

OUTDOOR SCOUTING WEEK TO WEEK

Discover unique ideas to make planning for Section meetings easier! With this suggested structure, explore helpful recommendations that will help your Beaver Colony enjoy outdoor meetings until December 2020. Encourage your Colony to bring their ideas and goals so that they can be built into the outdoor meetings. Gatherings should be kept to 16 youth maximum and Lodges (6–8 youth) should be used as much as possible to keep close contact at a minimum.

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



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 to Outdoor Scouting! SDG #3— Good Health and Well Being	<p>Have a discussion question for the Beavers (and Scouters) to answer, like: "How can we all stay safe?"</p> <p>This meeting may be virtual to set the guidelines for when we meet.</p> <p>Consider bringing a snack to keep the energy up!</p>	<ul style="list-style-type: none"> Practice meeting etiquette / Code of Conduct, Including safety requirements. Practice staying in your own bubble. Practice handwashing if you have facilities to do so. Discuss how far germs can travel. Play Spray Bottle Sneezes Identification activity (could be making badges, lanyards, hats etc., to help identify the youth in your Lodges. There may be other children visiting the park at the same time as you. As the weather gets colder, youth may only have their necker visible.). Make Sit-Upons. 	<p>Review what you did by asking the Colony a couple of short questions, like:</p> <ul style="list-style-type: none"> Did you think that germs spread as far as they do? What can we do to help stop spreading germs? 	<p>Start with completely Scouter-led—Let's get on the Canadian Path!</p> <p>Gatherings should be kept to 16 participants or less.</p> <p>Lodges should be used to minimize contact between participants as much as possible.</p>
Meeting 2	Emergency Skills (Level 1)	<p>Have a discussion question within Lodges (with Scouters) to answer, like: "How can we make sure that no one gets lost in the park?"</p>	<ul style="list-style-type: none"> Learn about the Hug-a-Tree program. Practice signaling outdoors. Have a campfire and talk about safety around campfires and wildlife. Have Search and Rescue or PADS visit. For this option, stay mindful of the maximum (16) number of participants and consider a virtual discovery session as an alternative if you have a large Colony. Game (Youth Choice). 	<p>Review what you did by assisting White Tails in asking Lodges a question, like: "Why is it important to stay with a tree when you are lost in the woods?"</p> <p>Ask the Beavers to look around their houses and find some of the safety equipment that their parents use to keep everyone safe.</p>	<p>Scouter-led meeting, but with a White Tail Council afterwards to plan upcoming meetings.</p> <p>Meet in Lodges.</p>



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Meeting 3	Emergency Skills (Level 1)	Have White Tails lead a discussion (with Scouter Support), like: "Who are our emergency workers?"	<ul style="list-style-type: none"> • Talk about the buddy system and the safety requirements when we are outside (e.g., tell an adult where you are going). • Learn about first aid and treat some minor injuries on a stuffy friend. • Build your own first aid kit. • Learn about Emergency Services. • Practice calling 911. • Game (Youth Choice). 	Review what you did by assisting White Tails in asking Lodges a question, like: "What do you think is the most important thing to remember when you are outside?"	Have each Lodge plan an activity for the whole Colony. You can pick one of the upcoming themes and plan a full meeting based on that! Meet in Lodges.
Meeting 4	SDG #15—Life on Land	Have White Tails lead a discussion with a question for their Lodges, like: "Why is it important to know our address and telephone number?"	<ul style="list-style-type: none"> • Be Bird Safe • Bird of a Feather • Helping Habitats • Build bird boxes or bat boxes. • Game (Youth Choice). 	Review what you did by asking the Beavers a couple of short questions, like: "What do birds do to help themselves stay warm?" Send the Beavers home to learn their address.	Have the Lodge plan an activity for the whole Colony. You can pick one of the upcoming themes and plan a whole meeting based on that! Meet in Lodges.
Meeting 5	Vertical Skills (Level 2)	Have a discussion question for the Beavers (and Scouters) to answer, like: "What is your favourite activity to do when at the park?"	<ul style="list-style-type: none"> • Have a safety moment about different climbing terrains. • Playground Workout • Visit a playground, making sure to disinfect surfaces before using them. <p>Remember to bring flashlights or head lamps.</p>	Review what you did by having White Tails ask the Colony a question, like: "What is something new that you learned today?"	Plan-Do-Review Plan: "How are you going to make sure that you can safely use the climbing structure?" Do your adventure and then Review what you have done. How can you apply this concept to the meetings that your Lodges are planning?



