

WELCOME TO VIRTUAL SCOUTING!

15 min

WELCOME

- Say hello to everyone on the call and wait a couple minutes for anyone who may have trouble getting connected.

MEETING OPENING

- Run a version of your regular opening ([Opening Ceremony](#)).

15 min

PLAN

Let's Connect!

- Go through what you will be doing during the meeting and set expectations for the night.
- **Find a discussion question** for the Beavers (and Scouters) to answer, such as "What is the coolest thing you've done this week?" or "How have you helped your family this week?"

- Leave time for the Beavers to share their answers but be ready to move on if the conversations fall shorter than expected.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



20 min

DO

Activities to Get You Started

- Practise meeting etiquette (muting/unmuting yourself, how to use the chat bar, mute yourself if you are making noise when someone is talking, how to raise your hand, looking at the camera when you are talking, etc.).
- Try a [scavenger hunt](#) and practise your new skills!

What's Next?

- Ask the Beavers what activity they want to do next week. Plan how they are going to do the activity. Ask What, Why, Where, When, How questions (W, W, W, W, H).

Sing your favourite campfire song.

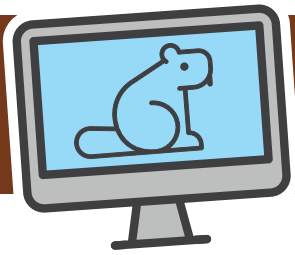


5 min

REVIEW & CLOSING

- Review what you did by discussing a couple short questions (don't worry about everyone answering the question, but the same people should not always be answering). Ask open-ended question about the activity shared tonight. "What was fun tonight?" "What could make it better?" "What did you not enjoy?"
- Run a version of your regular closing ([Closing Ceremony](#)).

- Thank the Beavers for their time and celebrate what went well together!
- How did the meeting develop the [SPICES](#)?
- Send out a weekly update to the parents letting them know what the youth have been doing and how they are progressing during Virtual Scouting. Showcase the youth's successes.



LOOK FOR THE HELPERS!

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DO

Incorporate what activity the Beavers decided on last week.

Activities to Get You Started

- [Good Turn Week](#)
- Learn some simple first aid, like putting on a bandage or by doing teddy bear first aid.
- Thank a frontline worker with artwork and put your creation in your window so that they can see it.

What's Next?

- Talk about Lodges, or how they are still used in a virtual setting. Start thinking about some activities you could try in your virtual meetings.

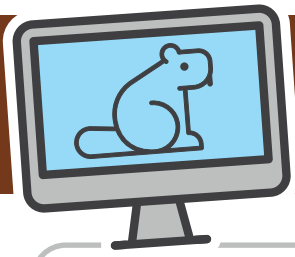
Sing your favourite campfire song.



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LEARN A NEW SKILL!

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Let's Connect!

- Have the White Tails tell the others what the format of tonight's meeting is going to be. Do any last-minute planning if needed.
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min

DO

Break off onto Lodges (remember the [Two-Scouter Rule](#)).

- Incorporate the activity the Beavers decided on last week.

- Share the finished products and practise your new learned skill throughout the week.

Activities to Get You Started

- Learn something new together! Work together to try a skill that is new to the whole Section (e.g. how to tie a simple knot).

What's Next?

- Talk about what the Beavers want to do next? Put together a plan. This may be a weekly, monthly or annual plan if it is large project.

Sing your favourite [campfire song](#).

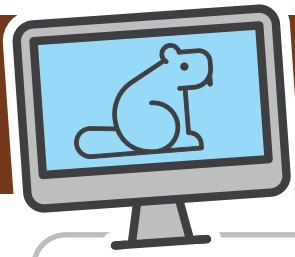


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- Thank the Beavers for their time and celebrate what went well together!
- Remind the White Tails to stay on the call.

- Have a discussion on the format for the next week's meeting. What do the White Tails want to discuss? What activities do they want to do in their Lodges?
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BUILD IT BETTER

(or other theme chosen by youth)

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DO

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- Incorporate the activity the Beavers decided on last week.

- Beavers build dams; how do they build them, and why? Try [building your own dam](#), using sticks from outside or household items.

