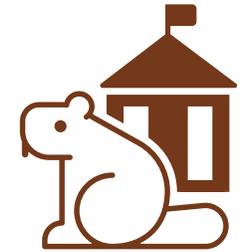


BEAVER INDOOR MEETINGS

These meetings guides are here to support the return to indoor Beaver Scout meetings, once your Council is in Stage 4. While these meetings are suggestions, they can either be used in their entirety or simply used during times when planning is a little more difficult! Encourage your Beavers to come up with what they want to do and build it in the indoor meeting plan. Lodges should be used as much as possible to minimize contact. Physical distancing should be encouraged and frequent cleaning should remain top of mind.

Still have questions? Explore our **Pandemic Program & Activity Modifications Standards**.



Meeting	OAS/ SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting 1	Welcome back to indoor Scouting!	<p>Have a discussion question for the Beavers (and Scouters) to answer, like: "Is there anything that you would like to do more of this season? "</p> <p>This meeting could be virtual or outdoors to set the guidelines for meeting in person.</p>	<ul style="list-style-type: none"> • Roses & Thorns • Meeting etiquette • Code of Conduct—including safety requirements for indoor meetings! • Games night—see list of games below 	<p>Review what you did by asking the Sectopm a couple of short questions, like: "What game did you like to play the most"?</p>	<p>Let's get on the Canadian Path! Get White Tails established and begin utilizing Section Leadership Teams (SLTs).</p> <p>Use White Tails to connect between participants as much as possible. Continue to practice physical distancing—even while wearing masks.</p>
Meeting 2	Creative Beaver SDG #15 Life on Land	<p>Discuss the plan for tonight within your White Tails. "What's one thing you hope to do in Scouting this year?"</p>	<ul style="list-style-type: none"> • Youth-led game • Build your Lodge Patrol boxes!—What are the staples you'll need for your adventures? • Desktop Zen Garden—add some 'Zen' to your Lodge! 	<p>Review what you did by asking the Section a couple of short questions, like: "Is there anything missing from your White Tail boxes? What can we add that we didn't have on-hand today?"</p>	<p>Have each White Tail run their own 'small gathering game.' Use White Tails to lead the Beavers in the right direction!</p> <p>Keep your masks on!</p>

BEAVER INDOOR MEETINGS

Meeting	OAS/ SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting 3	Creative Beaver Science Beaver SDG #9— Industry, Innovation and Infrastructure	Discuss the plan for tonight —break into White Tails! “What’s new in STEM? What does STEM stand for, and what activities could you do to explore?”	<ul style="list-style-type: none"> Youth-led game Build Your Own Rollercoaster Take a picture of your creations and put yourself on the interactive Scouts for Sustainability map! 	Review what you did by asking the Section a couple of short questions, like: “If you could invent anything in the world, what would it be? Why?”	White Tail Council to meet and discuss ideas for their Lodges to help plan in upcoming meetings. Keep your masks on!
Meeting 4	Olympic Beaver SDG #3 Good Health and Well Being	Discuss the plan for tonight —White Tail leaders lead the discussions. “What is your favourite sport?”	<ul style="list-style-type: none"> Youth-led game Build Your Own Triathlon Take a picture of your creations and put yourself on the interactive Scouts for Sustainability map! 	Review what you did by asking the Section a couple of short questions, like: “Did your favourite sport change when you built your own triathlon”? Use the Personal Achievement Badge portal to find some activities to keep building on your skills!	White Tails to help lead activities. Use the Beavers’ ideas to build the next month’s activities.

BEAVER INDOOR MEETINGS

ALL SECTIONS CAN MEET INDOORS, OUTDOORS OR VIRTUALLY.

Things to consider while getting back to indoor meetings and still physically distancing:



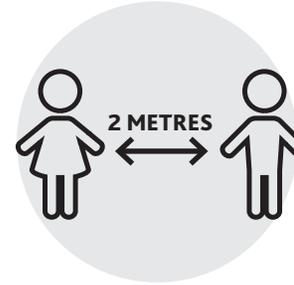
Masks must be worn at all times.



Hand washing must be performed regularly before, during and at the end of the meeting.



Cleaning of the facility must be done at the beginning and the end of the meeting.



Physical distancing of 2 metres must always be maintained by all attendees.



Any individual showing symptoms of COVID-19 may not attend meetings.



USE THE YOUTHS' INPUT AS MUCH AS POSSIBLE.

BEAVER INDOOR MEETINGS

Meeting with White Tail Council

After your regular meeting, you should consider running a short meeting with your White Tail Council. Your White Tail Leaders are selected by the Colony and are typically third-year Beaver Scouts (Grade 2). If you only have one or two White Tails, you could consider inviting a couple of responsible younger youth to the meeting.

During the meeting, you can discuss forming Lodges (if your Colony does not already have them), or how they can be used during indoor meetings (if your Colony already uses the Lodge system). White Tails are small teams of six to eight Beavers, of mixed ages and experience levels. Each Lodge should have one or two White Tail Leaders.