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Meeting 6	SDG #14—Life Below Water	Have a discussion question for the Beavers (and Scouters) to answer, like: "What do you think it would be like living under water?"	<ul style="list-style-type: none"> • Water Filter • Oil Spill Experiment • Game (Youth Choice) 	Review what you did by asking the Colony a couple of short questions, like: "How can we make sure that our water is clean for every creature on our planet?"	Facilitated Programming—let's get on the Canadian Path!
Meeting 7	Scoutcraft	Have a discussion question for the Beavers (and Scouters) to answer, like: "What cool things have you done at camp?"	<ul style="list-style-type: none"> • Safety around camp (discuss the buddy system, the importance of telling a Scouter where you are going, etc.). • How do you know that water is safe to drink? • Learn basic knot tying. • Game (Youth Choice). 	Review what you did by asking the Colony a couple of short questions, like: "How can we make sure that our water is clean for every creature on our planet?"	Facilitated Programming—let's get on the Canadian Path!
Meeting 8	Scoutcraft	Have White Tails lead a discussion (with Scouter Support), like: "What new knot have you learned for this week?"	<ul style="list-style-type: none"> • Practice building shelters. • Hang a drying line. • Hang mess kits. • Build a campfire (collect wood). • Discuss the Leave-no-Trace principles. • Game (Youth Choice). 	Review what you did by assisting White Tails in asking Lodges a question, like: "What can we do to make sure that we leave no trace?"	Have the Lodge plan an activity for the whole Colony. You can pick one of the upcoming themes and plan a full meeting based on that!
Meeting 9	Winter Skills	Have a discussion question for the Beavers (and Scouters) to answer, like: "What other shelters can we build at home?" Check out IKEA's fort plans .	<ul style="list-style-type: none"> • Follow-the-leader game (to teach the importance of staying on the trail). Use glow sticks to help the youth find the leader. • Night T-Rex games 	Review what you did by having White Tails ask Lodges a question, like: "Does anyone know why pirates have a patch on their eye?"—so they can see in the dark.	Use Plan, Do, and Review Plan what materials are needed for your adventure. Do your adventure and then Review what you have done. How can you apply this concept to the meeting that your Lodge is planning?



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Meeting	OAS/ SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting 10	Winter Skills	Have White Tails lead a discussion with a question for their Lodges, like: "What is one thing that you brought that helps you keep warm?"	<ul style="list-style-type: none"> • What should I wear when I'm outside in the cold? • What sort of food should you eat when out in the cold? • How do I stop my water bottle from freezing when it is cold? • Game (Youth Choice). 	Review what you did by having White Tails ask Lodges a question, like: "What was something you learned that you didn't already know?"	Facilitate programming with your White Tail Council afterwards to plan upcoming meetings and break into Lodges so that youth can share their input on the program going forward.
Meeting 11	Winter Skills	Have White Tails lead a discussion (with Scouter Support), like: "What snack have you brought to help you have lots of energy for your hike?"	<ul style="list-style-type: none"> • Go for a hike (1 km) around your local park or meeting place. • Try some Sky Gazing 	Review what you did by assisting White Tails in asking their Lodges a question, like: "Did the cold make it harder or easier to hike?"	Have the Lodges plan an activity for the whole Colony. You can pick one of the upcoming themes and plan a full meeting based on that!
Meeting 12	Winter Skills	Have White Tails lead a discussion with a question for their Lodges, like: "What outdoor activities have you done with your family in the last week?"	<ul style="list-style-type: none"> • Build something out of snow (snowman, fort, etc.). • Paper Snowball Fight—this can be a fun alternative if there is no snow on the ground. Be sure to leave no trace and recycle responsibly! • Have a food drive for a local food bank or fundraiser for an animal shelter. • Try an outdoor game from another country. • Game (Youth Choice). 	Review what you did by having White Tails ask a question to their Lodges, like: "What did you enjoy about tonight?"	<p>Plan-Do-Review</p> <p>Use Plan, Do, and Review to plan what you are going to build as a Colony.</p> <p>Do your adventure and then Review what you have done. How can you apply this concept to the meeting that your Lodge is planning?</p>



