelins.



What's the big idea

The idea of Halloween is to celebrate the ancestors. Halloween being an ancient celtic tradition and in the Christian traditional the Day of all saints and all Souls follows the days after Halloween.

Halloween is therefore a celebration of life. Halloween to Beaver Scouts is dressing up, trick and treating and having a party. Rather than just arriving down for a party the Beaver Scouts need to plan for and prepare for the party.

In our 'Tribe' Theme honouring the ancestors of the tribe is a tradition and vital part of 'tribal life'. In terms of the tribal celebrations it is very important.



Halloween

Ideas on what to do

Plan

Chat to the Lodges about what they do at Halloween and how they should plan a Halloween party. Ask for suggestions about what they could do. The ideas will normally include the usual party games initially but push them to come up with new and inventive ideas to celebrate your halloween party.

Do

The Halloween party will need decorations, these can be made. Try making pumpkin candles. Use the traditional halloween games and finish with some ghost stories. Make sure that the stories aren't too scary!!

Review

During the clean up have a chat about the evening and what were the best parts and the parts that they would like to change.

Comments

Have a sleep over and do a scary night hike

Resources

Party decorations, Party goodies, Games equipment, Scary kids stories

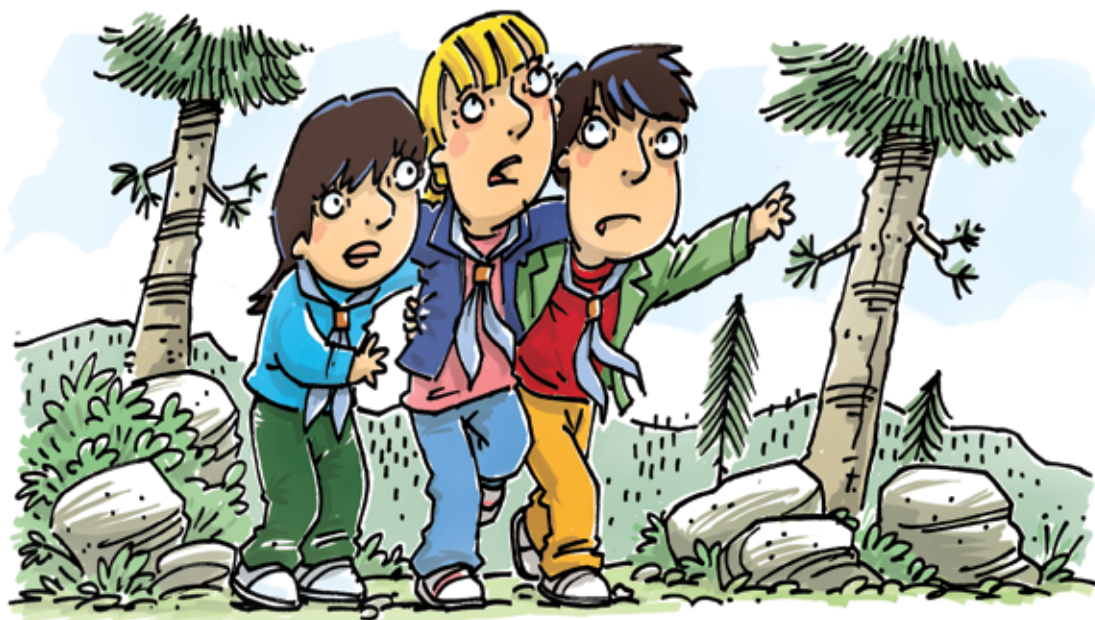
What's the big idea

Forest Life



The idea of the help and rescue adventure is to allow Beaver Scouts to explore how they would deal with emergencies and get help. Backwoods skills and survival are key elements but also the skill to stay calm, assess the situation, make themselves safe and get help. How do they signal for help and how do they help the rescuers.

The 'Tribe' Theme is again at play if you use a story line that the 'Warriors' are out hunting for food or exploring the forest and an accident happens or they cannot return to the safety of the cannog before nightfall.



Help Rescue

Ideas on what to do

Plan

Talk to the Lodge about what they would do if they got lost or needed to be rescued. Ask them do they know of any stories of people needing to be rescued. It could be stories of shipwrecks. As part of the planning they could make simple survival kits.

Do

Run a scenario games where the Lodge goes to a quiet wood or any area away from towns. Come up with things that they could do like making signal flags or SOS signs on the ground. Kites can also be used for signalling. This could also be turned into a game of finding a lost Lodge and another Lodge tries to find them.

Review

Messages in a bottle are ways of letting people know where you are. Why not do messages in a bottle to say how you got on in the activity or put things from their memory bags in them?

Comments

Try to show them what they could do while they are waiting to be rescued like building a shelter

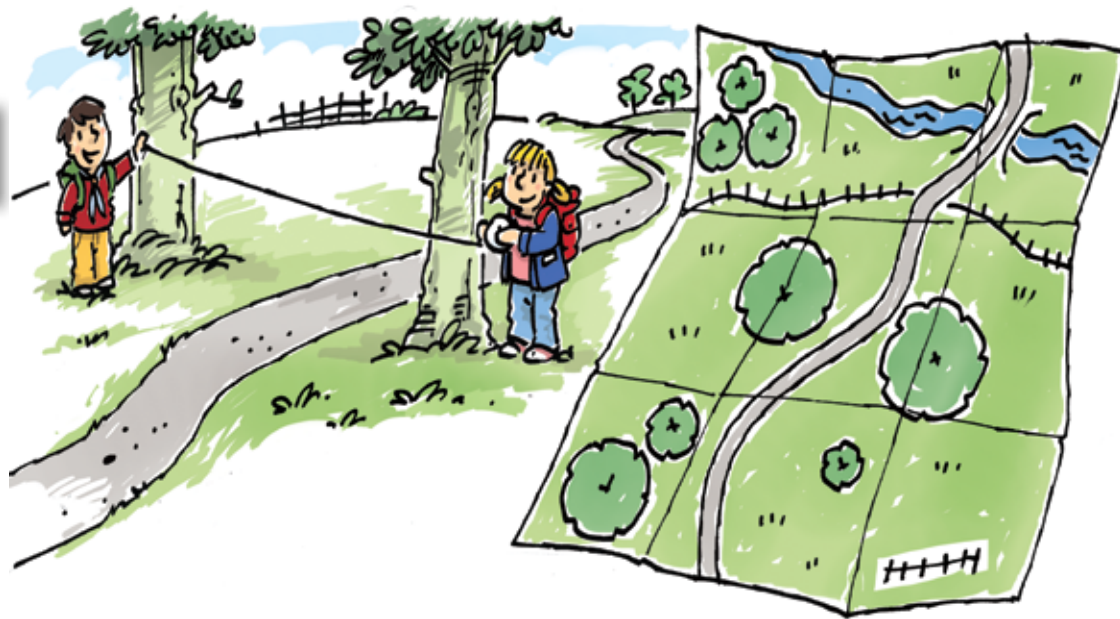
Resources

Survival kits consisting of mirror, whistle, plastic bag for carrying water, piece of sisal etc...

What's the big idea

The idea of the map making adventure is to introduce the concept of maps to Beaver Scouts. Map Making allows the Beaver Scouts to explore their local area or park and discover how a map is made and used to find new and secret locations.

In the overall 'Tribe' theme of Beaver Scouts it connects to the notion of 'warriors' seeking out new lands and mapping the land of the 'Tribe'



Map Making



beaver scouts

Forest Life



Ideas on what to do

Plan

Show the Lodge a map and how to read it. See can they find different things in it. Chat to them about why they would use maps and the different features like scale and legends

Do

Do a simple mapping exercise of the area around the Scout Den. Give the Beaver Scouts different jobs to do like drawing in the map, discoverers to find different things around the Scout Den and others to work out distance. Keep the scale simple so use paces as the measurement.

Review

After the activity look at the map and try to show the different things on the map that the Beaver Scouts did, use your memory bag to help. Try to show things like certain features that individual Beaver Scouts found etc.

Comments

Swap maps with other Lodges to see if they can follow your map (maybe leave a treasure somewhere)

Resources

Paper
Pencils and colouring pencils
Note pads for each Beaver Scout to make notes
A rope to help with measuring

What's the big idea

The big adventure is for the Beaver scouts to go out in the wild and observe real wild animals up close. So, the adventure is three fold - the knowledge of animals and their trails and signs, finding the animals and observing them unseen and taking photographs to show you have been successful. Ideally, the Beavers will be seeking the larger mammals but they can also seek birds both land based and sea birds.

In the 'tribe' the hunt is a very important part of survival and as a food source. However, all tribal people use their resources carefully and only hunt the food that is needed. The thrill of the hunt, the tracking of animals, finding their location and competing in the wilds has always been the skill of hunting.



The Hunt



Ideas on what to do

Plan

Ask the Beaver Scouts if they have ever seen a wild animal up close that wasn't in the Zoo? See if they have any ideas as to why they wouldn't have seen one. Ask if they have ever taken a photograph of one?

Do

Before going out you will need to show them how to sneak in the woods and how to use camouflage. You can sneak by using some simple ideas like going slow, not stepping on noisy things like twigs, keeping low and by walking into the wind to keep down wind. Use leaves and small twigs for camouflage. Try to get as close as possible and then take a photo

Review

When the Lodge gets back look at the photographs they took and see what they learned about sneaking up on animals

Comments

Try to best places in the area to go bird watching.

Resources

Twigs and leaves for camouflage. Camera. Binoculars

What's the big idea

This adventure is all about tracking and the skills of observation and the creation of a secret code of signs that only the Beaver Scouts know. The adventure will ideally be an outdoor trail in the local woods or a more prolonged venture across open countryside. Drag trails are also good or following 'track' shoes. The Beaver Scouts need to know all the usual tracking signs and can invent some of their own as well. Observation is a key skill and needs to be practiced.

The 'tribe' have special signs that are used to communicate to different warrior lodges the way to go within the forest. These trail signs are closely guarded secrets so that other tribes cannot follow or know what the signs mean.



Tracking



beaver scouts

Forest Life



Ideas on what to do

Plan

With the Lodge go outside and see if they can find footprints anywhere around the area. Ask them what the footprints tell about the person? Is it a big print or a small print? Ask if they know of other signs people leave behind?