- Lodges are a great way to have smaller meetings or adventures, and to allow all Beavers to take a turn speaking and taking a leading role during adventures.

This meeting is also a good time to talk to the White Tails about upcoming meetings—what activities would they like to do? How would they like the meetings to run?

Have the White Tails plan some discussion questions for next week's meeting. If possible, meet in Lodges the following week and have the White Tails lead the discussion and activities. Plan for the following week by having the White Tails select a skill to teach or learn at the next meeting. Each Lodge can learn its own skill, or everyone in the Colony can learn the same skill. Work with the White Tails to brainstorm a list of supplies each person will need so that you can ask the Beavers (and parents) to gather the supplies ahead of your next meeting.

Using Lodges

Lodges are a great way to get the Beaver Scouts engaged in programming! Some Beavers may not be comfortable sharing their voice in a larger group but may be more comfortable sharing in a smaller group—like a Lodge.

Lodges allow for different voices to be heard and for more Beavers to take on leadership roles. Lodges encourage sharing and teamwork and are a key part of Section programming.

Even if you meet as a Colony, meeting in Lodges at the beginning of a Colony meeting (this is easier during in-person meetings), is a great way to start the night. Beavers can use their Lodges to take attendance, gather dues, and get ready for that week's meeting. While Scouting outdoors, Lodges can be a great way of breaking into smaller groups for activities, as well as for gathering feedback.

Getting Started

At the beginning of the year, split the Colony into small groups of eight youth, maximum. There should be a mixture of Kits (brand new Beaver Scouts), Brown Tails (youth ages 5–6 years), Blue Tails (6–7 years) and White Tails (7–8 years). Look at which youth should be put together—two friends might be great together, or they might not. Think about older White Tails—do a couple of them stand out as leaders of the Lodge? The Lodges can be juggled in the first few weeks so that all personalities work smoothly together.

Each Lodge should have a Section Scouter(s) assigned. This Section Scouter(s) should be the main Scouter(s) for that Lodge for the whole year.

The Scouter(s) assigned to the Lodge should get to know their Beavers and build great relationships with the youth and other Lodge Scouters.

Picking their Lodge Emblem or Badge

Each Lodge should choose an animal for their Lodge name. The Scout Shop has these badges available (visit ScoutShop.ca to purchase). Your Lodge may already have a name from the year before.

Using Patrol Boxes

Each Lodge should have its own individual Patrol box. It should include but is not limited to:

- Scissors
- Glue
- Crayons
- Pens
- Pencils
- Pencil sharpener
- Eraser

Considering the pandemic, create individual boxes to bring to each meeting with the supplies needed (some brought from home, some supplied by your Section). This helps to minimize shared equipment.

You could even have two different types of Patrol boxes, depending on your activities. One could be per Patrol, with things like a soccer ball, frisbee, etc., while the second could be per person—with things like writing utensils, scissors, knot rope, etc.

BEAVER INDOOR MEETINGS

How to use the Lodges in a meeting?

Designate an area of your meeting location or a corner of your room (when Scouting is back indoors) as that Lodge's corner. This location should stay the same every week.

As soon as the Beavers arrive, they should be sent to their Lodge corner. Try to stop them from gathering at the start unless there is a Scouter already running a gathering game. This is a surefire way to have youth not listening and hard to get to settle down.

When the first Beaver arrives from that Lodge, their job is to collect their Lodge's Box. There should be activities inside the box to keep the Beavers busy such as crosswords, colouring pictures, puzzles, individual packs of Legos etc. When the Lodge Patrol Leader arrives, they should collect the dues and are responsible for marking in the due book who has paid. They may have other duties such as checking that the Beavers arrive with all their uniform on etc. (you may hear some Scouters refer it to as Paws (clean hands), Claws (clean nails) and Fur (brushed hair).

Once everyone has arrived, the Beavers should be gathered for Riverbanks and Opening Ceremony.

The Beavers should return to their Lodge corner to do the meeting activity. The Beavers stay in these small groups for everything except games and Opening/Closing Ceremonies.

By using Lodges in this way, the youth remain calm and attentive by being in smaller groups.

Plan, Do, Review

Plan, Do, Review is a fundamental part of the Canadian Path. It helps to ensure that youth are getting the most out

of every adventure. Having youth be part of the planning process helps them to engage with the activity and ensures that they are passionate and excited about the activity. Reviewing the adventure keeps youth engaged and helps to direct future planning.

Plan, Do, Review doesn't have to be a long or boring process. Getting youth engaged by asking questions is an easy way to start: What would you like to do? What supplies do we need? Reviewing can also be a fun game, whether you throw a ball with questions on it, ask youth to draw out their answers, or have youth act out their favourite and least favourite parts of an adventure.

As part of your meetings, you have already been doing elements of Plan, Do, Review, but giving them names (e.g. "It's time to make our plan for tonight—what will we be doing?" "Let's review tonight's meeting") helps to reinforce the different steps and helps youth to be conscious about each stage.

SAGA Adventures

Saga Adventures build on a theme from one week to the next, building skills as the youth go.