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Meeting 13	Winter Skills	Have White Tails lead a discussion with a question for their Lodges, like: "What are the different types of helmets that you use when doing activities?"	<ul style="list-style-type: none"> Go sledding or tobogganing (remember to keep head safety in mind). Do a random act of kindness or a 'good turn'. 	Review what you did by having White Tails ask their Lodges a question, like: "What was your favourite part about tonight's activity?"	Facilitate programming with your Colony's White Tail Council afterwards to plan upcoming meetings, and break into Lodges where youth can share their input on the program going forward.
Meeting 14	Winter Skills	Have a discussion question for the Beavers (and Scouters) to answer, like: "How have you helped your family this week?"	<ul style="list-style-type: none"> Go skating (Remember to be head safe). Play some old-fashioned games. Make up your own game and teach it to the other Beavers. 	Review what you did by asking the Colony a couple of short questions, like: "What did you enjoy doing this week?"	Facilitated Programming—let's get on the Canadian Path!
Meeting 15	Party Games	Have a discussion question within Lodges (and Scouters) to answer, like: "What cool things have you done this week?"	<ul style="list-style-type: none"> Have a party night (incorporate the youth's favourite games and activities). 	Review what you did by asking the Lodges a short question, like: "What was something you learned that you didn't already know?"	Facilitate programming with your Colony's White Tail Council afterwards to plan upcoming meetings, and break into Lodges where youth can share their input on the program going forward.



OUTDOOR SCOUTING WEEK TO WEEK

All Sections should meet either outdoor or virtually. Currently, indoor meetings are not part of **Scouts Canada's Pandemic Program & Activity Modifications Standard.**

THINGS TO CONSIDER WHILE DOING OUTDOOR MEETINGS



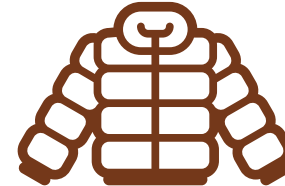
Everyone should bring a snack; you will expend more energy keeping warm as the weather cools. For safety, remember to not share food.



Flashlight/glow stick should be used for evening activities.



Monitor the temperature and change to virtual or daytime weekend meetings if temperatures become too cold.



Youth will not be able to stay at the meetings if they are sick or are not dressed for the weather (be aware that low-income families may not have everything their child needs).



Make sure all youth have been to the bathroom before coming to the meeting. Toilet facilities may not be available and Scouters cannot take children to the bathroom.

This prescriptive at the beginning but moves to youth-led as you go. Use youth input as much as possible.



If it is impossible to do the meeting outdoors, take the meeting online. Many of the activities listed can be done both outdoors and virtually. Youth can participate with their own family, such as a Colony sleepover from home, Scouters can check in virtually at certain points throughout the early evening to help facilitate activities for youth and/or families.



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OUTDOOR SCOUTING WEEK TO WEEK

Meeting with White Tail Council

After your regular meeting, you should consider running a short meeting with your White Tail Council. Your White Tails are your 7-year-old (grade 2) Beavers. If you only have one or two White Tails, you could consider inviting a couple of responsible Blue Tails 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 Outdoor meetings if your Colony already uses the Lodge system.

- Lodges are small teams of six to eight Beavers of mixed ages and experience levels. Each Lodge should have one or two White Tails who will act as leaders for the Lodge.
- 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 (in Lodges, as a Colony, etc.)?