Do

Look at tracking signs try to set one or two straight forward signs. Keep it as simple as possible and only look at basic arrow signs like straight ahead, over obstacle, turn left/right. Try expanding this that one Lodge tries to track another by the signs that the first one leaves.

Review

At the end of the trail see can the Beaver Scouts remember all the tracking signs in the reverse order and can they remember what they meant? Did they use the memory bags?

Comments

Find out about the tracks you leave behind you then look at what tracks wild animals leave, try to find some of these tracks in the woods.

Resources

Twigs stones. Scouting Trail

What's the big idea

This adventure centers around a large treasure hunt. This can involve all sorts of mini adventures and challenges, codes, maps, trail signs, meeting wizards etc. The Beavers Scouts will have very vivid imaginations and will not be short of ideas. The treasure hunt can be a real opportunity to test skills in many situations and allow the Lodges to work as a team to overcome an obstacle or clue. get the Scouts and venture Scouts involved to act as wizards and lay clues.

The 'tribe' theme is connected to this adventure in the way that warriors are challenged from time to time to show their skills. Often they can be sent forth from the cannog to recover lost treasure that has ben hidden when the tribe has been under attack or danger.



Treasure Hunting



Ideas on what to do

Plan

Talk to the Lodge about setting a treasure hunt for the Cub Scouts. Have a chat with the Sixers so they know what will be involved but let them know that it is mainly going to be a surprise. This could be a link event.

Do

Set a treasure hunt where the Lodge leaves clues to lead them to the treasure. Make the most use out of the Beaver Scouts size and hid things in small locations that are hard for bigger kids to get to. This shows the benefits of being a Beaver Scout. The treasure at the end could be a party or a link ceremony for the Beaver Scouts that are moving up?

Review

Let the Beaver Scouts that have just moved up do the review with the Lodge. Help them to get feedback on how the Lodge got on and look what they have collected in their memory bags

Comments

Using a map try to find different things on the map that will lead to the treasure

Resources

Map of the area. Clues to leave. Party goodies for the end. Resources for a link ceremony like flags

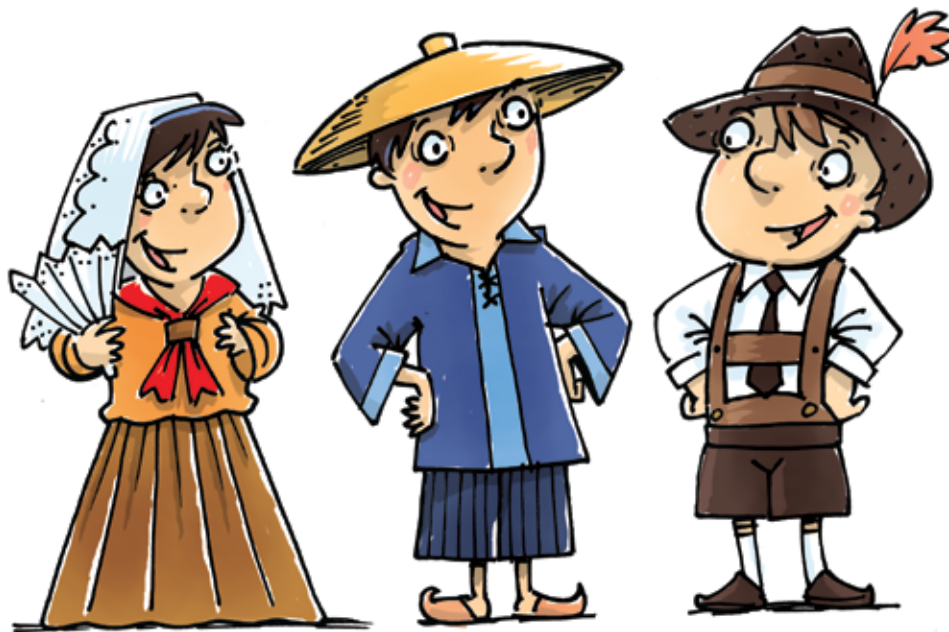
What's the big idea

Forest Life



This adventure is all about discovering and exploring different cultures. In our present multi cultural environment Beaver Scouts are friends with many young people from different countries that live on their street or are in their classrooms. The adventure can be directly related to one country or perhaps a travel adventure visiting a number of lands. The idea is to explore in a practical and fun way, not like a school project.

The 'tribe' is part of a clan, each living in a cannog or fort, in different parts of the clan territory or land. Each have their own special costumes, dances, art and special words that they use in language. From time to time each of the tribes will meet at special celebrations.



Tribal Life

Ideas on what to do

Plan

Talk to the Beavers about the different cultures that they know about and the different things that these cultures have. Give each Lodge a continent to find out about and find out about the costumes they wear

Do

The Lodge should try to find out about their continent and pick one culture from it. They may decide to pick First nation costumes in the Americas, Egyptian in Africa, Chinese in Asia, French in Europe, Maori in Oceania etc... Dress up in a costume from that area and bring some food from that area to a party

Review

Have a Colony chat about the different cultures that are in the room and what they know about them. See did they learn anything new

Comments

Try to do a themed camp that Beavers learn about foreign lands and what people do differently that are fun to do.

Resources

Access to computer to look up country

<http://www.kids-space.org/CTC/index.html>

What's the big idea

Forest Life



This adventure is all about visiting a big town or city. It will more than likely be a day out. Cities have loads of interesting things to see so the Beaver Scouts will have to do some research before they travel. How do we get there, what times are the buses, how much does it cost to get in, what about lunch, treasure trails etc. Lots to be done and organised.

Map reading, working together, observation, awareness of your surroundings all valuable life skills to be learnt.

In the 'Tribe' Theme - the tribe are part of a clan and within the land there is a big town and a castle or fort where the King or Chieftain lives. Once a year the tribe might visit this place to trade goods or buy materials for the tribe.



Visiting the Kings Land



beaver scouts

Ideas on what to do

Plan

Talk to the Lodge about the cities that they have visited and what they know about them, Go on an outing to a city to discover what is in the city and what activity is fun to do there.

Do

Plan a trip to a city that most of the Lodge hasn't been to so that they get to see new things. Set a tour for the Lodge to visit so that they get to see the cool places to visit. If possible try to give them maps so that they can try to find landmarks in the city.

Review

Have a chat on the train/bus home about what they saw and collected in their memory bags in the city and what were the fun parts of the city?

Comments

If possible, visit a castle or ancient site where a ruler may have lived





Resources

Timetables for buses and trains. Tourist information of the city. Maps of the city for all the Beaver Scouts. Day-out bags brought by each Beaver Scout

What's the big idea

Ways of the Tribe



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Make some clay pottery 

Make totems from wax

Go on a totem hunt

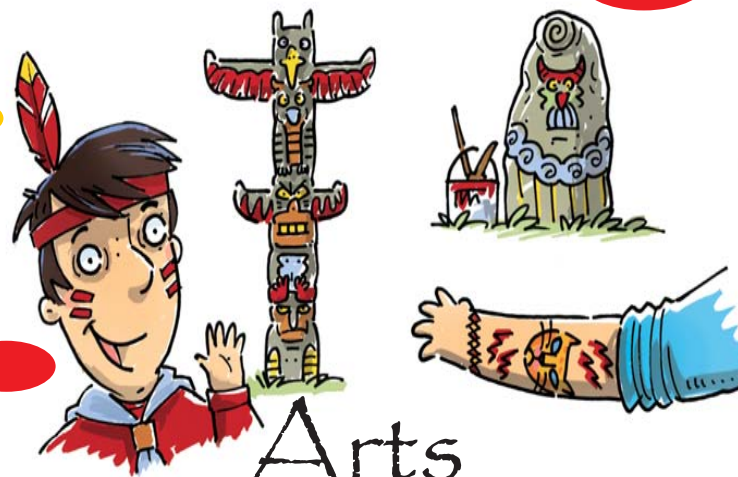
Make Sock Puppets

Go Geocaching 

Do Face Painting

Visit a Museum

Do Cave painting with natural paints



Arts & Totems

What's the big idea

This adventure is all about the art and culture of the Colony. The adventure will be wrapped up in the 'Tribe' Theme and the symbolic framework associated with it. Totem poles, secret signs, logo's face painting, jewelry and precious talismans and charms. All sorts of things are possible that draw on and develop the Beaver Scouts art and self expression.

The 'Tribe' has a unique identity and this is expressed in the art and culture of the tribe. Symbols of all kinds adorn the cannog and the lodges within it. Some have spiritual meaning where as other add colour and life to the living space inside the cannog.

Ways of the Tribe



Ideas on what to do

Plan

Tribal people drew pictures to tell stories on the walls of caves. They also had an animal or other creature to represent a characteristic that they wanted to show. Chat to a Lodge about what animal they would like to be and why

Do

Go for a walk to a rocky area and draw a picture of that animal on the rocks using berries and ash. These paints will need to be prepared for them.

Review

Play a memory game when you get back to see if the Beaver Scouts remembered the other Lodge members animals. If they can't remember try getting the Beaver Scouts to make the call of the animal so others know it.

