



## Beaver Meeting Schedule: Week One

### Theme: Farms

Date: \_\_\_\_\_

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Game: Farm Sounds <i>See detail planning sheet.</i>	
5 mins.	Opening Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
10 mins.	Game	Rubber Boot Relay. <i>See detail planning sheet.</i>	
20 mins.	Theme Activity	Farmer's Hat <i>See detail planning sheet.</i>	
10 mins.	Song/Story	Song: Old McDonald Had a Farm <i>See detail planning sheet.</i>	
10 mins.	Lodge Meeting	Explain farm theme for the month. Beaver talk.	
5 mins.	Spiritual Fellowship	- Recite Law / Promise - Prayer / Talk	
5 mins.	Closing Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	

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## **Beaver Meeting - Detail Planning**

### Theme: Farms

#### **Games**

##### Farm Sounds

- After asking your Beavers to tell you some of their favourite farm animals, form the Beavers into groups of two (*three if there is an unequal number*).
- Assign each group a *farm animal name*; they should practise its call.
- Mix the groups up and spread them around the room.
- Blindfold them and ask them to make their animal's sound while trying to find their partner.
- When the same animals meet, they remove their blindfolds and stand to the side of the room to watch the others.

##### Rubber Boot Relay

- Bring in some large rubber boots and coveralls.
- Form the Beavers into two lines, with the boots and coveralls at one end of the room, and the children at the other.
- On GO, the first Beavers run to the clothes and boots, put them on and run back to the line.
- Once they are there, they then take the clothes and boots off, give them to the next Beaver and go to the end of the line.
- The next Beaver puts on the clothes and boots, runs to the end of the room, takes them off, and runs back to the end of the line.
- The game continues until everyone has dressed up and run.



## **Beaver Meeting - Detail Planning**

### **Theme: Farm**

#### **Crafts**

##### **Farmer's Hat**

- Each Beaver needs a paper bag big enough to fit on his head.
- Form it by grabbing 5cm - 6cm at the bottom of the bag, twisting it into a kind of top-knot, and holding it together with tape.
- Then turn the bag inside out so that the twist is on the inside.
- Cut slits up the edges of the bag to resemble straw, and fold up the bottom to make a brim.
- Wear these hats for the rest of the meeting.



## **Beaver Meeting - Detail Planning**

### **Theme: Farm**

#### **Songs**

##### **Old McDonald Had a Farm**

Old Mcdonald had a farm, E-I-E-I-O!  
And on this farm he had some chicks, E-I-E-I-O!  
With a “chick, chick”, here and a “chick, chick”, there  
Here a “chick”, there a “chick”, everywhere a “chick, chick”, \*  
Old Mcdonald had a farm, E-I-E-I-O!

Old Mcdonald had a farm, E-I-E-I-O!  
And on this farm he had some ducks, E-I-E-I-O!  
With a “quack, quack”, here and a “quack, quack”, there  
Here a “quack”, there a “quack”, everywhere a “quack, quack”, \*  
Old Mcdonald had a farm, E-I-E-I-O!

Old Mcdonald had a farm, E-I-E-I-O!  
And on this farm he had some turkeys, E-I-E-I-O!  
With a “gobble, gobble”, here and a “gobble, gobble”, there  
Here a “gobble”, there a “gobble”, everywhere a “gobble, gobble”, \*  
Old Mcdonald had a farm, E-I-E-I-O!

Old Mcdonald had a farm, E-I-E-I-O!  
And on this farm he had some pigs, E-I-E-I-O!  
With a “oink, oink”, here and a “oink, oink”, there  
Here a “oink”, there a “oink”, everywhere a “oink, oink”, \*  
Old Mcdonald had a farm, E-I-E-I-O!

5<sup>th</sup> Verse: ..... Cows—Moo, moo.  
6<sup>th</sup> Verse: ..... Mules—Hee-haw.  
7<sup>th</sup> Verse: ..... Dogs—Bow-wow.  
8<sup>th</sup> Verse: ..... Cats—Meow, meow.  
9<sup>th</sup> verse: Truck—Rattle, rattle

\* *Repeat third and fourth lines of each verse previously sung.*



## Beaver Meeting Schedule: Week Two

### Theme: Farms

Date: \_\_\_\_\_

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Hawk and Hen Game <i>See Detail Planning Sheet</i>	
5 mins.	Opening Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
10 mins.	Game	Horse Relay <i>See Detail Planning Sheet</i>	
20 mins.	Theme Activity	Donkey Craft	
10 mins.	Song / Story	Story: Mickey the Monkey	
10 mins.	Lodge Meeting	<i>Send home a letter with Beaver about upcoming visit to the Farm / Pioneer Village</i> Beaver Talk	
5 mins.	Spiritual Fellowship	Recite Promise / Law Prayer / Talk	
5 mins.	Closing Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	

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## **Beaver Meeting - Detail Planning**

### **Theme: Farms**

#### **Games**

##### **Hawk and Hen:**

- Choose a Beaver to be “Hawk” and another to be “Hen”.
- All the others are “Chickens” who line up in file behind the “Hen”, each with a hand on the player in front.
- On a signal, “Hawk” begins to chase the “Chickens”, but may only catch the last “Chickens” in line and may not touch “Hen”.
- The “Chickens” must keep their order in line, and “Hen” tries to protect them by holding out and flapping arms, turning and dodging.
- When “Hawk” catches “Chickens” at the end of the line, the “Chickens” becomes “Hawk” and “Hawk” takes “Hen’s” place, shuffling down until all have had a turn being “Hawk” and “Hen”.

