

First Six Weeks Back

This resource aims to equip you, the Beaver Scouter, with a programme to set up your Colony for the new Scouting year. It enables you to introduce your Beaver Scouts to:

- The Fox Lodge and SPICES
- The opening ceremony for Beaver Scouts
- Lodges and Lodge Leaders
- The map, handbook and memory bag
- The creation of a code of conduct
- The process of Plan-Do-Review of their own programme (Log Chews)
- The different stages of the Beaver Scout journey: Bree, Ruarc and Conn

This scheme may take a different format to your usual 6-week cycles; it is intended for the first six weeks of the Scouting year, when some Beaver Scouts may not be familiar with concepts and processes of the journey they are to undertake. An outdoor activity takes place here after Week 5, so that an overview of the review process can be outlined in Week 6.

This is simply a guide to how you might introduce new Beaver Scouts to concepts and terminology. There is certainly scope to make your own adaptations to suit the varying circumstances within your Colony.

It is hoped that this resource aids the Scouter in beginning the new Scouting year with child-centred, SPICES-based, quality programme.

Week 1

Week 1

The first meeting described here introduces the Beaver Scouts to the handbook and the character in the Fox Lodge. It is a general introduction to Beaver Scouts. A lot of the Beaver Scouts will be new- it is a good idea not to overload them with too much information and terminology.

Start off with the opening ceremony for Beaver Scouts- the roll call and Beaver Scout Call. Have an experienced Beaver Scout make the call and have the others in the Colony respond to him or her. The new Beaver Scouts will pick up the call in no time!

You might like to play an introductory game to 'break the ice'- something that includes everyone and is simple to explain.

Next, you may want to gather the Beaver Scouts together. Have the map, handbook and memory bags as props as you explain them.

*The **handbook** inspires us to plan our adventures. We come up with ideas of what we would like to do from looking in the book and talking as a Lodge.*

Week 1

An introduction to the characters of the Fox Lodge should follow. Perhaps have pictures of members of the Fox Lodge as you introduce them.



*This is **Fionn**. He is our Social character, which means he loves to talk, make new friends and have a good time on his adventures. Etc.*

The Beaver Scouts could then break up into their Lodges to informally explore the handbook with their fellow Beaver Scouts and a Scouter. Lodges would usually consist of about 5-8 Beaver Scouts, with a mixture of Bree, Ruarc and Conn. The Lodge members might like to think of ideas about what name to give themselves.

The Lodge would then come up with some ideas as to what to include in a code of conduct, to be finalised in over the next two weeks.

You might like to finish off the meeting with a song, again something simple, such as “This is My Little Scouting Light”, a favourite of Casper’s! Explain to the new Beaver Scouts that they will be starting their journey to investiture and will soon becoming a member of Beaver Scouts and Scouting!

Week 2

The second meeting introduces the cloth map and memory bag, as well as the corresponding SPICES symbols in the handbook.

After the opening ceremony, you may wish to have a game or activity named after one of the SPICES characters. For example, you may wish to play 'Zena's Stuck in the Mud', 'Moon's Chinese Whispers', etc.

The Colony is then split into its Lodges and a Lodge Leader appointed. You may wish to decide how the role of Lodge Leader or roles of responsibility might be rotated for the year.



The Lodge Leader and more experienced Beaver Scouts at each Lodge explains the memory bag and cloth, with help when required from a Scouter.

*The **memory bag** comes with us on our adventure. We can put in things from our adventures that will help us remember what we did. When we return from our adventure, we can empty our bags and talk about what we enjoyed!*

*The **map** charts our adventure throughout Beaver Scouts. There are different parts of the map, depending on the stage of your journey: Bree, Ruarc and Conn. We can mark off the adventures*

Week 2

The Beaver Scouts could then have another look through the handbook, picking out adventures they might like to do during the year. The Scouter can point out the highlighted symbols on the side of each adventure page, and how they correspond to each character in the Fox Lodge.



Why do you think this activity might be suitable for Spike? Etc.

The Lodge may like to settle on a name for themselves.

From the Lodges' suggestions the week before, a list of what may be included in the code of conduct may be compiled by agreement of the whole Colony.

Week 3

The third meeting introduces the concept of Plan-Do-Review for Beaver Scouts, as they brainstorm different activities they can do based off an adventure.

A suggestion for this week is that the group of 'new' Beaver Scouts could give the Beaver Scout Call together at the opening ceremony! You might like to start with an activity that tests the Beaver Scouts' knowledge of the SPICES characters- something similar to 'Ship, Sea, Shore' where Beaver Scouts have to run to the corner of the hall with the picture of the character that was called out by the Scouter or older Beaver Scout.



The Colony would then split up into Lodges, with the handbooks being used for planning the adventure! With agreement of the Colony as a whole, the first adventure can be chosen. The Lodge can then brainstorm what activities they would like to do for this adventure.

What skills are required? Where might we go to practise this? What equipment do we need? Etc.