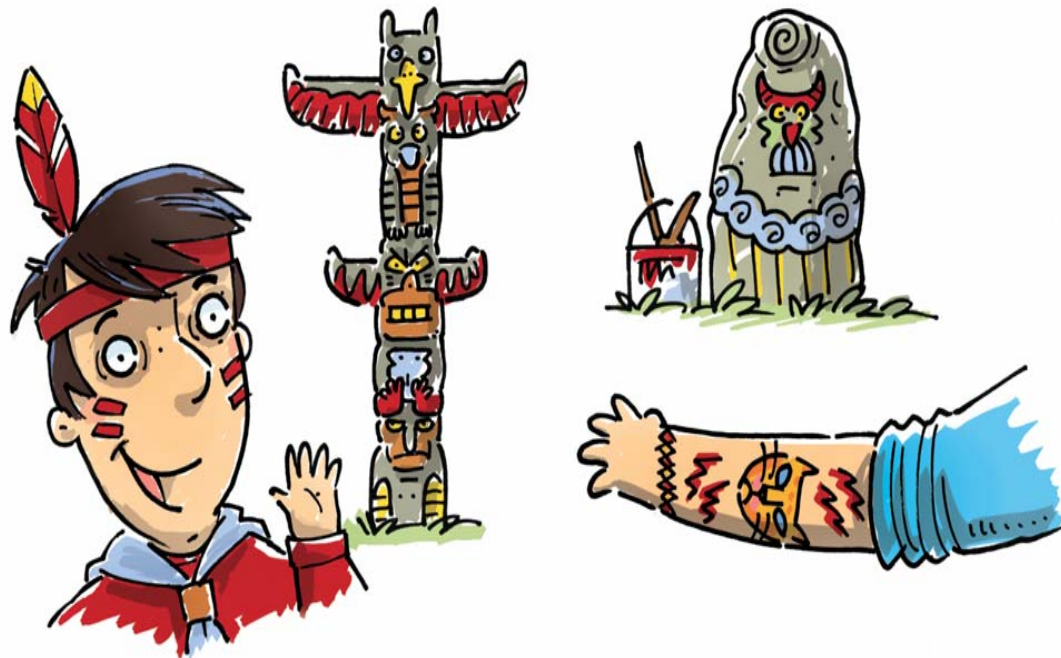
Hint: Use the memory bags to help remember!!

Comments

Make totems using moulds from clay/wax

Resources

Berries. Ash. Rocks



Arts and Totems



beaver scouts

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Make Model bridges out of ice pop sticks

A slumber night with another activity

Bridges out of bamboo and elastic bands

Organise and plan the Link to Cub Scouts

Make a small DaVinci Bridge

Build a stepping stone bridge

Knot relay game

Learn some knots

Penpal with another Beaver Colony

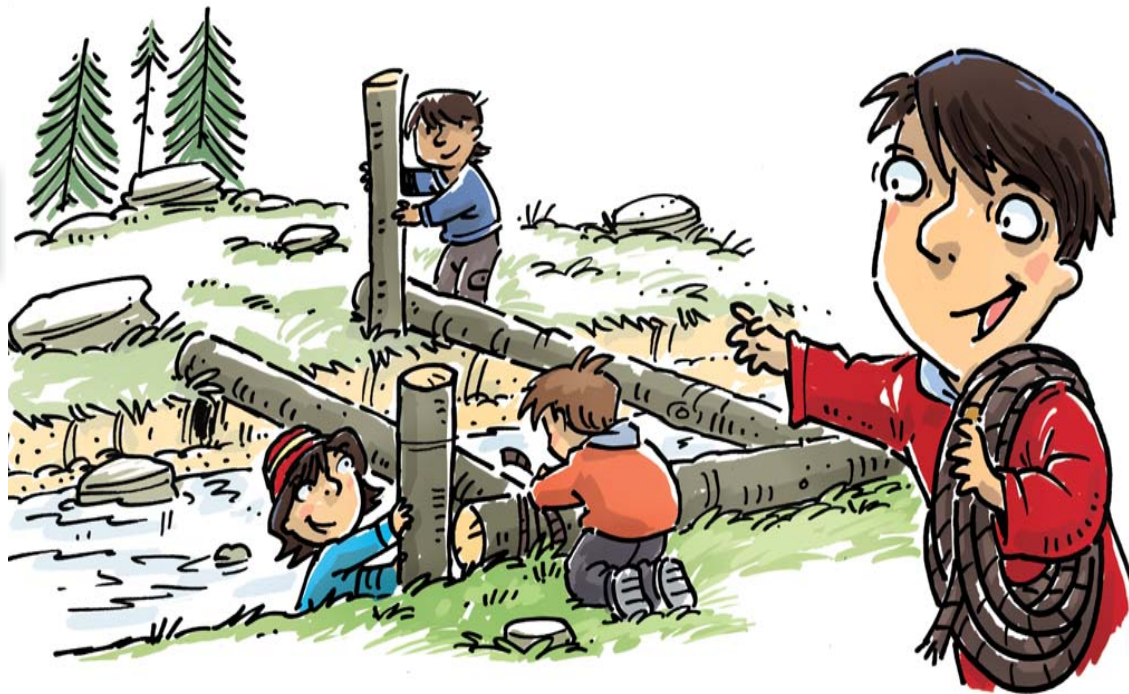


Bridge Building

What's the big idea

This adventure is all about building, in this particular case building bridges. The idea is that Beaver Scouts will build real and functional bridges. It is therefore a good cross sectional activity with either the Cub Scout or Scout section. The Beaver Scouts will have to learn how to tie a few simple knots and be able to help by lift and pulling logs into place. Teamwork and coordination can also be explored with in this adventure.

The 'Tribe' live in a Cannog that is accessed by a bridge from the lake shore. Among the ability of any 'warrior' is the knowledge and wherewithal to build bridges. The ropes that Beaver Scouts have made in the ropes and fibres adventure can also be used to go effect.



Bridge Building



Ideas on what to do

Plan

In the Lodges chat about what bridges are used for and the important parts of a bridge like what or where carries the weight.

Do

Ask the Scouts to help. Build some simple bridges to cross a ditch. The gap shouldn't be too big. The idea of this activity is for the Lodge to work together. Encourage the Beaver Scouts to tie the staves together so that they don't slip. The Scouts will show them what to do.

Review

Do a review by asking the Beaver Scouts a code word to cross the bridge. This code should be what they thought of the activity or what they learnt...

Comments

Also try human bridges and mental challenges where they have to make a bridge

Resources

Staves. Rope. Gap...

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step



Chariot Racing

Make a cart for the lodge

Slow cycle race

Toy car Race track

Hold a mini race night

Visit a Horse Stud

Wheel Barrow Race

Safe Cross Code

Trek Cart Race



beaver scouts

What's the big idea

This adventure is all about racing and competition. Ideally with chariots but more than likely with trek carts and go karts. It is a two fold adventure the building of the 'kart/chariot' and then the racing of the karts. The honour of every Lodge is at stake, so all Beaver Scouts are involved. Symbols, Lodge colours and general decoration of karts is also important. This might be a good adventure to do with another Colony to provide enough karts to race against and provide some real competition. Don't forget trophies and medals.

The 'tribe' does not live in isolation, other tribes within the clan live in the surrounding lands. Inter - tribal rivalry is always present in a friendly way and throughout the year at festival times, tests and feats of strength and special competitions are held among the warriors of each tribe.



Chariot Racing



Ideas on what to do

Plan

Try linking a Lodge up with a Patrol in the Scout Section so that they build a trek kart together. Before starting the activity the two groups need to meet and get to know each other. Inviting the Patrol down to a meeting is the best way to do this.

Do

A trek kart is a simple kart that is pulled along by people. A trek kart is essentially made up of an axle, two bicycle wheels, a wooden box and a few nut and bolts. The Scout section have plans for one. The main job for the Beaver Scouts is to assemble one and then have some fun with it like racing other trek carts.

Review

Let the Patrol Leader have a chat with the Beavers to see how they got on and what they would like to do differently. It would be advisable that if there are suggestions on how to run it better that the activity is done again so that Beaver Scouts know that they are listened to.

Comments

If it is not possible to get an older Section then the chariots can be toy cars on a set track that the Beavers design.

Resources

An Older Section like the Scouts. Trek Cart. Trek cart plans

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
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- Potential Special Interest badge step

Fancy Dress Night

Take part in a Parade

Play some party games

Have a food Festival

Learn a Musical Instrument

Hold a dessert Competition

Learn a Cultural Dance

Cook some food from another country



Festival

What's the big idea

The big idea for this adventure is Festival and celebration. Halloween is one popular festival and there can be many others. Investiture of new beaver scouts or going up or link events. Special - no particular reason - festivals can also be created with the 'tribe' theme. Dressing up, dancing, music, and general partying.

Within the 'tribe' theme, festivals are a way of life, to celebrate the many achievements of the tribe. It could be the changing of the seasons. The appointment of new 'warriors' the arrival of a visitor or the return of a hunting party.



Festival



Ideas on what to do

Plan

Celebrations are good and every so often it is good to celebrate. Ask the Lodge to plan a festival to celebrate. It may be useful to have a festival for others to come along to.

Do

Have a party to celebrate the Group's birthday. Invite the other Sections along so that the Beaver Scouts can show them how to celebrate. The festival should include party games and food and drink as well as dressing up.

Review

The tidy up is a good time to find out how the Lodge got on and it is good to encourage the Beaver Scouts to tidy up after themselves. Don't forget to use the memory bags and collect the things that stood out the most for each Beaver Scout.

Comments

Celebrate St Patrick's Day and have a big Irish Party





Resources

Party food and drink. Party games. Cleaning supplies to tidy up after

What's the big idea

Ways of the Tribe



-  Short Activity
-  Long Activity
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-  Potential Special Interest badge step

Hold a Senior Citizens Party

Helping Older People

Go Carol singing to elderly neighbours

What's the big idea

This adventure is centered around helping older people and interacting with older people. The Beaver Scouts and Lodges will present and devise many ways that they could help to make things easier for older people. Suggest to Beaver scouts the other possibilities - sharing of knowledge - old street games, stories and exploring old photographs.

Within the 'tribe' the elders are considered to be special people. The elders have knowledge of the tribe history and tradition that they pass on to young warriors.



Helping Older People



Ideas on what to do

Plan

Talk to the Lodge about older people and how they are important to younger people because of their support and guidance. Chat about what could be done for them to say thank you.

Do

Hold a Senior Citizens Party where the Beaver Scouts play games with the older people so that they can learn from them. Games should include things like Bingo or Quizzes that Beaver Scouts will know the answers to some questions and older people will know the answers to others

Review

Get the older people to talk to the Beaver Scouts about how they got on and to build on new friendships. Get the Beaver Scouts to show them their memory bags and go through it with them.

Comments

Do a grandparents day where the Beaver Scouts do an activity with their grandparents...