Activities to Get You Started

- What could you "build better?"
- Can you build a better [Beaver Buggy](#) to make it faster, stronger or more unique? Work on your Beaver Buggies, and have a [virtual race](#) through timing your buggy, or show your amazing finished products to the group!

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Sing your favourite [campfire song](#).

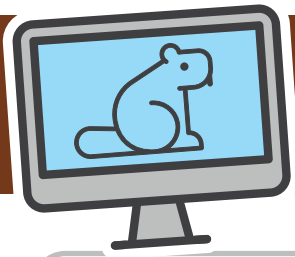


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GET READY FOR CAMPING!

(or other theme chosen by youth)

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- Incorporate the activity the Beavers decided on last week.

- [What's That Sound?](#)—Have Scouters (or Beavers) turn off their video and use something to make a noise. Invite the rest of the Beavers guess what the sound was!

Activities to Get You Started

- [Alphabet Hike](#)—Find a way to safely walk around your community and challenge yourself to find as many letters of the alphabet as possible! Share photos or stories of what you found for each letter.
- [Leave No Trace Nature Collage](#)—While on your walk, collect different items for your collage, like sticks, leaves or pinecones. Create your collage during your meeting.

What's Next?

- Talk about what the Beavers want to do next? Put together a plan. This may be a weekly, monthly or annual plan if it is large project. Look at the [Trail Cards on Scouts.ca](#) and see if you can incorporate them into your meeting.

Sing your favourite campfire song.

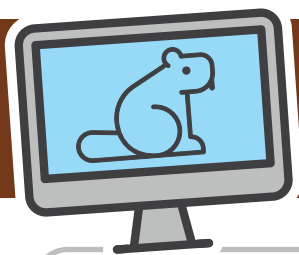


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EMERGENCY LAUNCH!

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- Incorporate the activity the Beavers decided on last week.

- Do you know anyone who is a SAR (Search and Rescue) tech who could talk to your Colony? Is there a video you could watch about Search and Rescue?

Activities to Get You Started

- Make an emergency Escape Plan for your family.
- What goes in an emergency bag? Try making one for your family.
- [Prevent a wildfire.](#)
- [Learn all about Search and Rescue.](#)
- [Learn what the Red Cross does in a disaster.](#)

What's Next?

- Talk about what the Beavers want to do next. Put together a plan. This may be a weekly, monthly or annual plan if it is large project. Look at the [Trail Cards on Scouts.ca](#) and see if you can incorporate them into your meeting.

Sing your favourite [campfire song](#).

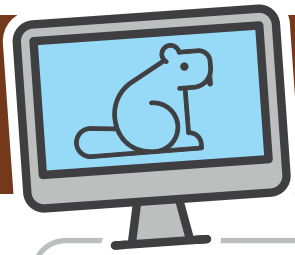


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LOVE YOUR WATER!

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- Invite the Group Commissioner to help the Colony review the season.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



20 min

DO**Break off onto Lodges (remember the [Two-Scouter Rule](#)).**

- Incorporate the activity the Beavers decided on last week.

meeting, then test it out afterwards. Take before-and-after photos of your water.

- [Does it Float?](#)

Activities to Get You Started

- [Captain of your Boat](#)—Create a model boat during your meeting and find a safe way to test it out afterwards. Share a photo or video of your boat floating. Whose boat floated the best?
- [Water Filter](#)—Love your water by cleaning it up! Gather the supplies to build your water filter during your

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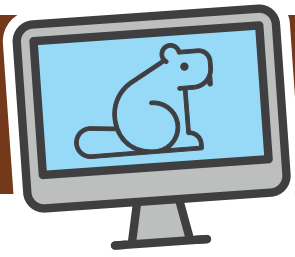


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IT'S ALL SUN AND GAMES!

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Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



20 min

DO**Break off onto Lodges (remember the [Two-Scouter Rule](#)).**

- Talk about what went well with the activities, what the Beavers didn't like and how things could be more fun.
- Incorporate the activity the Beavers decided on last week.

family member, have a contest among all the Beavers to see who can keep a beach ball (or balloon) up in the air for the longest time without catching it.

Activities to Get You Started

- [Plastic Bag Kite](#)—Gather the supplies to build your kite. Build your kite during your meeting and share photos or videos of you flying your kite.
- [Beach Ball Teamwork](#)—With help from a sibling or

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