



Beaver Meeting Schedule – Week ____

Theme: Registration Night

Time	Activity	Program Details	Leader Responsible
6:30	Opening		
6:40	Parent's Meeting/ Beaver's Meeting		
7:15	Refreshments/ Registration		
7:30	Closing	Details can be found in the <i>Beaver Leader's Handbook</i>	

Meeting Notes: _____

Beaver Meeting – Detail Planning

Opening

A member of the leadership team or group committee welcomes children and parents; this person informs the gathering that there will be a double agenda: games for children, and an information session for parents, followed by refreshments.

Parent’s Meeting

A leader or group committee person introduces the leadership team and provides basic information about the Beaver program. Hand out an information sheet containing:

- Leaders’ names, addresses and phone numbers; meeting place and time;
- Description of Beaver uniforms and where to buy (if group has its own scarf, parents do not have to buy it);
- Fees (weekly dues, yearly membership, special events);
- Expected parental involvement in Colony operation and discipline.

A leader can then explain the process of how a child joins the Colony, the investiture ceremony, tail groups and terminology. Refer parents to the Scouts Canada web site where they can find the Colony program standards if they are interested. Answer the questions parents may have at this time.

Beaver’s Meeting

The rest of the leadership team introduces the children to one another and answers any questions they might have. Give a short explanation of the program and describe simple rules of order. Find out what things your Beavers like to do, and use this for program theme building. Spend time playing games like **Beaver Pond**, **Password**, **Name Ball** or **Beaver Ball**. Take time to build a simple craft so your Beavers can take something home.

Sing a song or two to vary the pace of activities. Songs the children may know might include “**B-I-N-G-O**”, or “**If You’re Happy and You Know It**”.

Refreshments/ Registration

When their meeting ends, have parents rejoin children in the large meeting room for refreshments. Leaders and group committee members may circulate, meet all parents and answer further questions. A group committee member or a leader can register the children by completing the registration forms. Always give receipts. Physical Fitness Certificates should be completed and returned by parents to complete the registration process.

Closing

A leader closes the meeting with words of appreciation for those who came, give announcements about the next meeting, and says “Goodnight and busy building tomorrow.”

Games

Beaver Pond 1

Print four large signs reading “Dam”, “Lodge”, “Cottage” and “Woods” and tape them to the walls of the pond – one on each wall. When a leader calls out one of the names, your Beavers run to the corresponding wall. When the leader calls “Pond!”, everyone dives into the centre of the room (pond). The last Beaver down becomes the caller for the next round.

Beaver Pond 2

Beavers sit in the middle of the room and imagine that they’re in a big lodge. The leader yells out, “There’s a leak in the front of the lodge!”; Beavers then race to the front of the room to fix the leak by pretending to hammer something over it. The leader then may yell, “There’s leak in the back of the lodge!” and the action continues with the location of the leak changing each time. This is a good game if your Beavers need to run off some energy.

Password

The Beavers sit in a circle. The first child whispers a sentence to the Beaver sitting beside him or her (for example, “It’s a nice day if it doesn’t rain”). The second Beaver passes the message on to the next Beaver, and so on around the circle. The fun comes when the last child in the circle repeats out loud the message heard.

Name Ball

Through this simple game, Beavers can learn the names of all the children around the group. Give one child a ball, and tell players to form a circle. The Beaver with the ball calls out another child’s name, and gently throws the ball to him or her. When the child catches it, he or she calls out another name, and the game continues. Once things are going smoothly, add another ball or two for greater excitement.

Beaver Ball

This circular form of dodge ball involves continuous play; no player is knocked out of the game. Beavers form a circle with one lodge or tail group in the centre. Those in the circle throw a soft volleyball to try to hit the Beavers inside, but only below the waist. When hit, a Beaver in the centre exchanges places in the circle of throwers with the Beaver who threw the ball.

Songs

B-I-N-G-O

Farmer Brown had a dog
and BINGO was his name (Repeat)
B-I-N-G-O, B-I-N-G-O, B-I-N-G-O
and Bingo was his name,
B-I-N-G-clap, B-I-N-G-clap, B-I-N-G-clap
and BINGO was his name.

(Repeat each time replacing one letter with a clap).

If You're Happy and You Know It

If you're happy and you know it,
Clap your hands (x2).
If you're happy and you know it,
Then your face has got to show it,
If you're happy and you know it,
Clap your hands.

If you're happy and you know it,
blink your eyes...

If you're happy and you know it,
stamp your feet...

If you're happy and you know it,
wiggle your arms...

If you're happy and you know it,
shout hooray...

If you're happy and you know it,
do all five...