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 take a leading role in running discussions and activities. Plan for the following week by having the White Tails help select a skill to teach or learn at the next meeting. Each Lodge can learn its own skill, or everyone 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 Beavers 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. During Outdoor Scouting, they can be a great way to break into smaller groups for activities, as well as to gather feedback.

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 for adventures helps them to engage with the adventure and helps to ensure that the adventure is something that they are passionate and excited about. Reviewing after adventures helps to keep youth engaged with their adventure and helps to direct future adventures.

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 the process—what would they like to do? What supplies will they 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 Outdoor 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:

Pirates

Treasure map reading → scavenger treasure hunt → knot tying → a scout craft flagpole → build your own pirate ship → race your pirate ship

Ancient Times

Making your toga → knot tying → lashing skills → build a chariot → chariot racing

You can also use this for lots of different themes. Your only limit is your imagination!

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



OUTDOOR SCOUTING WEEK TO WEEK

SOME SUGGESTED ACTIVITIES YOU MAY WANT TO DO

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
- Emergency Skills OAS
- Vertical Skills OAS
- Scout Craft OAS
- Halloween
- Christmas Party
- Thanksgiving

Some Suggested Active Games

- Body, Eyes, Mouth
- Ducks and Cows
- Ghosts
- Copycat
- Mission Impossible
- Paper Plane Contest
- Giant Hopscotch
- Giant Board Game
- Animal Relay
- Show Me Your Moves
- Scavenger Hunts
- Foot Golf
- Game Explorers

Some Suggested Questions to Ask for Discussion Time

- How can we all stay safe?
- How can we make sure that no one gets lost in the park?
- Who are our Emergency Workers?
- Why is it important to know our address and telephone number?
- What is your favourite activity to do at the park?
- What do you think it would be like living under water?
- What cool things have you done at camp?
- What new knot have you learned this week?
- What other shelters can we build at home?
- What is one thing that you have brought that helps us keep warm?
- What snack did you bring to help you have lots of energy for your hike?
- What outdoor activities have you done with your family this week?
- What are different types of helmets you can use?
- How have you helped your family this week?
- What cool things have you done this week?

Some Suggested Gathering Games

- Beaver Sam
- Extreme Four Corners
- Compass
- Red Light, Green Light
- Scream-thon
- Circle Pass
- Graveyard
- Ducks in Pond
- Animal Kingdom
- Simon Says
- What's the Time, Mr. Wolf?
- Freeze Dance

Some Suggested Quiet Games

- Owl Club
- Two Truths and a Lie
- Sausage
- Pterodactyl
- Wink Murder
- Wax Museum
- Alien, Tiger, Cow
- Squirt



OUTDOOR SCOUTING WEEK TO WEEK



SOME SUGGESTED ACTIVITIES YOU MAY WANT TO DO



Outdoors and Virtual Activities

These activities may need some help from parents.

- Design the Section Code of Conduct including social distancing rules.
- Practice staying in your bubble.
- Practice handwashing if you have facilities to do so.
- Spray bottle sneezes.
- Build bird/**bat boxes**.
- Talk about the buddy system and the safety requirements when we are outside (e.g., tell an adult where you are going).
- Learn about first aid and treat some minor injuries on a stuffy friend.
- Build your own first aid kit.
- Learn about the Emergency Services.
- Practice calling 911.
- Learn about the **Hug-a-Tree** program.
- Have a campfire and talk about safety around campfires and wildlife.
- Have Search and Rescue or PADS visit.
- Have a safety moment about different climbing terrains.
- **Water Filter**
- **Oil Spill Experiment**
- Safety—around camp (buddy system, tell a Scouter where you are going etc.).
- How do you know that water is safe to drink?
- Learn some basic knot tying.
- Practice building shelters.
- Hang a drying line.
- Hang our mess kits.
- Build a campfire (collect wood).
- Learn about **Leave No Trace**.
- What should I wear if I'm outside when it's cold?
- What sort of food should you eat when out in the cold?
- How do I stop my water bottle freezing when it is cold?
- Have a party night.
- Super-hero night
- Tinfoil boats
- Marshmallow and toothpick towers

