



Beaver Meeting Schedule – Week ____

Theme: Bring a Friend

Time	Activity	Program Details	Leader Responsible
10 mins	Gathering Activity	Beaver Ball	
5 mins	Opening Ceremony	<i>The Beaver Leader's Handbook</i>	
10 mins	Game	Hug Tag	
10 mins	Game	Beaver Pond 1	
10mins	Song	I Like Bananas and B-I-N-G-O	
10 mins	Game	Octopus	
10 min	Skill Activity	Simple Kazoo Play songs again.	
15 mins	Pack Meeting	Snack Time Juice and cookies	
10 mins	Game	Lap Sit	
5 mins	Song/Kims Game	Sharp Eyed Beavers	
5 mins	Closing	<i>The Beaver Leader's Handbook</i>	
15 mins	Leaders Discussion		

- Notes: 1. Be sure to end the night with an invitation for the friends to join the Colony again next week.
2. Be sure to have registration forms on hand.

Meeting Notes: _____

Beaver Meeting – Detail Planning

Introduction

The national *Bring a Friend* campaign in January, February and March, celebrates Scouting and introduces our programs to more youth across Canada. We all believe in the values that Scouting's programs teach and the opportunities for youth to learn new, exciting things and make new friends!

We need your help to make *Bring a Friend* a success and bring the benefits of the Scouting adventure to more Canadian youth.

Visit the site: <http://www.scouts.ca/dnn/MediaCentre/CanadianEvents/BringaFriend/tabid/324/Default.aspx>

Be sure to greet each Beaver and their friend as soon as they arrive, introducing all Leaders to the friend. Point out any rules to the friend (ie. don't leave gym without permission) without making them sound like orders.

Get them involved right away.

Games

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.

Hug Tag

This friendly form of tag is a good “icebreaker”. The only way a player can be safe from the tagger is to hug someone; it’s not surprising to see a few giant hugs as the game proceeds.

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.

Songs

I Like Bananas

I like bananas, monkey nuts and grapes,
I like bananas, monkey nuts and grapes,
I like bananas, monkey nuts and grapes,
That’s why they call me “Tarzan of the Apes”.

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).

Games

Octopus

Start with an “octopus” of one or two people. Explain to the Beavers that an octopus is on the loose. If the octopus tags you, you become part of it (hold onto its hands). The octopus gets bigger and bigger as Beavers are tagged until the last child is tagged and everyone enjoys being part of a now gigantic octopus.

Lap Sit

Here’s a great way to get a large group cooperating in a fun way. Beavers and adults form a tight shoulder-to-shoulder circle. When everyone is ready, ask all players to face either left or right. Then, they slowly and simultaneously try to sit on the knees of the person behind them. It doesn’t matter if they do it successfully or not because it’s the trying that produces the giggles. If they’re successful, everyone tries to waddle forward.

Skill Activity

Simple Kazoo

Here’s something for musical Beavers. This simple craft adds new dimensions to your favourite songs. You need toilet or wax paper tubes, squares of waxed paper, rubber bands and a pencil. With a rubber band, secure a square of waxed paper over one end of your tube. Use a sharp pencil to poke a small hole into the tube, about 2cm from the covered end. Hold the open end up to your mouth and hum your favourite tune.

Story

Kims Game – Sharp Eyed Beavers

[several items and a bag that relate to the story]

Everyone sits on the floor while the Leader tells a story. As the Leader tells the story they produce the items that they are talking about. They toss these items to another Leader who is on the other side of the Beavers. They then place the items into a bag. The Beavers then have to name the items in the bag.