##### **Horse Relay:**

- Line up the Beavers in relay formation at one end of the room
- Place a chair for each team at the other end.
- On a signal, players run in turn to the chairs, place their hands on the seat, kick up their legs three times and neigh like a horse.
- Then they run back to tag the next Beaver, until all have had a turn.



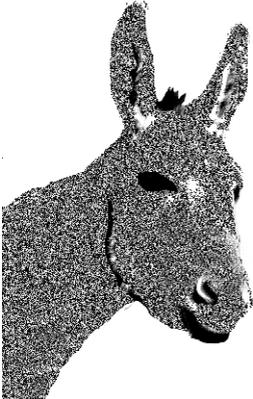
## **Beaver Meeting - Detail Planning**

### Theme: Farms

#### **Crafts**

##### **Donkey:**

##### *Supplies to make a donkey:*

- Toilet roll tubes
  - Toothpicks (strong ones)
  - Half corks
  - Wool strands
  - Scissors
  - Glue
  - Construction paper
  - Paint or crayons
  - Pattern of a donkey's head and neck to cut out.
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- Ask the Beavers to colour or paint the tube brown or grey.
  - Cut a slit at one end for the cutout donkey head and neck to slide into.
  - Glue the wool to make a mane and tail.
  - Poke one end of the toothpicks into the tube to make legs
  - Poke the other end into the half corks for feet.



## **Beaver Meeting - Detail Planning**

### Theme: Farms

#### Stories

##### Mickey the Monkey:

- Organize the colony into 6 groups.
- Give each group one of the following animal roles;
- whenever a group hears its animal it must make the appropriate sound.

**Mickey the Monkey:** *EEK, eek, eek!*

**Cow:** *Moo!*

**Horse:** *Neigh!*

**Dog:** *Bow-wow!*

**Cat:** *Meeoow!*

**Chickens:** *Cluck, cluck, cluck!*

**Animals:** *All make their own sounds together*

*Mickey the Monkey* was always getting into trouble. And no wonder. He was always up to some naughty monkey trick. *Mickey the Monkey* lived on a farm. All the other *animals* were always cross with him because he did such naughty things.

One day *Mickey the Monkey* was in the big feeding shed where Mr. Giles, the farmer, was busy putting out food for the *animals*.

“Now,” said Mr. Giles to his wife, Mrs. Giles, “*Today I have to go out. I won’t be back in time to feed the animals. Will you feed them for me? Everything’s ready so you won’t have to do anything except give the right food to the right animal at five o’clock.*”

“Of course I’ll feed them,” replied Mrs. Giles. “*I’ll just have to watch that Mickey the Monkey doesn’t get up to his usual tricks.*”

*Mickey the Monkey* heard this conversation, and thought that he would like to help feed the *animals*. After all, Mrs. Giles was very busy, and he was sure she would be glad to have his help. So when it was nearly five o’clock, *Mickey the Monkey* put back the hands of the big clock so that Mrs. Giles thought that it was only four o’clock.



## Stories *(Mickey the Monkey continued)*

Then *Mickey the Monkey* ran to the big feeding shed to feed the animals.

He gave a big bowl of bones to the *cow*.

*She didn't like that at all.*

He gave a bowl of fish to the *horse*.

*He didn't like that at all.*

He gave a bowl of corn to the *dog*.

*He didn't like that at all.*

He gave a bunch of bananas to the *chickens*.

*They didn't like that at all.*

He gave a bowl of cow cake to the *cat*.

*She didn't like that at all.*

At six o'clock when Mrs. Giles came out to feed the *animals* (she thought it was only five o'clock), she heard a dreadful noise in the farmyard. The *cow* was mooing because she didn't like the *dog's* bones. The *horse* was neighing because he didn't like the *cat's* food. The *dog* was barking because he didn't like the *chickens'* food. The *cat* was mewling because she didn't like the *cow's* food. And the *chickens* were clucking and squawking because they didn't like bananas at all.

When Mrs. Giles saw the bananas, she knew what had happened. So she smiled to herself and found the only food that was left. It was a big bundle of hay that was really the *horse's* dinner and she gave it to *Mickey the Monkey*. Poor *Mickey the Monkey* didn't like that at all. He began to cry.

*"See what you do when you muddle up the food,"* said Mrs. Giles.

Poor *Mickey the Monkey* didn't get any supper that night, and he never played that trick again.

But he still plays other naughty tricks.

