

Tracking Signs for Beaver Scouts

Planning: Log Chew

Can anybody spot this sign on their uniform or around them?

Can the more experienced Beaver Scouts teach the younger Beaver Scouts some simple signs?

Where can we practise our tracking signs when we've all got the basics? Where would have lots of sticks and rocks?

Can the Fox Lodge help?

How can Fionn help us?

He likes to communicate in lots of different ways. For this activity, you don't have to have the loudest voice to communicate the best!

How can Star help us?

She loves working with her Lodge. This activity is perfect for completing in Lodges- the younger Beaver Scouts can learn a lot from the older Beaver Scouts and can put into practice what they've learned!

Practise our tracking signs at a meeting using sticks or rocks in Lodges. Perhaps use a print-out or *The Scouting Trail* as a guide to what different signs mean. Let the older Beaver Scouts test our knowledge.

Can we make a life-size tracking sign out of BEAVER SCOUTS?! Can the other Lodges guess what sign we represent?

On our outing, choose a route to take with our Lodge. Use the buddy system when walking in our Lodges

Lay down the tracking signs with our Lodge. Everyone can have a turn creating a sign!

Swap with another Lodge when finished. We follow the other Lodge's trail and they follow ours.



Building a 6-Week Programme Cycle

Stage 1: Preparing to plan

While it is essential that Beaver Scouts are central to planning their own programme opportunities, it may be important for the Scouter team to meet before the planning session.

Stage 2: Input from Beaver Scouts

Bearing in mind the age of the Beaver Scouts in the Colony, Scouters should aim to facilitate a planning session that:

- is concise and 'snappy'.
- does not involve Beaver Scouts sitting passively for long periods.
- allows ideas to be listened to on a level par with other ideas.
- contains clear goals and some sort of 'end point'.

Stage 3: Putting it all together

It may be the case that a supplementary meeting of Scouters is needed after Beaver Scouts come up with ideas, At this meeting, Scouters can formally formulate the six-week programme cycle.

Where can Beaver Scouts get their ideas from?

Past adventures: Ruarc and Conn Beaver Scouts recall activities they have partaken in from years previous. Example: *Let's go back to the lake in the park where we had our picnic. Maybe we could build mini boats this time.*

Reviews of past activities: Recorded Log Chews should be brought out and recommendations implemented if applicable. Example: *Last time we went hillwalking, we said we wanted to hike in wood so we could build shelters.*

Beaver Scout Adventure book: Beaver Scouts can be inspired by images in their Beaver Scout Adventure book. You might choose to have the whole Colony choose one image or theme from the book. Example: *Wow! Forest Life- Catapults! How can we use our pioneering skills to make our own fun catapults?*

Content of Memory Bags: Beaver Scouts check their memory bag from their most recent adventure which inspires discussion. Example: *I put a bandage in my bag to remind me of the time I took care of my friend when she cut her finger. Can we learn some more emergencies skills soon?*

Building a 6-Week Programme Cycle

This Beaver Scout Colony are having a planning session at their weekly meeting. Annual Camp has been scheduled for five weeks' time. The Beaver Scouts have voted on 'Warrior Training' from the Beaver Scout Adventure. The whole Colony are gathered together as a big Log Chew to plan the next few weeks leading up to camp. The Conn Beaver Scouts are recording the ideas on post it notes and grouping similar ideas together on a big board. Some of the discussions includes:

- Katya wants to do gladiator fighting using giant sticks!
- Mercy and Layla want to make a ballista.
- Darragh challenges everybody to try beat him in an obstacle course.
- Eoin suggests making bow-and-arrow sets. Harry agrees, and asks is there a place for archery on the campsite they will be going to.
- Alex is worried that she doesn't know what to pack for camp as it's her first time.. and she and her friends doesn't know how to pitch a tent!
- Charlie is upset because he really wanted to do 'Making Music'- he loves making instruments out of recycled materials at home.

