

THEME: Baby Animals

Outline

This programme introduces Beaver Scouts to the natural world allowing them to meet some requirements of the Animal Friend Activity Badge and the Creative Activity Badge through learning to create origami shapes. There are also opportunities to complete activities from the OUTDOOR CHALLENGE by following an outdoor animal footprints trail as part of the evening's programme or the FRIENDSHIP CHALLENGE through the requirements of 'meeting other people' - invite a representative from an animal sanctuary to talk to the Colony and raise funds for this worthy cause – 'caring for others'. Alternatively invite a local vet along to advise the children on looking after young animals and pets in general.

Programme zone: Creative		
Time (mins)	Activity	Equipment
5	Register, Opening Ceremony, Introduction	
10	<p>GAME: Animal Families</p> <ul style="list-style-type: none"> ○ <i>Shuffle the cards and give each Beaver a card.</i> ○ <i>The Beavers have to find the other members of their family but they cannot speak or show their card. They must make the noise of the animal depicted on their card – grunt, moo, bark, squeak.....</i> ○ <i>When everyone has found their family, look at the differences between the young and their parents and discuss if the male and female look different, e.g. ram and ewe, bull and cow, rooster and hen or do they look the same e.g. cat, dog, frog!</i> 	Sets of animal cards – 4/5 cards per set of 1 adult male / 1 adult female/2 or 3 young
5	<p>GAME: Pets at Home</p> <ul style="list-style-type: none"> ○ <i>Spread the Colony in a line across one end of the hall. The Leader stands further down the hall with a pretend 'river' between.</i> ○ <i>The Leader call out 'You can't cross the river unless...' then adds 'you've got a dog', or 'you own a cat'. Remember not everyone may have a pet so alternate with things like 'you have a friend with a hamster', etc.</i> ○ <i>If a Beaver has a dog, cat or a friend with a hamster they can run across the 'river'.</i> ○ <i>This can provide an opportunity to talk about their own pets.</i> 	None
15	<p>CRAFT: 'Lollipop' puppet!!</p> <ul style="list-style-type: none"> ○ Give each Beaver a square of paper (21 cms x 21 cms) ○ Follow the origami instructions for simple dog head from www.origami-club.com/en/ Easy – A dogface. ○ Colour if wished, add felt pen eyes & nose & attach lollipop stick to back. Or add 'googly' eyes and a sticky dot or felt fabric nose!! 	A4 paper Lollipop sticks Sticky tape Crayons/felt pens
10	<p>GAME: Cat and Kitten</p> <ul style="list-style-type: none"> ○ <i>Everyone takes off their shoes and places them neatly away from the playing area.</i> ○ <i>Lay the parachute flat on the floor with the Colony sitting at intervals around the outside holding the edge firmly.</i> ○ <i>Choose two children – one to be the kitten who crawls about under the parachute, one to be the cat who crawls about on top trying to catch the kitten.</i> ○ <i>The remainder of the Colony shake the parachute to help the kitten hide!! When caught, replace cat and kitten.</i> 	Parachute

10	<p>GAME: Pet Parade</p> <ul style="list-style-type: none"> ○ <i>Divide the Colony into 2 teams, stand in 2 lines facing each other and number each team 1,2,3,4,.....and so on.</i> ○ <i>Position the animals down the centre between the lines, showing the children what each object is and cover with tubs.</i> ○ <i>Call out a number and an animal and see which child can remember where the animal is by lifting one tub each simultaneously. If the same tub is chosen they lift it together.</i> ○ <i>A point can be scored for each correct find and one for a draw.</i> 	<p>Selection of small toy animals or small pictures Tubs to cover</p>
5	Closing, Home	