

# Fun and Games with Knots

## ***The Activity:***

I can tie three basic knots and put my new skills into practice in fun activities.

## **Beaver Scout Trail**

Bree – I can try my best to learn at least two knots.

Ruarc – I can tie at least two knots, even with my eyes closed!

Conn – I can teach younger members of the Colony how to tie knots I know.

## **Adventure Skills Link**

Pioneering Stage 2- I can tie basic knots I need for pioneering.

## ***Whose talents can help with this activity***

Spike- Show that I always do my best.

Star- Find out how learning can be fun.



# Plan

## **It's knot a bad skill to have!**

The Colony has agreed- we want to learn some knots! Scouts of all ages have enjoyed “getting knotty” ever since the days of Baden-Powell- that’s over 100 years ago. Knowing basic knots and when to use them is a great skill to have in the wilderness!

## **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 perhaps the reef knot.

## **Can the Fox Lodge help?**

How can Spike help us?

*He 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!*

How can Star help us?

*She knows that learning can be fun- sometimes we learn best when we don’t realise we’re learning at all!*

## Do

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!

# Review



**Lodge Discussion and Log Chew: How did the Fox Lodge help us achieve our Beaver Trail badges?**



## Spike

Bree: I tied two different knots.

Ruarc: I tied knots blindfolded and behind my back.

Conn: I helped younger Beaver Scouts learn to tie new knots step-by-step.



## Star

Bree: I had fun learning how to tie two knots.

Ruarc: I had fun putting my knowledge to practice and setting challenges for myself.

Conn: I enjoyed the aspect of guiding younger Beaver Scouts through knot-tying.

# Review- My Very Own Knot!

My own invented knot is called the \_\_\_\_\_ Knot!

Here's what it looks like when finished:

Here are the instructions on how you tie it: