

THEME: New Faces

Outline

This programme introduces Beaver Scouts to the idea of changing, growing up and moving on. It could be used as part of a link programme with Cub Scouts looking towards ‘Moving-On’ or a way of getting to know new members of the Colony. It could also provide opportunities to explore emotions, beliefs and attitudes and form a partnership with Scoutlink, The Scout Citizenship Programme.

Programme zone: Beliefs & Attitudes		
Time (mins)	Activity	Equipment
5	Register, Opening Ceremony, Introduction	
5	GAME: Statues <ul style="list-style-type: none"> ○ <i>The Leader chooses a position to adopt when the music stops – a profession, an animal, an object.</i> ○ <i>Beaver Scouts dance around to the music, when it stops they must freeze in the chosen position. Anyone moving ‘loses a life’.</i> 	CD player & music
10	GAME: What’s changed? <ul style="list-style-type: none"> ○ <i>Beavers sit in a circle. One is chosen to leave the room.</i> ○ <i>Something is changed on one of the remaining children – as simple as a scarf back to front, funny as wearing joke glasses or as subtle as changing a hairstyle!!</i> ○ <i>When the Beaver comes back they have to guess ‘what’s changed?’.</i> ○ <i>Continue until everyone has had a turn – make sure you have plenty of ideas, the Beaver Scouts should also have lots of suggestions!</i> 	Appropriate items – joke glasses, fangs, gloves, bunny ears, odd shoe, etc.
10	STORY: The Ugly Duckling <ul style="list-style-type: none"> ○ Read one of the many versions of the Ugly Duckling, the story of how the little ‘odd one out’ finally grows up into a beautiful swan. ○ Or read a slightly different, very short version from <i>The Stinky Cheese Man</i> and other <i>Fairly Stupid Tales</i> by Jon Scieszka published by Puffin ISBN 0-14-054896-3 	Story book
15	CRAFT: Make a new face <ul style="list-style-type: none"> ○ Have fun making a whole new face using different eyes, nose and mouth cut from magazines, catalogues, etc. ○ Make these new faces into masks by attaching a piece of stiff card to the base. ○ The Beavers can think up a new name for their ‘alter ego’ and experiment using different voices! 	Card, facial features cut from magazines, glue
10	GAME: Pass on the emotion <ul style="list-style-type: none"> ○ <i>Everyone sits in a circle, including all adults.</i> ○ <i>A Leader covers their face with their hands, on removing their hands they mime a particular emotion. They cover their face again and pretend to remove the emotion and pass it on to the Beaver Scout on their right.</i> ○ <i>The Beavers follow suit until it is the Leader’s turn again. The pattern begins again with a different emotion.</i> 	
5	Closing, Home	