

SCOUTERS' TIP

BEAVER SCOUTS

Around the Pond Beaver Kit

The Around the Pond STEM Kit for Beaver Scouts is designed to help your Colony go on great STEM adventures together. In the kit, you will find a book called A Beaver Tale, Trail Cards, a Scouters' Tip and a list of materials.

The story provides a framework for the kit, and is meant to introduce the kit to the Beavers and give them an idea of what you will explore. Each page of the story will introduce the idea behind one or several of the Trail Cards.

There are seven adventures in the Around the Pond STEM Kit, written on 15 Trail Cards. The Trail Cards give youth the information they need to Plan, Do and Review each adventure, as well as links to some additional resources. The adventures are complementary, and can be done over a few weeks in regular meetings, as a special weekend adventure or during a weekend camp. The youth can choose which adventures they want to go on – whether it's just one or two, or all of them!

The materials for each adventure are listed on its Trail Card. Most of the materials are in the kit. However, your Colony will need to provide some resources itself. These materials are specified on each Trail Card and on the materials list for the kit.

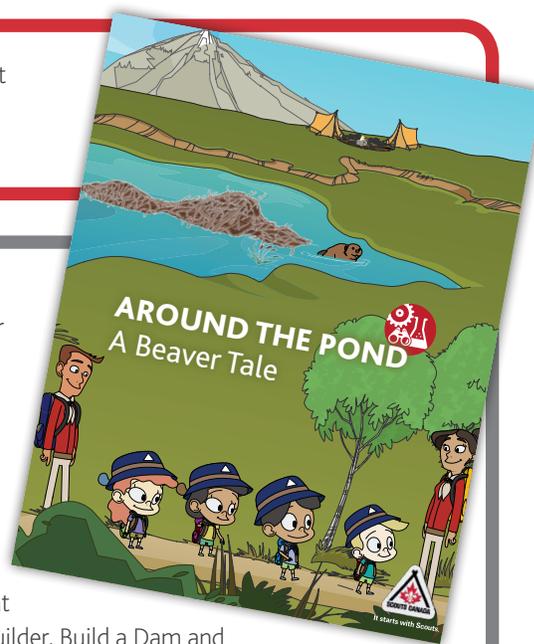
Your Colony can do the adventures in any order you choose. The story outlines the general themes of the kit, suggesting an order in which to do the adventures. This order is:

1. Habitat Hike
2. Five Senses
3. Camouflage
4. Tiny Habitat Survey
5. Habitat Builder
6. Build a Dam
7. Design your Own Animal



When planning your adventures with your Colony, consider which Trail Cards might work well together. Some of the adventures go well together, such as Habitat Hike and Tiny Habitat Survey, or Habitat Builder, Build a Dam and Design Your Own Animal. Youth may want to do some of the adventures during the same meeting or afternoon, or at the same time and have multiple stations. Or, youth may decide to skip some adventures to spend more time on another.

Some of the adventures exploring the five senses may not be accessible to all youth. If you have youth who are visually impaired, hearing impaired, or selectively mute, consider adapting or removing these adventures as needed. Refer to Scouts Canada's Inclusion Fact Sheets as necessary to ensure all of your youth have equal opportunity to participate in adventure.



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