

Back to the Pond

COUNCIL ROCK Leadership



The Adventure:

As a Lair, attend a Beaver Scout meeting and teach the Beavers a new game or skill. This could be something that you learned yourselves as Beavers, or it could be a game or skill that you have learned in Cubs but that you think the Beavers would enjoy.

You can also have a look at the Beaver Scout Trail Cards for some ideas.

Online Resources:

- Beaver Scout Jumpstarts
- Trail Cards



Safety Note:

- What safety equipment should you have on hand for your game or activity?
- How will you share ideas on how to stay safe with the Beavers?

Plan:

- When will you meet with the Colony to share this adventure? (Your Scouter should be able to help you get in touch with the Colony's Scouters.)
- What game or skill will you teach the Beavers? How can you be sure that you are teaching the Beavers something new?
- What equipment will you need?
- What is your agenda? How much time will you take to teach the Beavers the game or skill, and how much time will they have to play or practise?
- Compose a safety plan.

Do:

- Teach the game or skill. Allow plenty of time for the game to be played or the skill to be practised; watch the clock!
- Consider taking some pictures or video (with the Colony's permission) to help with your review.

Review:

- How did the game go?
- Was the activity a success? Why or why not?
- Did the Beavers have fun? How could you tell?
- How did you feel before, during, and after this activity?
- What would you do differently in the future?
- How can you build on what you've accomplished?