Resources

Bingo cards and bingo balls. Quiz questions and answer sheets

What's the big idea

Ways of the Tribe



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Help with the Tidy towns

Give another Beaver a hand with a badge

Keep a Good Deed Diary

Help out at home

Make a bird feeder

Tidy the Den

Grow some plants give them to a town group

Let others help you

Helping Others



What's the big idea

The big idea with this adventure is service to others in all sorts of ways. The Beaver Scouts might suggest projects at home and abroad. Ideally, the home projects will be best as they can involve the Beaver Scouts in real action projects. The abroad projects, perhaps collecting for a charity are equally important. The Beaver Scouts should explore a number of areas and in its basic form it should be centred around 'Doing a Good Deed' every day. Lodges can also work together on bigger jobs.

Tribal life is all about sharing - 'one for all and all for one' - helping others is something that should be natural in your lifestyle. The concept of the 'Meitheal' at harvest and sowing time when everybody came together to help each other in turn - many hands make light work'



Helping Others



beaver scouts

Ways of the Tribe



Ideas on what to do

Plan

Ask the Beaver Scouts about what are the things that they do to help others. Follow that with how they could help people at home.

Do

They should try to help each person in their household once in a day for a few days. Before they try to help they should first ask the person how they can help them and then keep a log of all the people they helped and what they did

Review

At the next Log Chew have a look at the logs in their memory bags that the Beavers Scouts kept and compare what they did with others to see what they did in common.

Comments

Why not try letting other people help you with something to show you can let people help you.





Resources

A note book to use as a helping others log book.

What's the big idea

Ways of the Tribe



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Have a campfire singsong

Attend a campfire

Make instruments from recycled materials

Mimick the sounds of the forest

Beavers got talent show

Put on a Play

Learn a Scout Song

Bring in your own instrument

Take part in a parade.

Making Music



beaver scouts

What's the big idea

Ways of the Tribe



This adventure is firmly linked to festival, arts and culture and celebration and dance. The Beaver Scouts need to create a performance based around music. There will be no shortage of ideas. The adventure is two fold making the instruments then playing the instruments as a group. The Beaver Scouts will need to create a series of instruments to suit all talents. Try to encourage them to make an instrument that can be played rather than just make noise.

In the 'Tribe' Theme there are many opportunities for celebration and the use of musical instruments helps in creating its unique sound and feel. Objects for making noise such as horns and drums can also be used to communicate a message over a long distance and to warn of danger.



Making Music



beaver scouts

Ideas on what to do

Plan

Chat to the Lodge about music and how it is fun to make different sounds. Ask them if any of them play a musical instrument and what instrument it is. Put it to them to make some of their own music.

Do

Make a selection of various instruments like rattlers, drums and trumpets from recycled material. Rice in a small bottle makes a great rattler, any tin can turned upside down is a perfect drum while you can easily make a trumpet by attaching a small length of hose to the top of a two litre bottle with the bottom cut off.

Review

Use the music to get the Beaver Scouts to express what they thought of making music. Happy music if they liked it and sad if they didn't.

Comments

Also try party nights where Beavers bring in instruments that they are learning

Resources

Small Bottle and Rice. Tin Can. Large bottle. Short piece of hose. Duct Tape

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Seasonal Decorations

Run a food fair

Run a Christmas Market

Make things to trade or sell

Book Sale Fundraiser

Card Making

Make your own currency for an event

Trading Play Games

Markets & Trading



beaver scouts

What's the big idea

This adventure is about trading and fairs. The Beaver Scouts create and adventure whereby they set up stalls and sell and trade goods. The adventure maybe the fair day but it will involve a lot of time in the design and production of product to trade and sell. This adventure will work well as a inter Colony activity so that there are a lot of Lodges actively trading and the fair day is really fun.

In the 'tribe' theme trading is an essential part of tribal life. Trading with other groups will bring vital raw material into the tribe - metal for knives, cooking pots, pottery, cloth for clothes making.



Markets and Trading



beaver scouts

Ways of the Tribe



Ideas on what to do

Plan

On the nights before the Market Day the Beavers make crafts that they will sell at the market. Each Lodge decides to make different things such as tree decorations, window designs, food and sweets, candle decorations and wreaths. You will also need to do up a poster picture to tell people about the market. You need to give this poster to your family and friends

Do

Stalls are set up by older Scouts in a market place in the Scout Den. Each Lodge takes one stall and sets up their things. When people come in they try to sell them things and see can they sell everything.

Review

In the log Chew, empty the memory bags, see how everyone got on and how much they sold. Talk about what they should do with the money. They might like to give it to a Charity

Comments

You can also run this as part of a bigger group activity where other sections do something as well.

Another version of this would be for the different Beavers to make something and try to swap it for something else with the other Beaver Scouts.

Trading games where Beavers have their own marketplace, you could also have the Beavers make things that they can trade or sell





Resources

A stall for each Lodge. Crafts that the Beavers have made

What's the big idea


Ways of the Tribe



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Run a Treasure hunt

Go Orienteering 

Find out about
compass bearing 

Play a stalking game



Stone of Destiny

Stone of destiny
county challenge

Do a Bravery Challenge

Have a quiz



beaver scouts

What's the big idea

This adventure is one of the major adventures of the 'tribe' theme. The idea behind this adventure is the sorting out of the warrior group. In effect it is an inter-lodge challenge adventure whereby Lodge compete over a number of challenges to finally find the Stone of Destiny and by touching it gain the fountain of knowledge. So, anything is possible, The Beaver Scouts can let their imagination run wild. Those that touch the stone might be awarded a talisman.

In the 'tribe' warriors are sorted in a way that there are those who are warriors who have completed the 'Stone challenge' and those who have not. Those that have are 'senior' in knowledge terms and held in higher esteem, in effect they are champions of the tribe rather than regular warriors.



Stone of Destiny



Ideas on what to do

Plan

Talk to the Beaver Scouts about a treasure hunt and describe what the challenge is. They should all have jobs and given tasks that they have to solve

Do

Set up a treasure hunt that leaves clues for the Lodge to solve that reveals the location of the next clue. If possible try to have the clues in such a way that everyone in the Lodge has a chance to answer or solve a clue or puzzle.

Review

When the Lodge finishes the challenge they have a chat about how they got on and what was the toughest part but also what part each of them liked the most.

Did they use their memory bags?

Comments

Run a treasure hunt or go on an orienteering trail.

Resources

Clues. Treasure at the end

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Explain Equipment needed for a hike



Go on a hike to the top of a hill



Go to a mountain/hill top to do a photo day of what you see



Go on a night walk



Do an Orienteering course



Go star gazing from the top of a mountain

Set up a campsite



Draw a map of what you see from the top of a mountain



The Highland



beaver scouts



What's the big Idea

The Highland Adventure is about getting to the top of a mountain and surveying the land of the 'Tribe'. Mapping, hiking and outdoor skills can be explored. The highland adventure is more than just a hike in the forest. The Beaver Scouts must stand on top of a mountain and have an opportunity to see far and wide.

The 'Tribe' theme of the Beaver Scout Section presupposes the 'Tribe' live in a cannóg in the low lands so the highland adventure brings the 'warriors' to a new place to see the wonder and awe of the landscape and the many places that exist outside of their immediate area.



The Highland

Ideas on what to do

Plan

Ask the Lodge if any of them has been on a hike before. Let them know that hiking is a big part of Scouting and all that goes into going hiking. Pick a hill that the Beaver Scouts should be able to climb and set the challenge for them.

Do

This may be the first hike that the Beaver Scouts go on so it is important that they have a good experience. Reaching the top is also a good idea so that they get a sense of achievement.

Review

The best time to have a chat with the Beaver Scouts is on the way back down from the mountain. Focus on their achievements and what they collected in their memory bags to remind them of the trip.

Comments

Draw a map of what they see from the top of a mountain

Resources

Personal gear for each Beaver Scout
Map
Compass

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Tent Pitching in an unusual place



Parent and Beaver Scout platform building challenge



Build a Bivvy



Follow a string trail

Hike to the Woods



Tree rubbings

Make Stilts and learn how to use them

Paint your own area in the den

Build a tower with older scouts sections



Tree House



beaver scouts



What's the big idea

The idea of the Tree House adventure is the construction of a special place for Beaver Scouts to go, meet and chat....a den. It will involve planning, co-operation with others and construction skills.

In the 'Tribe' Theme this adventure connects to the theme as it relates to protection and safety. For example from flood waters, or wild animals or as a protection platform at the gate of the cannog.

Ideas on what to do

Plan

The Lodge should look at making a tree house. Going too high can be scary for Beaver Scouts and even scarier for parents so why not invite parents along to help. For this event try getting the Venture Scouts in to help build a low platform.

Do

Venture Scouts will need help building this at the height of the Beavers Scouts so the Beaver Scouts should help by holding the spars up for the Ventures to lash. This is set at a reachable height for the Beaver Scouts. Parents can help by lifting heavier spars. The platform will need to be roped off and safe enough for Beaver Scouts to stand on

Review

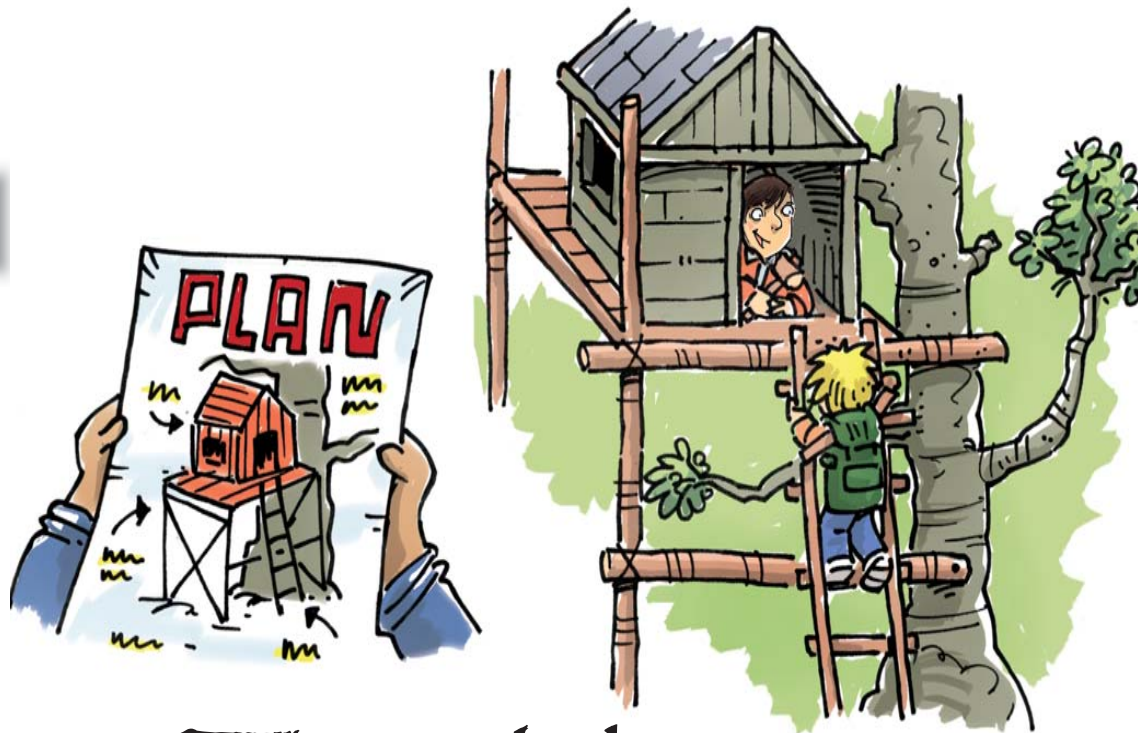
Have a chat in the treehouse with the Parents and Venture Scouts there to see how they could do it differently in the future. Show the parents their memory bag contents