For example:

Space—What Would an Astronaut Do?

Stargazing → Find the International Space Station (ISS)
→ Design a Mission Patch → Design a Planet → Making Freeze-Dried Foods → **Blast Off**

Movie Maker

Write a Script → Watch a Movie → Dissect an old camera
→ Make a poster or **tell the world** → Learn Costume Design and Acting Basics → **Start Making Stop Motion** or Special Effects → Make a Short Film and Record It!

Look at those big adventures and work backwards to ensure that youth build the skills needed to accomplish the adventure at the end.

Scouts for Sustainability

Four Sustainable Development Goals have been launched in phase one—Fall 2020—and another four will be launching Spring 2021. These are a great way to make a positive difference! Maybe you want to work on bronze or go straight for gold as you strive for the new Sustainability Badge! Make sure to take photos and upload your activities onto the interactive map and see what others are posting across the country, too!

Personal Achievement Badge Portal

This is a great resource to help you set out a plan for your Personal Achievement Badges (PAB) and personal progression! Use the quiz to find the best PAB for you. You can even filter by mood, Program Area, or filter alphabetically.

Activity Database

It's so easy to find the perfect activity in the new **Activity Database!** Looking for an outdoor or indoor activity? A quick game? A longer project? Filter to find the best variety of activities!

The Great Canadian Adventure

Explore our amazing country through biodiversity, ecology, and World Heritage sites. Visit the Canadian World Heritage sites virtually, and see what Canada has to offer!



BEAVER INDOOR MEETINGS

Some suggested OAS/SDG/Themes you may want to use

- SDG #3—Good Health and Well Being
- SDG #15—Life on Land
- SDG #14—Life Below Water
- SDG #—Industry, Innovation and Infrastructure
- STEM
- Winter OAS
- Scout Craft OAS

Some suggested active games

- **Body, eyes, mouth**
- **Ducks and Cows**
- **Ghosts**
- **Copycat**
- **Mission Impossible**
- **Paper Plane Contest**
- **Giant Hopscotch**
- **Giant Board Game**
- **Good Health and Wellbeing Relay**
- **Show Me Your Moves**
- Scavenger Hunts
- **Name and Motion**
- Foot Golf

Some suggested questions to ask for discussion time

- What do you know now that you did not know before?
- How did you feel before, during and after this experience?
- How did your White Tail manage this project?
- What problems did you encounter, and how did you solve these problems?
- What else can you do to improve the activity?

Some suggested gathering games

- **Extreme Four Corners**
- **Compass**
- **Red Light, Green Light**
- **Scream-a-thon**
- **Circle Pass**
- **Graveyard**
- **Ducks in Pond**
- **All My Neighbours**

Some suggested quiet games

- **Owl Club**
- **Two Truths and a Lie**
- **Sausage**
- **Pterodactyl**
- Never Tell a Secret
- **Alien, Tiger, Cow**
- Squirt
- Charades
- **Storytellers**
- Count Up
- **High, Low, Yo**
- **Whoosh**

BEAVER INDOOR MEETINGS

Some suggested activities you may want to do

- Design the Section Code of Conduct including physical distancing rules
- **Rain Gardens**
- **Bag for Life**
- **Be a Plant Doctor**
- **Blast off**
- **Build Bat Boxes**
- **Build Your Own Rollercoaster**
- **Delicious and Nutritious**
- **Desktop Zen Garden**
- **Egg Drop**
- **Fastest Vehicle Ever**
- **Germ**s
- Learn Something New
- Positivity Tree
- Postcards Around the World
- **Recipe Gone Wrong**
- **The Safety Community**
- **Stay Afloat**
- **That's a Stretch**
- **Totally Tubular**
- **Bean Greenhouse**
- **Break a Toy Apart**
- **Build a Dam**
- **Build a Map**
- **Create Your Own Triathlon**
- **Echolocation**
- **A New Reason to Party**
- **North, South, East, West**
- **Roses and Thorn**
- **Sand Painting**
- **Snack Art**
- **What's That Sound?**

Some suggested questions to ask for review time

- What do you know now that you did not know before?
- How did you feel before, during and after this experience?
- How did your White Tail manage this project?
- What problems did you encounter, and how did you solve these problems?
- What else can you do to improve the activity?

Some other tips and hints

- Try having a weekly challenge that can be done during the week and doesn't require technology to do.
- Bring in subject matter experts to engage the youth.
- Get up and move—have a dance party.
- Build your own story or song.
- Build and race your Beaver Buggies.
- Have a 'crazy hair day' or 'wacky clothes day'.

Related resources

- **Guide to Personal Achievement Badges**
- **Personal Achievement Badge template**
- **A Guide to PABs for Parents**
- **PAB Portal**
- **Activity Database**
- **Scouts for Sustainability**
- **Guide for badge mentors**
- **How do I Support PABs?**
- **Outdoor Adventure Skills**
- **Woggle Resources**
- **Scouting at Home resources**
- **The Great Canadian Adventure**
- **Youth Leadership Training**