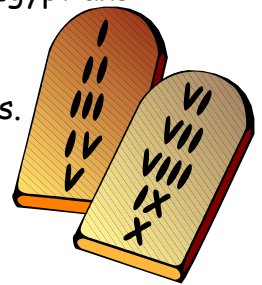


June – Shavuot – Judaism

Followers of Judaism worship one God and believe Abraham to be the 'grandfather' of their nation. God gave Abraham the Ten Commandments and these are the basis of the Jewish Holy Book, The Torah. During Shavuot Jewish people remember Moses and the Laws he was given by God - this might be an opportunity for the Beavers to think about rules, perhaps in a Colony Code of Conduct or playing fair during a game!

Why not invite a Minister or a Sunday School teacher to tell the Colony the story of Moses? Or use books from the 'ME TOO! Books' series, published by Candle Books, which tell simple versions of parts of the life of Moses. 'Nobody Knew but God!' ISBN 1 85985 281 5 is the story of how Moses was found in the bulrushes by an Egyptian princess, and 'Who Needs a Boat' ISBN 0 9489 0259 0 tells how the Israelites left Egypt because God sent terrible plagues on Pharaoh and the Egyptians and crossing the Red Sea.

God sent 10 terrible plagues on Egypt and He gave Moses Ten Commandments. Could the Beavers play some games connected with the number 10!



Number Ten

Equipment: none

- *The Beavers stand in a circle and in turn count round from 1 to 9*
- *The tenth Beaver must sit down on the floor and the next Beaver starts again*
- *Keep going very fast until only one Beaver is left standing!*

Big Ten

Equipment: large ball, counters, cards or sticks

- *Divide the Colony into 2 groups, one group stands in a circle around a Leader with the ball. The other group stands in a line at the side of the circle*
- *Place the pile of counters or similar objects at the other side of the circle*
- *On the word 'Go!' the Leader starts throwing the ball to the Beavers in the circle - counting each time 1,2,3 and so on up to 10*
- *While the other Beavers are throwing the ball, those in the line take turns to round around the outside of the circle, pick up a counter and join the end of the line. They keep going as fast as they can until the ball has been thrown 10 times!*
- *Swap the groups over and play again! Which group can collect the most counters? Repeat and see if the scores can improve!*

Big Boom

Equipment: none

- *The Colony sits in a big circle on the floor, choose one child to sit in the centre*
- *The Beaver in the centre thinks of a number between 10 and 20 and whispers it to a Leader - this number is the 'big boom'!*
- *The Colony then begins counting from 1 to 20. If someone says the 'big boom' number the Beaver in the middle jumps up, shouts, 'Big Boom!' and chases the other Beaver around the outside of the circle to try and get into the free place! Ensure that everyone has a turn choosing the 'big boom' number!*