The format of the brainstorming session can be decided upon locally, bearing in mind the different personalities of the Beaver Scouts. Perhaps quieter Beaver Scout could write down suggestions instead of having to speak aloud. Perhaps there could be a 'speaking object' that is passed around to ensure everyone's opinion is taken on board.

Week 3

While this is being discussed, the Scouter can ask prompting questions about how each of the Fox Lodge members might enjoy this adventure, particularly those that are highlighted at the side of the page. The cloth map and pictures of the Fox Lodge could be used here as a prompt.



The Colony then comes together and, with the help of their Scouters, an outline for the next few weeks is drawn up based on the chosen adventure. The Scouter reminds the Beaver Scouts that the planning part is just one part of the process we use in Scouting. We obviously have to carry out our activity and then review it to see what went well and how we can improve for our next adventure.

The code of conduct agreed the two weeks previous is then signed by all members of the Colony- including by the Scouters!

Week 4

The fourth meeting is where the Beaver Scouts partake in their preparatory work for their adventure! The investiture process may also be discussed.

An older Beaver Scout could call the roll this week, with a Bree Beaver Scout giving the Beaver Scout Call.

This week's opening game may be decided upon by the Lodge Leaders. Again, it should be a game that is easy to follow and includes everyone.



You may wish to split the Colony up into Bree-Ruarc-Conn. The Bree Beaver Scouts would discuss with a Scouter the process required in the lead-up to the investiture. Why do we take a promise and what does it mean, etc. During this time, Ruarc and Conn Beaver Scouts may be preparing an activity for the Colony, or practising their skills needed for their adventure.



Week 4

The Colony then partakes in activities based on their adventure. For example, if the adventure is 'Friends of the Forest', they could be studying animal footprints and learning about local flora and fauna.



If a SPICES objective has been achieved, Beaver Scouts may mark this off on the map.

A discussion may take place around the out-of-doors weekend activity, which in this instance takes place after Week 5. The activity could be a hike, a walk in the park, a backwoods day, etc., all depending on the adventure that was chosen. The Buddy System can be explained.

Discussions about what to pack in your day bag can take place, along with what food would be best to bring. What kind of shoes should we wear? Why is raingear important?

Week 5

During this meeting, the Colony will prepare for its first outdoor adventure and link the intended objectives to the SPICES characters!

The opening ceremony should at this stage be like a familiar routine for the Beaver Scouts, and they should be involved and leading it as much as possible.



The Scouters should highlight the SPICES objectives of the upcoming adventure. It is recommended that around two to four objectives are targeted, to keep focus on the activity. Can the Beaver Scouts get which objectives fit which character?

The opening game might be based off of one of these SPICES objectives in some way.

More preparatory work can be done during this meeting, in preparation for the weekend activity. Can we implement any of the Adventure Skills with this adventure?

Week 5

The Lodge Leaders should be given responsibility to ensure that each of the Beaver Scouts in their Lodge knows what to bring for the activity and that they understand the Buddy System.

Different challenges may be set for Bree, Ruarc and Conn Beaver Scouts.



- Are there aspects of the adventure that the Conn Beaver Scouts can help implement with the Scouters for the other Beaver Scouts?



- Are there roles that Ruarc Beaver Scouts may take up in their Lodges?



- Are there any targets or challenges for the Bree Beaver Scouts to achieve?

Sample bags, food and equipment may be brought up to this meeting- Lodges will have to decide which of the given items of clothing should be worn or packed, and which food would be best to bring. Beaver Scouts should be encouraged to pack their own day bags at home, with help from their parent/ guardian.

Week 6

This meeting, taking place after the weekend activity, allows the Beaver Scouts to review their first outdoor adventure as a Colony. The Beaver Scouts can review the adventure, mark off their SPICES progress on their map, and begin the process of planning their next adventure!

The Beaver Scouts arrive to the meeting with their memory bags, which they may have filled with souvenirs from their weekend activity. They can put these in their Lodge corners, as they partake in the opening ceremony.



You may choose to give some general remarks about how the weekend activity went, what you and the other Scouters liked personally and any learning experience you had.

After the opening game, the Colony may split in order to carry out Log Chews. Here, in Lodges, Beaver Scouts discuss the activity. They can open their memory bags and talk about what they chose to pack.

Week 6

There should be a distinction made in the different learning outcomes for Bree, Ruarc and Conn Beaver Scouts. What did a Ruarc Beaver Scout do that they might not have been able to do when they were a Bree? Etc.

SPICES dots may be marked off on the map, accompanied by discussion.

Did we meet this particular objective? Do you think Star would have enjoyed this activity? What is the biggest thing you learned? What is the part you enjoyed the most? Etc.

You may choose to record responses on what worked well and what could be improved on, along with some photographs, in Lodge scrapbooks. This will allow the Beaver Scouts to remember the activities they have partaken in as the year progresses.

General feedback is given, and then the Colony comes together to offer recommendations or improvements that could be made for the next activity.

The process then starts again, where the Colony agrees on the next adventure based off the handbook, bearing in mind everything learned from the previous one!

Review

Draw a picture a recent activity