

THEME: Fireworks at Guy Fawkes Night

Outline

This programme allows Beaver Scouts to think about the exciting spectacle of a firework display but also the dangers associated with careless handling. It introduces them to the concept of what to do in an emergency and there are opportunities to meet some of the requirements for the FRIENDSHIP CHALLENGE and could be used as a link to further develop areas of home, road and water safety, as detailed in the Safety Activity Badge.

Programme zone: Fitness		
Time (mins)	Activity	Equipment
5	Register, Opening Ceremony, Introduction	
5	GAME: Fireworks <ul style="list-style-type: none"> ○ Read 'Bonfire Night' by Irene Yates to set the scene! ○ Explain various actions for each type of firework, then call out at random. Colony acts out different 'fireworks'. ○ Catherine Wheel (spin round), Rocket (run fast), Jumping Jenny (jump around), Whizzer (make a 'wheeee' noise), Sparkler (blink eyes and wave hands very fast). 	Poem None
5	GAME: Burnt Fingers <ul style="list-style-type: none"> ○ The Colony stands in a circle and passes the firework round while music plays. ○ Why not use some classical music – 'Music for the Royal Fireworks' by Handel!! ○ When the music stops the Beaver Scout holding the firework has been injured and lies flat on the floor. ○ Continue until only 1 Beaver Scout is left standing. 	Pretend firework made from kitchen roll, crepe paper Music
10	ACTIVITY: Emergency 999 <ul style="list-style-type: none"> ○ Explain to Colony what to do in an emergency, including calling 999 ○ NB Emphasise that this is not a game and consider the kind of situations where the Emergency Services should be called. 	
10	CRAFT: Firework Display <ul style="list-style-type: none"> ○ Get the Colony to let their imagination run riot and create a colourful firework display. ○ Ideas from Usborne - I Can Cut & Stick ISBN 0-7460-2803-2 	Card, tubes, sparkly paper, glitter Craft equipment
5	STORY: Guy Fawkes & The Gunpowder Plot <ul style="list-style-type: none"> ○ Visit www.berr.gov.uk/fireworks/resources.htm for a short story about Guy Fawkes and other firework safety advice contained in Fireworks Be Safe Not Sorry Key Stage 1 Schools Resource Pack. ○ www.rospa.com also has advice on firework safety. 	story
5	GAME: Rocket Race <ul style="list-style-type: none"> ○ Divide the Colony into teams. The Beaver Scout at the front is given a pretend rocket. ○ On 'go' they pass the rocket back along the team line alternately passing - over the head, under the legs, over the head and so on ○ When it reaches the last Beaver they run to the front of the team and continue under, over. Continue until the whole team has been to the front once! 	Pretend rocket made from card tube

10	ACTIVITY: Colony Prayer Bonfire <ul style="list-style-type: none"> ○ Beaver Scouts draw round both their hands on flame coloured paper and cut out, glue them together in a 'praying hands' format. ○ They then write a short prayer on the hands ○ Stick the flame hands onto black paper and decorate with shiny stars. 	Red, orange, yellow paper, pencils Scissors, glue Large sheet black paper, shiny stars
5	Closing, Home	

Other ideas: Visit a local Fire Station or arrange a visit from a member of the Fire Service to your Colony meeting place.

BONFIRE NIGHT

In the night-time darkness,
In the night-time cold,
Did you spot a Catherine wheel
Raining showers of gold?
Did you watch a rocket
Go zoom into the sky?
And hear a bonfire crackle
As the sparks lit up the guy?
In the night-time darkness,
In the night-time cold,
Did you clutch a sparkler
As it scattered stars of gold?

Irene Yates