



Beaver Meeting Schedule: Week One

Theme: Trees and Nature

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Tic Tac's Winter Supply <i>See Detail Planning Sheet</i>	
5 mins.	Opening Ceremony	<i>Details can be found in the Beaver Leader's Handbook</i>	
20 mins.	Game	Collect the Pennies <i>See Detail Planning Sheet</i>	
30 mins.	Theme Activity	Make Finger Puppets	
10 mins.	Song	Found a Peanut	
10 mins.	Lodge Meeting	Beaver Talk / Reminders	
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	

Meeting
Notes:



Beaver Meeting - Detail Planning

Theme: Trees and Nature

Gathering Activity

Tic Tac's Winter Supply

- Before the Beavers arrive, hide pennies in the shells around the pond.
- Explain how squirrels hide their winter supply of pennies all over the forest.
- Let your Beavers search for the pennies and bring them one at a time to their lodge, just the way squirrels have to carry their pennies!
- Save the pennies for the next game, or give the children one "Goldfish" Cracker for each penny and let them eat them.

Collect the Pennies

- Divide the Beavers into two lines.
- In front of each Beaver place a penny in the shell.
- The "Collector" has a box or tin to put the pennies into, and stands at the end of the line.
- The first player picks up the nut in front of him and gives it to the person behind him.
- The second player takes the nut from the first player, picks up the nut in front of him and passes both to the third player.
- The third player takes both pennies from the second player, picks up his own nut, and gives all three to the fourth.
- Play continues all the way down the line, until the last person gives all the pennies to the "Collector".
- The "Collector" goes to the front of the line and gives all the pennies to the first player. The first player takes one penny, hands the rest of them to the second player and puts his on the floor in front of him.
- The pennies pass back down the line until everyone has a nut in front of him once more.
- What now? Trade the pennies for food, or candy, and eat!



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Crafts

Finger Puppets

- To prepare for this craft, obtain plastic spoons or popsicle sticks – one per Beaver.
- Have extra spoons available in case of breakage.
- Provide the Beavers with permanent markers, yarn for hair, scissors, and a glue-gun*to be operated by an adult only.
- Draw faces on the upper part of the spoons and glue on the hair
*(*This will be done by an adult with the glue-gun)*
- Attach spoons to fingers with masking tape.
- Let the Beavers make up stories for their puppets.

Songs

Found a Peanut

Found a peanut; Found a peanut; Found a peanut last night,
Last night I found a peanut, found a peanut, last night.

Cracked it open, cracked it open, cracked it open last night,
Last night I cracked it open, cracked it open last night.

Substitutions for “Found a Peanut”...

- It was rotten....
- Ate it anyway...
- Got a tummy ache...
- Called the doctor...
- Took some medicine...
- Got all better...



Beaver Meeting Schedule: Week Two

Theme: Trees and Nature

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Apple Race <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	Apple Bobbing <i>See Detail Planning Sheet</i>	
20 mins.	Theme Activity	– Wormy Apple Craft <i>See Detail Planning Sheet</i> – After the craft, Beavers can eat the apples from the game	
10 mins	Song/Story	Story: Johnny Appleseed Song: Johnny had an Apple Pie	
10 mins.	Lodge Meeting	Beaver Talk / Reminders	
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: Trees and Nature

Gathering Activity

Apple Race

- Give each Beaver an apple
- Balancing it on their heads, the Beavers must walk to a line, turn around and walk back
- If the apple falls off, the player must go back to the starting line and begin again

Note: By the time the game finishes, the apples will probably be quite bruised.

Game

Apple Bobbing

- Have an apple for each Beaver
- Tie strings to the apple stems and hang them from a bar
- Beavers must keep their hands behind their backs during this game. Because they are blindfolded, another Beaver must direct them to the hanging apples
- The Beaver must bite the apple before the leader removes the blindfold
- Afterwards, the child can eat the apple if they like.