Outdoor Activities

- **Germ Tag** (if you don't touch)
- Park/town/area clean-up
- **Be Bird Safe**
- **Birds of a Feather**
- **Helping Habitats**
- Practice signaling outdoors.
- **Playground Workout**
- Visit a playground, making sure to disinfect first,
- Follow-the-leader game (to teach about staying on a trail). Use glow sticks to help the youth find the leader.
- Night T-Rex games
- Go for a hike (1 km) around your park or meeting place.
- Try some **Sky Gazing**.
- Build something out of snow (e.g., a snowman, a fort etc.).
- Paper Snowball Fight
- Go sledding or tobogganing.
- Go skating.

Virtual Activities

- Virtual tour of museum
- Visit the International Space Station.



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Some suggested questions to ask for review time

- Do you think that germs spread as far as they do?
- What can we do to stop spreading germs?
- What do birds do to help themselves stay warm?
- What do you think is important to remember when being outside?
- Why is it important to stay with a tree when you are lost in the woods?
- Did you learn something new today?
- How can we make sure that our water is clean for every creature on our planet?
- What skills can you teach your parents?
- How can we make sure to leave no trace?
- Does anyone know why pirates wear a patch over one eye?
- What is something you learned that you didn't know already?
- Did the cold make it harder or easier to hike?
- What did you enjoy about tonight?
- What did you enjoy doing this week?

Some other tips and hints

- Try having a weekly challenge that can be done during the week and doesn't require any technology to do.
- Maybe have a Community Guest show up, e.g., a fireman, police officer, mayor, dentist, etc. Bring in subject matter experts to engage the youth.
- Get up and move. Have a dance party, go outside.
- Have a joke night.
- Do a craft together.
- Have an outdoor sleepover/campfire.
- Build your own story or song.
- Plant a garden.
- Bake some cookies.
- Build and race your Beaver buggies,
- Have a crazy hair day/wacky clothes day,
- If your Beavers aren't into singing, reading a picture book together can be a great closing activity.

Related Resources

- [Online meeting safety tip](#)
- [Guide to Personal Achievement Badges](#)
- [Personal Achievement Badge template](#)
- [A Guide to PABs for Parents](#)
- [Guide for badge mentors](#)
- [How do I Support PABs?](#)
- [Outdoor Adventure Skills](#)
- [Woggle resources](#)
- [Scouting at Home resources](#)
- [PAB Portal](#)



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Staying in your own bubble

This helps the Beavers imagine the space around them and how close they can come to others.

- Tell the Beavers to imagine that they are in a big plastic bubble (that reaches from the ground to right over their head).
- Examine the bubble (touch the bottom, touch the top, touch the sides, crouch down, stand tall. The sillier you make this the more fun).
- Try touching it with your nose, your hand, your foot, your bottom (let the youth pick what they want it to touch it with).
- Now try a running game, where they are not allowed to let their bubble touch anyone else. If they touch, they bounce off each other.
- Follow up: Make sure to talk about “staying in your bubble” to reinforce the concept.

Spray Bottle Sneezes

- Fill a spray bottle with water and different colours of food dye.
- On either snow or white paper, have the Beavers simulate sneezing, while spraying the bottle. You should be able to see the coloured water spray pattern on the paper.
- Talk about how far the coloured water went on the paper and connect that to how far our germs spread when we sneeze.
- Problem solve ways that we can stop our germs spreading so far.

Night T-Rex Games

- Set up stations around the park.
- Do some simple games that are tricky in the dark; e.g., putting on a hat and scarf using kitchen mitts, stringing Cheerios onto uncooked spaghetti, throwing rings over pylons, beanbag toss etc.
- The activities should be done without flashlights so that the youths’ eyes get used to seeing in the dark. Flashlight can be used between stations.