Comments

Run an event with an older Section to build towers that the Beavers could using, simple hour glass towers

Resources

Spars, Sisal, Rope



Tree House



beaver scouts

What's the big idea

Ways of the Tribe



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Code of Conduct

Make a simple Obstacle Course

Fitness Challenge

Game of Tug o War

Have a fitness Plan

Sparta Training School



Warrior Training

Make a Ballista

Wellie throw

Make bow and arrows



beaver scouts

What's the big idea

The idea of warrior training is to prepare the fitness and skill level of Beaver Scouts so that they can be called 'Warriors'. All sorts of activity are possible from obstacle courses to tests of intelligence and skills. Beavers should be encouraged to invent and create the challenge. The Adventure can take place on an afternoon and meetings leading up to the adventure train the beavers how to overcome obstacles and solve puzzles. Teamwork is a key element of this adventure.

Every young person wants to be a 'warrior' of the 'Tribe' and within the 'Tribe' Theme it allows us to show how a team works together and uses the many talents of the Lodge to overcome challenges.



Warrior Training



beaver scouts

Ways of the Tribe



Ideas on what to do

Plan

Run an event with the Cub Scouts. Start by inviting the Sixers down to meet the Lodges. Get the Cub Scouts to build an obstacle course for the Beaver Scouts.

Do

The obstacle course should be simple enough for the Cub Scouts to build but also simple enough for the Beaver Scouts to try. The obstacle course should also have the challenge for the Beaver Scouts to get it completed in a given time or to collect tokens along the way that they will need to finish the challenge

Review

Have a chat with the Lodges and the Sixers to find out what the Beaver Scouts thought of the obstacle course and maybe how to improve it either by helping the Beaver Scouts or else changing the course

Comments

Also try making weapons like making bow and arrows and shoot at a target board.





Resources

Old tyres, Ropes, Poles, Nets, Water pools

What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Eco friendly zone

Plant some trees

Grow your own
Garden

Draw nature pictures

Visit a recycling plant

Make Bird Feeders

Learn about LNT



Environment



beaver scouts

What's the big idea

The idea of this adventure is for Beaver Scouts to develop an awareness of their environment and how they interact within it. The principles of 'Leave No trace' are also explored and developed. In real terms this adventure is practical and full of discovery and wonder. The Beavers Scouts should be directed to 'things they can do' rather than the big picture situation with the environment globally. The 'circle of life' and the inter-dependance of all things (biodiversity) can also be explored.

The 'Tribe' Theme connects very closely with this adventure. As a tribe living in close connection and harmony with their surroundings it is vital for the survival of the tribe that local resources are managed and cared for.



Environment



beaver scouts

Forces of Nature



Ideas on what to do

Plan

In the Lodges, have a chat about what the Beaver Scouts need to do to look after the environment. Talk about the different things in the environment that need to be looked after such as plants, animals, birds or water sources like rivers.

Do

Pick an area in the locality that needs improvement and see can you improve it by doing a tidy up or maybe making signs to let people know what is happening when people don't look after the area eg. throwing things in the river will kill the fish. let the relevant people know if you are putting up signs (County Council etc.)

Review

Review how you got on by going back to the area regularly to see how things are and if things have changed. Also look at what else could be done in future

Comments

Other things that can be done include finding out about how you can be more eco-friendly at home or in the Scout Den.

Resources

Map of the area. Litter pickers, gloves and refuse sacks. Some plants or seeds?

What's the big idea

Forces of Nature



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Take some photos of Animals

Bring your pet to a meeting

Visit a Vet's clinic

Learn about an animal

After dark nature hike

Learn about Leave No Trace

Follow a tracking trail

Make an animal mask

Friends of the Forest

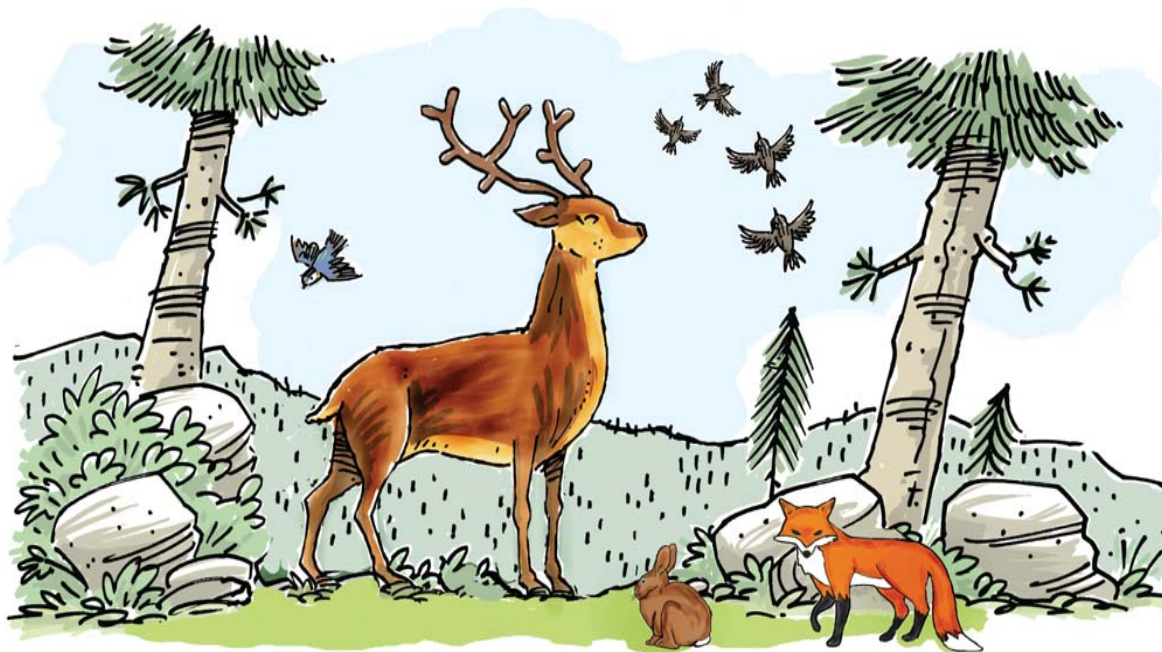


beaver scouts

What's the big idea

The idea is the discovery and awareness of wildlife that is all around the Beaver Scouts. The adventure can be discovery based - visit a wildlife hide and wildlife sanctuary. Leading up to the adventure is the knowledge of different animals and birds.

The 'Tribe' Theme is connected by virtue of the fact that young 'warriors' will be out and about in the woods and will see and know these animals by sight. They treat them as friends because they share the forest and woods together and are part of the same circle of life.



Friends of the Forest



Ideas on what to do

Plan

In the Lodges, have a chat about the Beaver Scouts favourite animals that live in the forests. Then chat about what animals they look after, like their pets. Ask any of the Beaver Scouts, who has a pet, to talk about the things they need to do to look after them. Plan a night where the Beaver Scouts can bring their pets down to a meeting.

Do

On the pet night it would be good to invite along parents as well as a local vet. The vet can go through some tips that will help the Beaver scouts when they are looking after their own pets.

Review

The following week, in the Lodges, ask the Beaver Scouts what they learnt and collected and what things they could do differently to be even nicer to their pets. Remind the Beaver Scouts that being nicer doesn't necessarily mean giving their pets things but doing things to look out for what is best for their pet.

Comments

Do a quick check on what pets are in the group before you ask them to bring them down as dangerous pets would not be suitable and leaving someone out isn't recommended

<http://www.ispca.ie/>

Resources

Contact details for local vet

What's the big idea

Forces of Nature



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Explore an area for wild flowers