He can't really help it, because all monkeys get up to monkey tricks, don't they?



## Beaver Meeting Schedule: Week Three

### Theme: Farms

Date: \_\_\_\_\_

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Oats, Beans and Barley (Action Song) <i>See Detail Planning Sheet</i>	
5 mins.	Opening Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
10 mins.	Game	Rain Making <i>See Detail Planning Sheet</i>	
20 mins.	Theme Activity	Scarecrow Craft <i>See Detail Planning Sheet</i>	
10 mins.	Story	Story: The Little Red Hen <i>See Detail Planning Sheet</i>	
10 mins.	Lodge Meeting	Reminder of trip to the Farm / Pioneer Village next week.	
5 mins.	Spiritual Fellowship	Recite Promise / Law Prayer / Talk	
5 mins.	Closing Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	

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## **Beaver Meeting - Detail Planning**

### Theme: Farms

#### **Songs**

##### Oats, Beans and Barley

*This is an old English Chanting song.*

- Form a large circle and join hands.
- One Beaver stands in the middle as the Farmer.

*All Chant:*

Oats and beans and barley grow,

In fields and rows,

In fields and rows.

And this is the way the Farmer sows:

He stamps his foot (*all stamp foot*)

He claps his hands (*all clap hands*)

And turns around and views the land (*all turn around*)

Waiting for a partner.

Waiting for a partner (*all fold arms and stand still*)

- At this point, the Farmer chooses a partner and the two hold hands.
- Beavers repeat the chant until all have been chosen and stand with hands linked in a new circle.



## Beaver Meeting - Detail Planning

### Theme: Farms

#### Games

##### Rain Making:

Sit your Beavers in a circle.

Practise the various rain sounds before doing the chant.

If you wish, before starting this game, discuss the importance of rain for both farmers and other people.

- Leaves rustle before the rain starts  
*(Rub thumbs against your first two fingers to make a rustling sound)*
- The first raindrops start to patter down  
*(Slowly rub together the palms of your hands)*
- The rain is falling down hard and fast now  
*(Cross your arms and rub your hands up and down your arms as if you are very cold)*
- The rain drops are getting bigger  
*(Pat your knees with your hands as fast as you can)*
- Here comes the downpour!  
*(Tap your feet on the floor quickly and lightly)*

When the shower has reached full force, reverse the order of the actions until the rain stops.



# Beaver Meeting - Detail Planning

## Theme: Farms

### Crafts

#### Scarecrow

##### *Supplies:*

- Construction paper
- Scissors
- Glue
- Wool
- Magic Markers
- Straw / dry grasses.

##### *Directions:*

- Ask your Beavers to cut out a headless, handless, footless body shape for the scarecrow from the construction paper.
- Glue the straw or grass to the bottom of the shape for legs and at the sides for arms.
- From different coloured paper, cut out a head, and cut out one hat; glue hat on to head, and head on to the body.
- Make patches using the markers, or cut out small pieces of paper. Glue on to scarecrow.
- Decorate the face using the magic markers.

### Story

#### The Little Red Hen

This is a familiar children's story. It fits in nicely with the farm theme and discusses sharing, and the consequences if you don't.

You should be able to find it at any library or bookstore.





## Beaver Meeting Schedule: Week Four

### Theme: Farms

Date: \_\_\_\_\_

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Gather and travel to a farm	
35 mins.	Theme Activity	<ul style="list-style-type: none"><li>• Visit the Barns</li><li>• Visit the Animals</li><li>• Play in the Hay</li><li>• Hay Wagon Ride</li><li>• Song: The Farm Song</li></ul> <i>See Detail Planning Sheet</i>	
10 mins.		Snack and Drink	
10 mins.		“Thanks” to the hosts of the farm for the visit.	
5 mins.	Spiritual Fellowship	- Recite Law / Promise - Prayer / Talk	
5 mins.	Closing Ceremony	<i>Details can be found in the Beaver Leader’s Handbook</i>	
15 mins.	Leader Discussion Time	Review meeting and discuss next week’s plans	

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## **Beaver Meeting - Detail Planning**

### Theme: Farms

#### **Song**

##### The Farm Song

Baa, Baa, Black Sheep, have you any wool?  
Yes sir, yes sir, three bags full;  
One for your sweater, and one for your rug,  
And one for a blanket to keep you warm and snug.  
*(Repeat first two lines)*

Cluck, cluck, Red Hen, have you any eggs?  
Yes sir, yes sir, as many as your legs.  
One for your breakfast, and one for your lunch,  
Come back tomorrow, I'll have another bunch. *(etc.)*

Moo, moo, Brown Cow, have you any milk for me?  
Yes sir, yes sir, as tasty as can be.  
Churn it into butter, make it into cheese,  
Freeze it into ice cream, or drink it as you please. *(etc.)*

Buzz, buzz, Busy Bee, is your honey sweet?  
Yes sir, yes sir, sweet enough to eat.  
Honey on your muffin, honey on your cake,  
Honey by the spoonful, as much as I can make. *(etc.)*