Paper Snowball Fight

- Split youth into two teams.
- Make paper snowballs out of rolled-up sheets of paper.
- Draw a line in the dirt or snow, set up cans, etc., as targets.
- Each team must try to get hit as many targets as possible.
- The team with the most targets hit at the end wins.
- Remember to clean up all the paper.

Scavenger Hunts

- You can either create your own list or find a list online of different things for participants to find.
- Participants can gather items, or you can ask them to bring a device that they can use to take photos instead.
- Participants should be reminded to make sure that they are being careful not to get too close to anyone while they are searching!

Simon Says

Start by designating one person as “Simon”. Have them stand at the front of the group with everyone else standing six feet apart, facing Simon.

- Simon begins the game by saying “Simon says...” and then stating an action (e.g., “jump up and down”, “dance,” “shake your head”). Everyone copies that action.
- Everyone should copy the action if Simon starts by saying “Simon says...” if they just state the action, anyone who copies it is out!
- Switch up who is Simon throughout the game.
- For younger youth, you can have them do something rather than go out, like do five jumping jacks, or yell out something that they would pack on a camping trip, then they can re-enter the game!

Freeze Dance

Everyone stands six feet apart.

- Have a Scouter play music through a speaker, so that everyone can hear it.
- Dance to the music—when the music stops, freeze in the position you are in.
- Anyone caught moving is out (or, must do something to re-enter the game, like yell out a food they would bring on a hike).



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Wink Murderer

- A detective is selected. They step out of the circle and stand away from the group with their eyes closed. Everyone else sits in a circle six feet apart and closes their eyes.
- A Scouter selects a murderer by gently tapping them with their foot.
- Everyone opens their eyes, and the detective returns to the circle but does not join it. They watch from outside the circle.
- The murderer begins murdering people by making eye contact with someone and then winking. The victim waits three seconds and then dies a dramatic death.
- The detective has three chances to guess who the murderer is. If they are correct, they win. If they run out of guesses, or everyone dies before they can guess, they lose.

Wax Museum

- This is a great game to play in the dark or as the sun is setting!
- One person will be the museum curator, inspecting the museum at night. They will use their flashlight for the game.
- Everyone else is a wax statue in the museum and must move around silently. If the curator shines their flashlight and catches a statue moving, they are out and must step out of the game. The last statue remaining wins!

What Time is it, Mr. Wolf?

- Mark two ends of your playing area—one for the wolf and one for the rabbits. If the wolf can face a wall or a fence, that's great; otherwise, you can mark each end with pylons or other markers to make a line on each side.
- Have one player start as the wolf. Everyone else starts as rabbits.
- The wolf stands behind their line, facing away from the rabbits. The rabbits stand behind their line, six feet apart.
- The rabbits yell out "What time is it, Mr. Wolf?" and the wolf answers with a time (on the hour, to keep things simple)
- The rabbits then take that many steps towards the wolf (e.g., if it's five o'clock, the rabbits take five steps).
- The rabbits keep asking and stepping forward until the wolf thinks they have gotten close—then when they're asked for the time, they yell "lunch time" and turn around.
- The rabbits then try to run back past their line before the wolf can run past the line. If the wolf makes it past the line before any of the rabbits do, the last rabbit to clear the line is now the wolf. If all the rabbits make it home safely, the wolf starts again.

Squirt

(Also called Splat or Cowboy Charlie)

- Players stand in a circle six feet apart with one person in the centre.
- The person in the centre squirts someone by pointing at them and saying "squirt!" as if they are shooting a water gun at them. The player who was "squirted" must duck.
- The two players on each side of the player who ducked turn and point and "squirt" each other.
- The last player to squirt is out.
- Continue playing until only two people remain.

Foot Golf

- Each player is trying to get their "golf ball" into the "hole" using only their foot.
- You must tap the ball with your foot (rather than dragging the object with your foot)
- For younger youth, a soccer ball and hula hoop might be a good size. For older youth, a tennis ball or golf ball and cup may be more challenging!
- Set up the course however you would like, make sure players are keeping their distance from each other and have fun!