Grow something from seed

Hold a Vegetable recognition quiz

Visit a garden center or farm

Make a height chart

Grow something that you can eat

Worm hunt

Do science experiment.
How things grow

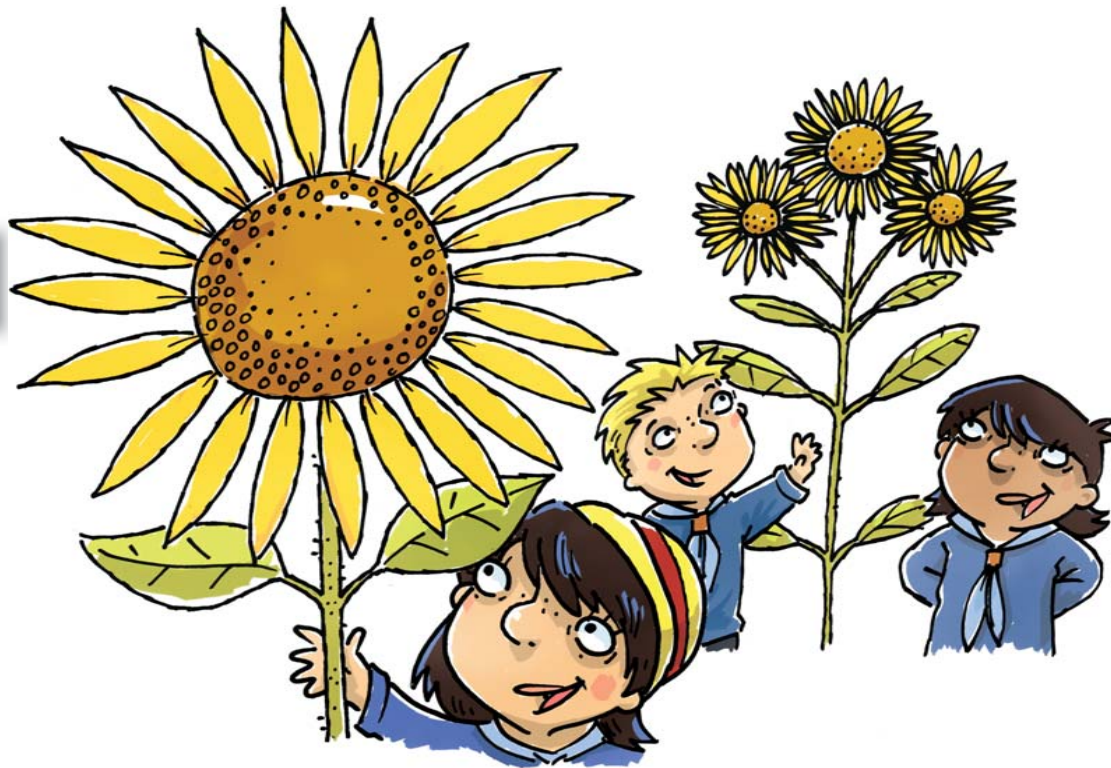


Growing Things

What's the big idea

This adventure centers around the growing of things, ideally food. The Beaver Scouts learn how to grow, care for and ultimately eat the food that they grow. This is a long term adventure that can go on in the background for some months. It is often a good idea to have a garden or perhaps a Colony allotment on which to work.

It connects with the 'Tribe' Theme, as the tribe needs a food source and although the forest can provide food it is not an unlimited resource so the tribe need to grow their own food to survive and be healthy.



Growing Things



Ideas on what to do

Plan

In the Lodges, ask the Beaver Scouts if anyone has grown a seed before and what things help a seed grow. Try to grow a small container of seeds and every body takes a job to help

Do

The Beaver Scouts pick different seeds and plant them. The jobs should include filling the container with soil and feed, digging furrows for the seeds, watering them and then finding a location. The Lodge also needs to take turns in looking after the seeds so a rota of responsibility has to be set up also.

Review

When the seeds have sprouted see can the Lodge identify what each plant is. Chat about what things helped the seeds grow and the things they might do to help it grow better next time.

Enquire about the things the Beaver Scouts have placed in their memory bags.

Comments

Try to grow something that produces food like a tomato plant or a bean plant.





Resources

Containers like plant trays or pots. Soil and moss peat. Various types of seeds. Water and sunlight....

What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Make up a tasty potion

Dress up as a wizard or witch

Tell a story about Magic

Hold a Harry Potter Sleepover in den

learn some magic tricks

Play some halloween games

Learn a card trick

Have a magic show



Magic



beaver scouts

What's the big idea

The idea is to explore the concept of magic and mystery. The adventure can be linked to wizards/druids as well as circus shows and concerts. Magic allows the beaver scouts to express themselves and also can aid in hand and eye coordination and skill.

In the context of the 'Tribe' Theme, magic has a big part to play in the tribe. The wise man or Druid of the tribe often had many magic and conjuring tricks that were used to amaze people. Also these 'Wisemen' were healers and had knowledge of plants and herbal recipes. Through study and passed on knowledge they knew about the stars and the seasons and as a result when to plant and harvest seeds and plants. So, to tribal people this was magic !!



Magic



beaver scouts

Forces of Nature



Ideas on what to do

Plan

In your Lodge, plan a few magic tricks to do for the others in the Colony. Every Lodge should try at least one simple trick.

Do

Some simple magic tricks could include: the disappearing coin, the rotating arm, the misplaced coin, find a card and reading your mind. These are simple tricks and widely known but hopefully the Lodges haven't heard about them yet!!

Review

In the Lodges again, see what tricks each member remembered and if they learnt anything new from others.

Did any Beaver Scouts keep some trick props in their memory bags?

Comments

Have a party with a magician showing some of his/her tricks.

Resources





Magic trick books like "Easy-to-Do Magic Tricks For Children" (Dover Books on Magic)

A coin. A deck of cards

What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Make a stretcher

Tug of War challenge

Make Indian Rope

Learn a reef knot

Use a clove hitch

Make a swing

Learn a bowline

Make a lodge knot board



Ropes & Fibres



beaver scouts

What's the big idea

The idea of this adventure is to introduce Beaver Scouts to ropes. Beaver Scouts will make their own ropes and use these ropes to make knots and as a tool to help them overcome obstacles, climb trees and Tarzan swing across rivers.

In the 'Tribe' a rope is a valuable tool that every 'warrior' possesses and uses for many different tasks. The key skill is that every 'warrior' makes their own length of rope and by connecting the ropes of the Lodge members they can overcome many challenges.



Ropes and Fibres



beaver scouts

Forces of Nature



Ideas on what to do

Plan

Introduce Lodges to the wonders of ropes and knots. It is always good to show a practical use for knots so that they will be able to see the knot in action.

Do

Play games using knots like 'sea rescue' where they have to join small bits of rope together using knots so that they can throw someone a rope. Lasso games are also good for using knots with loops. Making rope is also very easy to do and essentially is just twisting smaller strings or fibres together. You can use two sticks to twist the rope.

Review

Use rope as an review tool to illustrate what they thought of the games. By making shapes like a graph it can be fun for a Beaver Scout to do but also a good way to show what they think and have learnt during this activity.

Comments

Try to encourage them to take care of rope as well. They can do this by always tidying it up after use and keeping it stored when they are not being used.

Resources

Rope for each Beaver Scout

What's the big idea

Forces of Nature



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Fire safety in the Den

Hold an emergency hike

Visit Fire Station

Know the emergency numbers

Recovery Position

Make a DVD of where an accident might happen

Learn Simple First Aid

Invite Dentist to the log
chew

Make a First Aid Kit

Secrets of Healing



beaver scouts

What's the big idea

Forces of Nature



The idea of this adventure is to explore and introduce the idea of first aid and dealing with emergencies into the Colony. The adventure can be set around a false incident and beaver Scouts have to bandage up and care for the injured. This adventure could also be a good opportunity for cross Section activity with the beaver Scouts working alongside more experienced Scouts.

Traditionally, within the 'Tribe' the skills of healing were held by the 'Wiseman' or Druid. Warriors need to know how to treat minor cuts and scratches and how to seek help.



Secrets of Healing



beaver scouts

Ideas on what to do

Plan

Introducing First Aid to the Lodges is important so that they can learn to deal with surprises and emergencies. Ask the Beaver Scouts if anybody has had to deal with an emergency - put on a plaster or tried to stop a cut bleeding.

Do

There are simple first aid things that every Beaver Scout can do like knowing what to do with bee stings and small cuts. Putting Ice on a wasp sting relieves some of the pain and the swelling, cleaning cuts and putting pressure on the wound also is good to practise with them.

Review

Do a review by getting each Beaver to do a first aid challenge and then asking them how they got on and what they collected in their memory bags. The bottom line for Beaver Scouts is to know how and when to get help.

Comments

Try making simple first aid kits in the Lodges so that every body has there own kit.

Resources

First Aid Kit. Ice Cubes. Fake blood (watered down ketchup)

What's the big idea

Forces of Nature



Short Activity



Long Activity



Potential Adventure Skills step



Potential Special Interest badge step

Make a mobile of the planets

Tell the time without a watch

go for a moon lit walk

Invite a local astronomy enthusiast to visit

Try to find a major star constellation

Science Experiments

Stars & Planets

Use a telescope

Name all the other planets



beaver scouts

What's the big idea

Forces of Nature



This adventure is centred around a night hike or an activity at night so that the stars and planets can be explored. To fully enjoy such an adventure the beaver Scouts will need to acquire some knowledge of the heavens and be aware of star constellations, navigation by the stars and the planets that make up our solar system. This adventure has a big awe factor and can also be a lead in activity to the spiritual element of the SPICES.

In the Tribe Theme the stars and the heavens are very important. They are part of the folklore and legends of the Tribe. They provide the means of telling the time and navigation at nighttime, an essential skill of a warrior. The moon also signals the changing of the months.



Stars and Planets



beaver scouts

Ideas on what to do

Plan

This activity is best done outdoors at night. The Lodges should try to identify shapes in the stars, first to show that they can recognise how they can be linked to each other.

Do

Spend an evening searching the skies for different constellations. Also, the Beaver Scouts should be able to find the North Star with the naked eye. They should know that there are a lot of unidentified stars in the skies and that if they search the skies really hard that they could find one and even get a to name that star.

Review

Your review should try to find a star or maybe each Beavers star sign if possible. Find out what shapes they found and if they can find them again and maybe put a drawing of the stars in their memory bags?

Comments

Invite a local astronomy enthusiast or someone from astronomy Ireland to show beavers a telescope and how it works.





Resources

A Map of the Northern Night Sky. A telescope. Paper and pencils to draw some of the shapes.

What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Game to find NSEW

Do a compass trail

Take part in a group orienteering exercise.

Understand grid references

Make a compass

Organise a short hike for your lodge.

Make Patterns using Compass, pegs and sizal

Make a map of your den or meeting place.