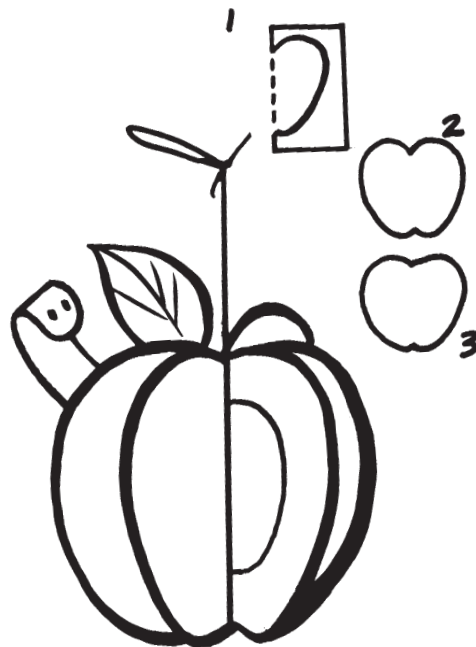
Beaver Meeting - Detail Planning

Theme: Trees and Nature

Crafts

Wormy Apple Craft

- Cut three apple shapes from folded red construction paper using a pattern, as shown below.
- Place the three apple shapes, one on top of each other, and staple together on the fold line (*get a leader or Keeko to do the stapling*).
- Make the apple three dimensional by spreading the layers apart.
- Cut a stalk and leaf from green construction paper and glue to the top of the apple.
- Cut a small narrow strip of brown paper.
- Curl one end around a pencil in one direction and the other end in the opposite direction.
- Draw on eyes and glue the worm sticking out of the apple.





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Recommended Story

Johnny Appleseed

This is a true story about a man named John Chapman.

He liked the sun, animals and being outside. When he grew up, he decided to live outdoors and do something nice for other people.

He began walking through the fields and forest and over the mountains. He wore a pan on his head. As he walked, he talked to the animals of the forest. He also threw apple seeds everywhere he walked. He hoped to toss enough seeds that apple trees would sprout up, so people would enjoy apples everywhere.

As a result, people began to call him “Johnny Appleseed”, a name he kept for the rest of his life.

Song

Johnny Had An Apple Pie

(Tune: The More We Get Together)

Johnny had an apple pie,
An apple pie, an apple pie,
Johnny had an apple pie,
With a green worm on top.

Chorus:

A fuzzy worm, a wuzzy worm,
A great, big, fat, juicy worm.
Oh, Johnny had an apple pie
With a green worm on top.



Beaver Meeting Schedule: Week Three

Theme: Trees and Nature

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Spool Spiders <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	Falling Leaves Game <i>See Detail Planning Sheet</i>	
30 mins.	Theme Activity	- Kim's Game with wood and leaves <i>See Detail Planning Sheet</i> - After the craft, Beavers can eat the apples from the game	
10 mins	Song	Itsy, Bitsy, Spider	
10 mins.	Lodge Meeting	Reminder of trip to the Lumber Store next meeting	
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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Game

Spool Spiders

Each Beaver will need:

- Empty thread spool (1)
- Black pipe cleaners (8)
- String.

Directions:

- Pull the pipe cleaners through the hole in the spool.
- Leave the longer length of pipe cleaners on the bottom for legs while bending them over at the top to hold the pipe cleaners in place.
- Attach a string.
- Add eyes with a black magic marker.

Falling Leaves

- Beanbags are the “leaves” for this falling leaf catch game.
- Ask the Beavers to spread out in the playing area.
- Start them throwing and catching beanbags by tossing three or more beanbags to various children.
- Like trees, the Beavers must stay “rooted” to the spot as they try to catch the beanbags. When all the beanbag “leaves” have fallen, gather them up and play again.



Beaver Meeting - Detail Planning

Theme: Trees and Nature

Game

Kim's Game

Many versions of this game exist, but for the purpose of this nature theme, try these two suggestions:

1:

Place a variety of wooden objects in a box, for example:

- Wooden match
- Rolling pin
- Wooden spoon
- Toothpick
- Pencil
- Craft stick.

NEXT..

- Sit the Beavers in a circle and pass the box around behind their backs, letting them feel the objects inside.
- Next, ask each child to name one object they remember.
- As they name it, take it out of the box, until the box is empty.

2:

Spread out a variety of natural objects, for the Beavers to look at, for example:

- Pine cones
- Pine needles
- Different leaves
- Birch bark
- Stone
- Shell
- Apple
- Nuts.

NEXT..

- After a period of time, tell them to cover their eyes while a leader takes away one object.
- Ask the children what is missing.
- For older Beavers, provide leaf identification charts and see if they can identify various leaves.



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Songs

Itsy, Bitsy Spider

The itsy, bitsy spider went up the water spout,
Down came the rain and washed the spider out.
Out comes the sun and dries up all the rain,
And the itsy, bitsy spider went up the spout again.



Beaver Meeting Schedule: Week Four

Theme: Trees and Nature

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity	Meet at the Lumber Store	
35 mins.	Theme Activity	Tour of the Lumber Store	
10 mins	Snack and Drink		
10 mins.	Lodge Meeting	“Thanks” for the Tour	
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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