Week 1 24 th April	Charlie to start SIB on making instruments- making plan with the support of Scouter A. Conns ask other Beaver Scouts what they would like on their ideal obstacle course. Beaver Scouts begin to practise pitching tents- starting indoors and only putting in poles.
Week 2 1 st May	Beaver Scouts brainstorm what they should pack in an overnight bag. Beaver Scouts practise packing bag and 'stuffing' sleeping bag into its sack. Stage 1 Camping - pack own bag.
Week 3 8 th May	Local archery club visiting Beaver Scouts to talk safety and basic skills before camp . Beaver Scouts continuing to practise pitching tents- outdoors this time with pegs.
Week 4 15 th May	Conn Beaver Scouts plan what materials they need to source for building obstacle course Bag check for all those camping- can Beaver Scouts repack bag themselves?
Week 5 22 nd May	Beaver Scouts use pioneering skills making gladiator sticks from bamboo, rubber bands and pillows that they will bring on camp. Beaver Scouts review arrangements for camp.
CAMP 23 rd -25 th May	'Warrior Training', activities include pitching tents, obstacle course, ballista, gladiator fights, archery. Charlie- shows home-made instrument at campfire. Brief review on Sunday morning.
Week 6 29 th May	Full review of camp. Did we do all we planned? What ideas do we have for our camp next year? Planning for next six weeks

Fun and Games with Knots

Planning: Lodge Discussions

With the help of experienced Beaver Scouts- and perhaps a Scouter- we will discuss what knots we know how to do.

When do we use knots? Can anyone tie their own shoes?

Can anyone spot a famous knot in the Den or on our uniform? (Reef knot- on purple World Scout emblem.)

In our Lodges, we will then try our hand at tying a few knots: starting easy with the thumb knot, then progressing to the figure-of-eight knot and the reef knot.

Can the Fox Lodge help?

- . *Spike always tries his best- we should keep trying to learn new knots and should not give up easily, even if it's difficult. It's so rewarding when we stick at something and we eventually get it!*
- . *Star knows that learning can be fun- sometimes we learn best when we don't realise we're learning at all!*

The following activities should be completed outdoors if possible and should reinforce the learning of the Beaver Scouts. If at first you don't succeed, try and try again!

TYING TEAMMATES: Conn Beaver Scouts pair up with Bree or Ruarc Beaver Scouts and take them step-by-step through the knots they find difficult. Hint: some Beaver Scouts find it difficult to identify 'left' or 'right' when tying so put different-coloured tape on either end of the small practice ropes. The blue-taped end can mean left, the red-taped end can mean right!

LIQUORICE LACES: Beaver Scouts have to race in their Lodges to tie some liquorice laces in the knot requested- thumb, figure-of-eight or reef knot. The first Lodge to tie all their knots successfully get to eat the liquorice!

RACING REEFS: Lodges line up against each other. They are each given cut-up rope and must tie continuous reef knots in order to create a long rope and reach the finish line before the other Lodges.

BLINDFOLD BLAST: The Colony is challenged to tie a given knot blindfolded, behind their backs, behind an obstacle... Why not have Beaver Scouts buddy up- one Beaver Scout can put their hands on their hips, with the other sliding their arms through from behind. The first Beaver Scout tells their new 'arms' what knot to tie and so the second Beaver Scout must tie this knot from behind!

Beaver Scout Pizza Pockets

Two Beaver Scouts can mix flour and water to make the dough. Add small drips of water at a time.

Other members of the Lodge can cut up the vegetables and rashers.

Meanwhile, flatten out the dough to make your base.

Spread tomato puree on the base.

Other Beaver Scouts can cook the rashers and vegetables for a few minutes.

Spread the cooked vegetables and rashers on the base.

Fold over and cook in the Trangia.

The cook can turn it over in a few minutes.

Serve up and let all the Lodge share and enjoy.