The Compass

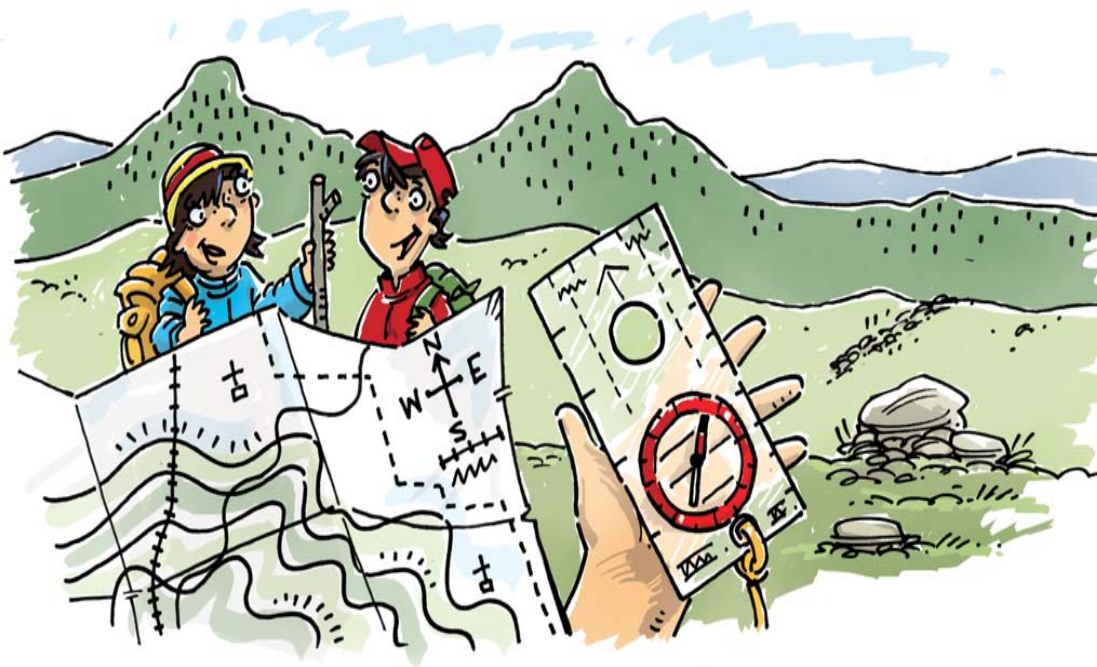


beaver scouts

What's the big idea

This adventure is based on the compass as a means of travelling across open countryside. In real terms a hike of any kind. The compass and the map will be more than likely new tools for Beaver Scouts to learn about so the hike will form the end objective. New skills will need to be learnt at meetings and shorter trip to the local park. Scouts can help to teach this skill and perhaps a cross section activity might be an option.

Being able to travel from the Cannog to discover new lands is a key warrior skill and being able to use the 'magical powers' of the floating needle has been a tradition that has been handed down from elder to young warrior as a means of discovery and survival.



The Compass



beaver scouts

Forces of Nature



Ideas on what to do

Plan

Show each Lodge a compass and give them the responsibility of looking after it for a while. Explain the main parts of the compass and how things can interfere with the needle.

Do

Each Lodge should be told how to find North on the compass and then find South, East and West. When they have gotten used to working with it then play a game like Treasure Hunt where they go from clue to clue and each clue tells them to go North, South, East, West and how many paces to the next location.

Review

Get each Beaver Scout to show what they learnt from the things that they collected and how to use the compass

Comments

Get the Lodges to set their own Treasure trail like the one above





Resources

Compasses

What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Hold a sunrise hike and
renew your promise

Hold an outdoor photo
competition, with no flash

Go Mirror Signalling

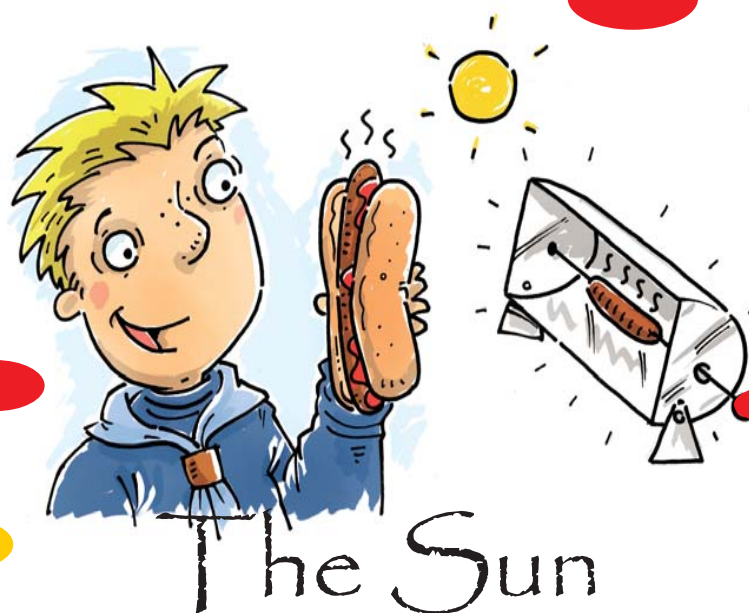
Science : speed of
light investigate.

Explore how plants
need the Sun to grow.

Light a fire using a
magifying glass

Make a solar powered
oven

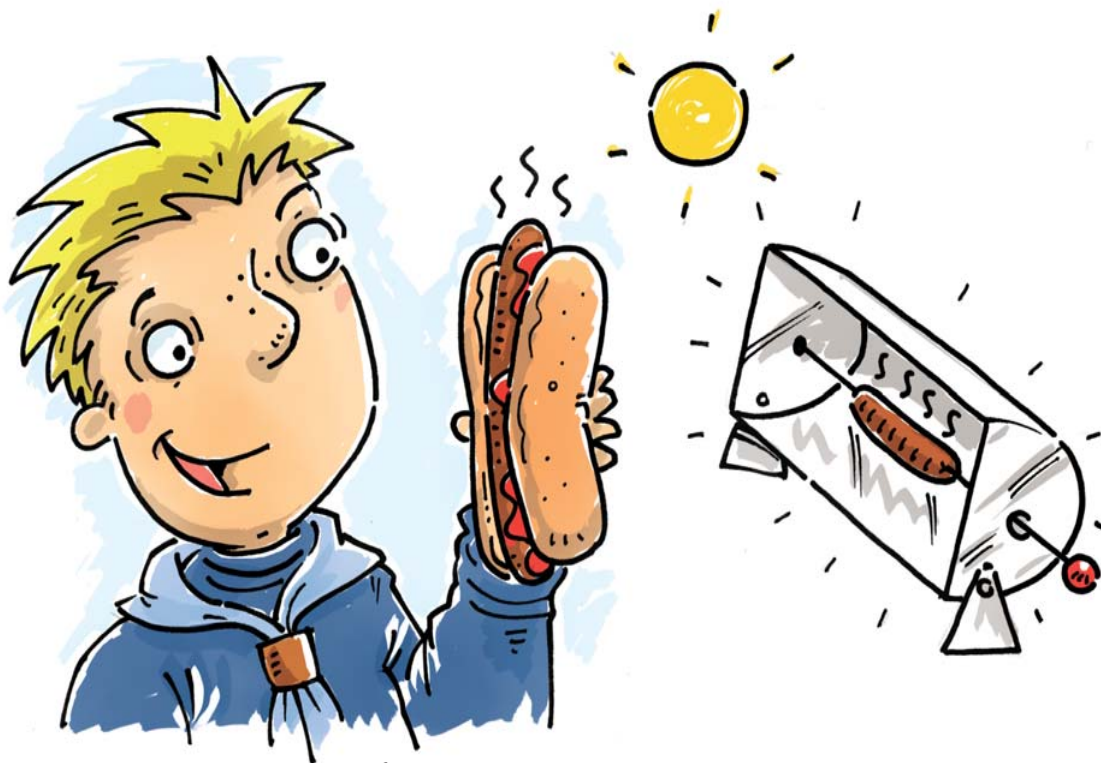
How to protect yourself
from the sun.



What's the big idea

The idea of this adventure is an exploration of the Sun as a Force of Nature. The Beaver Scouts are invited to explore the many possibilities of the use of energy from the Sun in an outdoor context. The collected ideas of the Beaver Scouts can then be moulded into an adventure related to the Sun - perhaps a Sun rise or Sun set hike, solar cookers, sun dials etc.

In the 'Tribe' theme the Sun is always present and the provider of light, heat and the growth of plants. As a 'Tribe' closely connect to nature the Sun has a large place in the life of the tribe. Harvest festivals and the traditions of New Grange (sun light box on the 21 December) and the idea of life and rebirth.



The Sun



beaver scouts

Forces of Nature



Ideas on what to do

Plan

Ask the Lodges about the Sun and how to look after yourself out in the sun. They should know about wearing sun screen and also about dehydration. Also explore how the sun can be used to provide energy of all sorts.

Do

Signalling with mirrors is a fun way of finding people in a wide wooded area.

Lighting a fire from a recycled drink can and a bit of chocolate is a neat trick to show what simple things you can do. Just rub the outside bottom of the tin with the chocolate to make it shine and then use this to focus the sun at a piece of paper

Review

Use shadow puppets to show what they thought of the activity. Beaver Scouts provide the voices to the shadow characters on the screen.

Comments

There are loads of possibilities for sun based activities like sun dial, solar power etc.. It is also possible to use the sun to find direction like marking the tip of a shadow of a stick at two interval points. Joining these marks will give the East West direction. REMEMBER to point the stick at the sun!!





