

THEME: Country Code

Outline

This programme encourages Beaver Scouts to think about the countryside, caring for our native species and the natural environment all around us. All of the activities included in this programme should be run outdoors, either in the grounds of your usual meeting place or in a local park, woodland area or Scout Centre!

There are opportunities to meet some of the requirements for the OUTDOOR and GLOBAL CHALLENGE.

Programme zone: Outdoor & Adventure		
Time (mins)	Activity	Equipment
5	Register, Opening Ceremony, Introduction	
5	GAME: Bouncing Boundaries <ul style="list-style-type: none"> ○ <i>Use this short game to set the 'boundaries' or outer limits to your activity area in a fun way. Select visible 'landmarks' such as, tall tree, old wall, gate post, fence, etc.</i> ○ <i>The Leader calls out a point and the Beavers run to it – enforce that these points border the playing area and that they must not stray beyond them!</i> 	None
15	ACTIVITY: Walkathon – Scavenger Hunt <ul style="list-style-type: none"> ○ Outline the simple Country Code before beginning activity. ○ Working as individuals or in small groups allow the Beaver Scouts to explore the selected area using a scavenger hunt sheet where they tick the things they have found. ○ They must not pick anything, thus leaving nature as they found it! ○ Items could include – a fir cone, a piece of tree bark, a dead leaf, a creepy crawly, a dandelion, something white, an unusual stone, a long blade of grass. ○ Add 'pieces of litter' to the hunt and they should be allowed to pick this up but supply plastic gloves/baby wipes or some Colony litter picks and black bags! 	Simple Country Code Scavenger hunt sheet and pencil per Beaver or small group Litter pick equipment
10	GAME: Owls and Voles <ul style="list-style-type: none"> ○ <i>This is a fast and fun game to demonstrate how animals use colour to hide from predators.</i> ○ <i>Prepare a number of coloured straws or strips ranging from bright red and yellow to green, tan and black. Scatter the straws on the ground (longish grass works best).</i> ○ <i>Tell the Colony that they are hungry owls and the straws are voles, each owl can only pick up one straw at a time and bring it back to the leader before flying off to hunt again.</i> ○ <i>If all goes smoothly, the Beaver Scouts will return the brightly coloured red and yellow straws first, the duller greens, tans and blacks coming in last.</i> ○ <i>Illustrate this to the Colony by attaching the straws to a clipboard as they are returned – a little rearranging may be necessary!</i> ○ <i>End with a discussion on camouflage – highlight the differences in colour between male and female birds (females are usually dull brown to camouflage on the nest and protect the eggs, the males are often brighter) and the importance of preserving areas of long grass, hedgerows and tree cover as natural havens to protect wildlife.</i> 	Lots of coloured straws or strips of paper Clipboard & blutack

10	<p>GAME: A house for a mouse, a hole for a vole!</p> <ul style="list-style-type: none"> ○ <i>In this game the Beavers must post their letters in the correct post boxes. They can play individually or in pairs.</i> ○ <i>Write the names of animal homes clearly on pieces of paper and attach them to the 'post boxes', then hide them around the playing area.</i> ○ <i>Address the envelopes, making sure there are enough so that each Beaver or pair must visit each post box!</i> ○ <i>Addresses and homes could include: Mr and Mrs Rabbit – the Warren, Mr Fox – The Old Den, The Badger Family – Sett Cottage, Mr Eagle – Eyrie Heights, Mrs Otter – The Holt, The Bees – Hive Alive, Mr and Mrs Squirrel – The Drey.</i> ○ <i>Emphasise that we do not always realise how many animals share their homes in such close proximity to humans and we should respect this and try to protect them!</i> 	<p>Selection of labelled plastic containers or boxes Recycled envelopes - addressed</p>
5	Closing, Home	

Other ideas: Visit www.countrysideaccess.gov.uk for further information on the Countryside Code.