Resources

<http://www.wildwoodsurvival.com/survival/fire/cokeandchocolatebar/>

What's the big idea

Forces of Nature



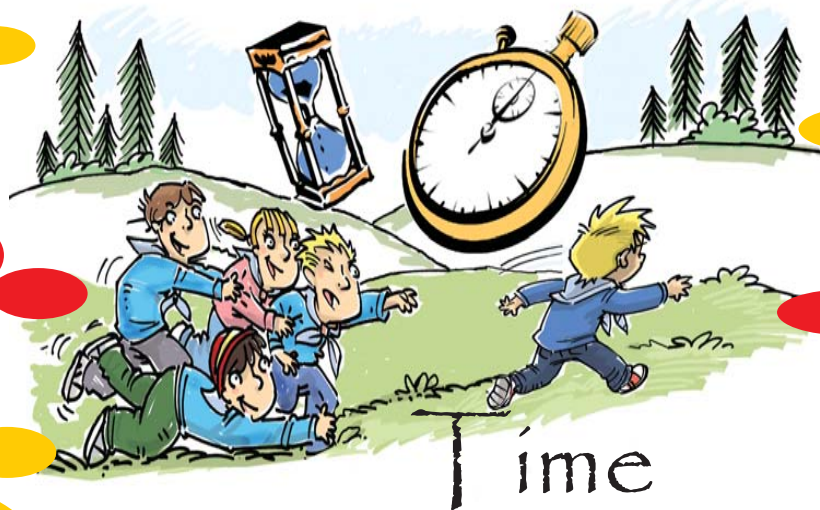
-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Make a sand clock

Make a sundial

Make a "way of life" Clock

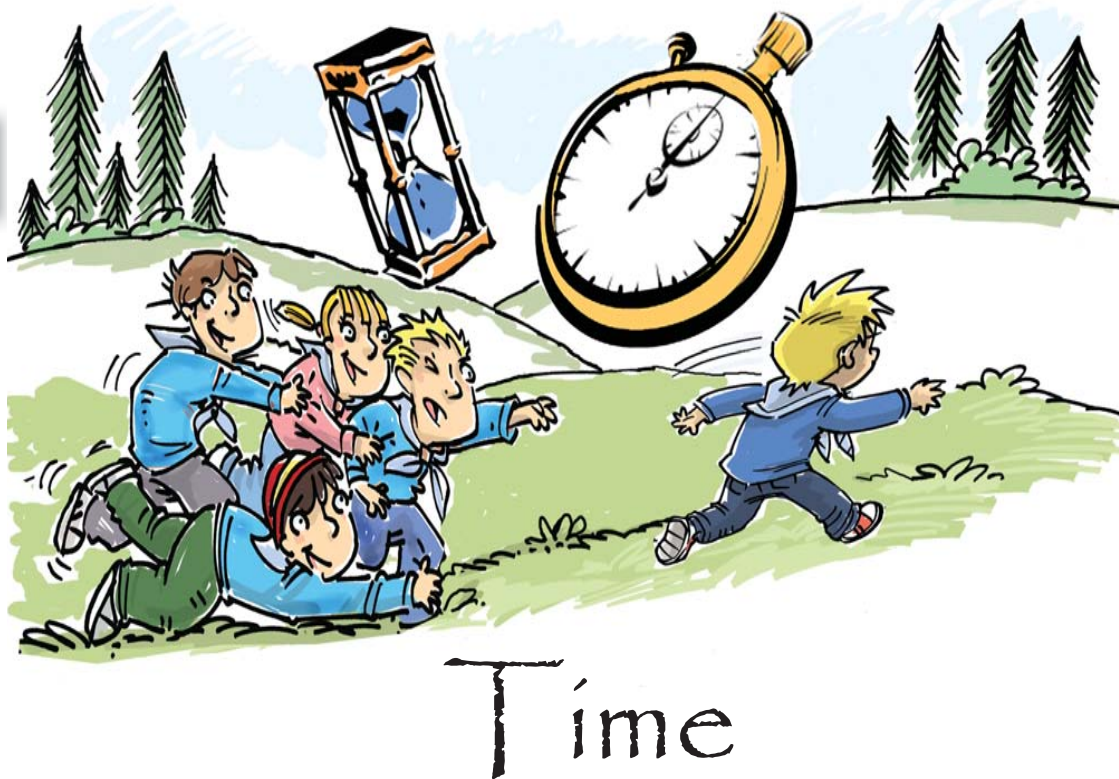
Play the "count a minute" game



What's the big idea

This adventure is all about time - keeping time, speed, organising time, getting things done. Time is a force of Nature, the Sun rises and falls each day. So, there are many possibilities for adventure along these lines - time travel might be one for example. It can be a key theme to establish teamwork and getting things done on time and in an organised way.

From a 'Tribe' Theme point of view it is all about the 'warrior' who can move as fast as the wind or is quick and efficient at getting things done. The 'Tribe' also need to be able to tell the time so sun dials are important as are the moon and the planets.



Forces of Nature



Ideas on what to do

Plan

Chat to the Beaver Scouts about keeping the time. Ask them about what time they do different things and if any of them have a watch.

Do

Get each Lodge to make an hour glass out of plastic bottles and sand. Use a straw surrounded by Play-Doh to join the two bottles together, put the sand in the bottom bottle and join the bottles. Set up a stop watch and check how long it takes for the sand to fall through the hole. Then hold time trails for all sorts of things.

Review

Do a time trial that each Beaver Scout tries to talk for exactly a minute and stops talking when they think a minute is up. They should talk about the recent activity for example.

Comments

Try to make a list of different things that it is possible to set a watch by like the postman or church bells...





Resources

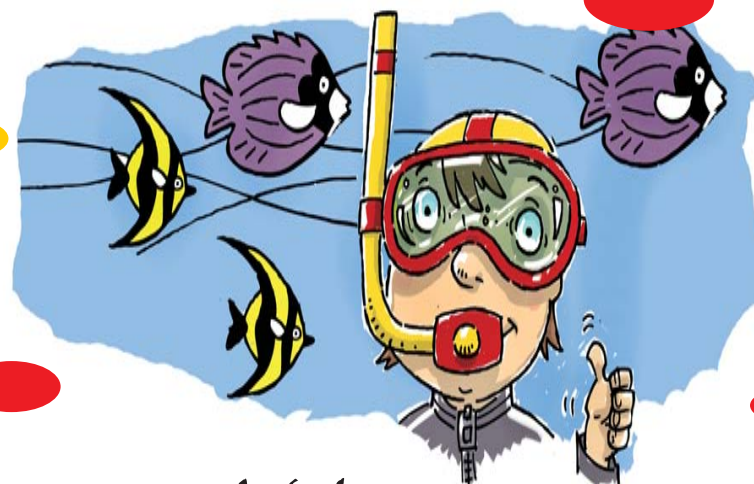
2 plastic bottles. A straw. Any color play-doh you want. Scissors. Sand. Sturdy tape, and any decorations you would want to use.

What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step



Water

Visit a nearby Lake/
river/sea

Game of Ship to
Shore

Visit a Life guard

Go to the seaside

Nature walk near a
stream or river

Make a rain catcher

Go on a boat trip

Make a obstacle course
based around water

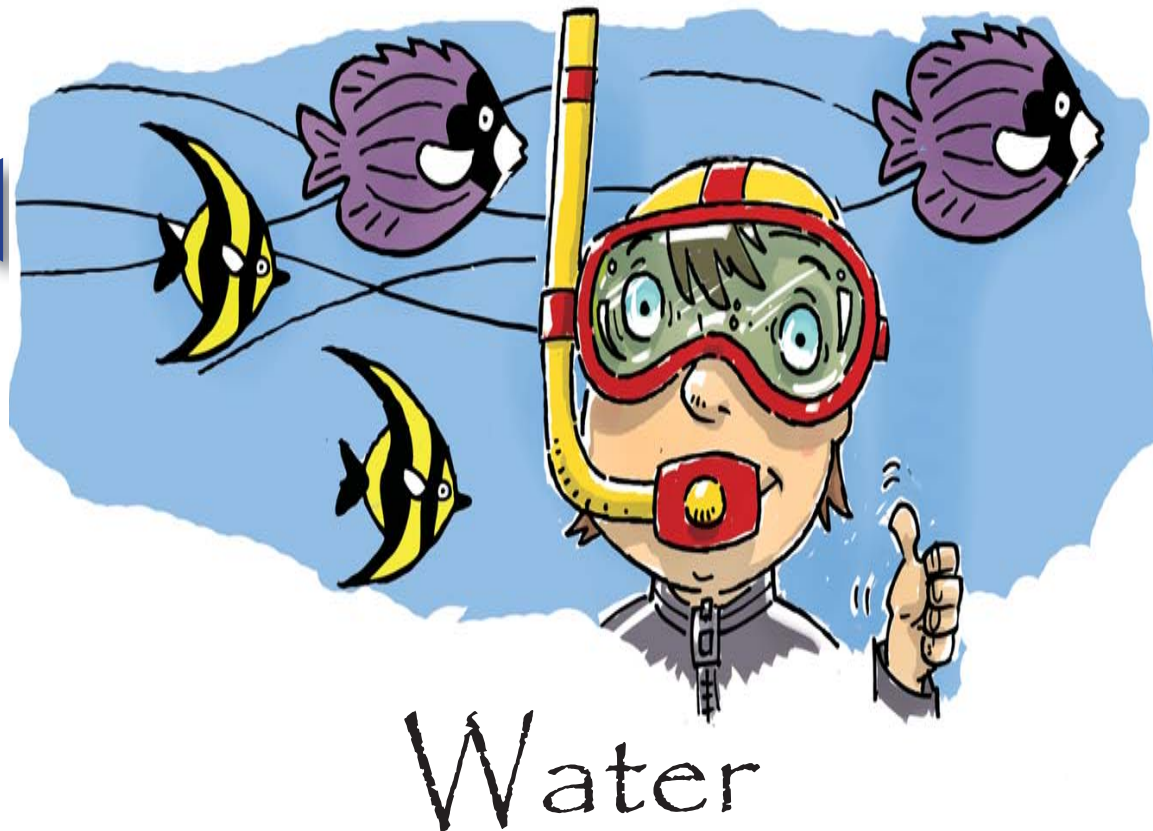


beaver scouts

What's the big idea

This adventure is related to all things water particularly the beach. The adventure can also have a wider span of activities if the Beaver Scouts look beyond the locations of water and look at such things as drinking water, things that float on water, things that live in the water. Of primary concern is the safety aspects associated with water, Beaver Scouts should be encouraged to factor this into their knowledge base.

The Cannog of the 'Tribe' is built in a lake and is as such surrounded by water so water is a key part of the tribes local environment and a vital food source.



Water

Forces of Nature



Ideas on what to do

Plan

Have a chat to a Lodge about where we can get water from and what things we do with water. Try to get the Lodge to name the sources of water in the area and what could harm them.

Do

Visit a nearby river, lake or sea to see what life is around it and what things are harming it. Get the Lodge to make a list of all the things and to go through with them what they could do to stop them.

Review

Get a stick and float it on the water for every idea or thing that the Beaver Scouts found out about water in the activity. They could try floating something natural from their memory bag down the river (remember not to litter though!)

Comments

Do a rain catcher to find out how much rain falls and keep a log of the different days

Resources

Notepad and Pencil. Local map of the area. Sticks