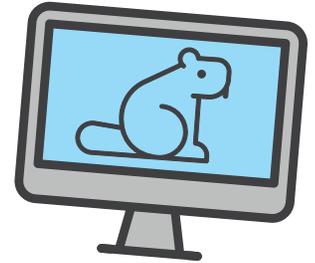


VIRTUAL SCOUTING WEEK TO WEEK

Why Virtual Meetings?

In times of uncertainty, there's a certain comfort in things that feel normal. For youth, this could come in many forms, like a regular meeting with their class, a regular day schedule or a regular weekend activity. As a Scouting community, we have a great opportunity to contribute to this by creating a normal meeting in some form or another. By holding meetings that follow a regular format (and include many of the same aspects as an in-person meeting), we're helping to create another bit of normal in this quickly changing world.

When running virtual meetings, try to keep as many aspects of your regular meetings as possible. Keep your opening as much the same as you can, run fun activities around a theme, sing your favourite songs, etc. In some ways, you will need to adjust your meetings, but even keeping those adjustments similar from week to week will create a routine for everyone to fall into.



Meeting	Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting One	Welcome to Virtual Scouting!	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"> 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). Try a scavenger hunt to practise your skills. 	Review what you did by asking the group a couple of short questions, like: "What was something cool you discovered during the scavenger hunt?"	Start with completely Scouter-led — Let's get on The Canadian Path!
Meeting Two	Look for the Helpers	Have a discussion question within Lodges (and Scouters) to answer, like: "Who in your life is a frontline worker, such as a nurse, police officer or grocery store worker?"	<ul style="list-style-type: none"> Good Turn Week Find a way to thank a frontline worker, like putting a sign in your window so that they can see it. Learn some simple first aid, like putting on a bandage or by doing teddy bear first aid. 	Review what you did by asking the Lodges a couple short questions, like: "How did it feel to be a helper?"	Scouter-led meeting, but with a White Tail Council element to plan upcoming meetings. Discuss Lodges if they are not already used regularly.
Meeting Three	Learn a New Skill	Have White Tails lead a discussion (with Scouter support), like: "What is a new skill have you have learned recently?"	<ul style="list-style-type: none"> Learn something new together! Work together to try a skill that's new to the whole Section, like how to make the perfect sandwich or how to tie a simple knot. Share the finished products and practise your new learned skill throughout the week. 	Review what you did by assisting White Tails in asking a question to Lodges, like: "What was your favourite new skill that you learned?"	Meet in Lodges—either meet simultaneously with two Scouters per Lodge or have short meetings back to back with each group! Have the Lodge plan an activity for the whole Section—you can pick one of the upcoming themes and plan a full meeting based on that!

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Meeting Four	Build it Better	Have White Tails lead a discussion with a question for their Lodges, like: "What is something that you have made this week or in the past?"	<ul style="list-style-type: none"> • What could you "build better"? • How 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! • Beavers build dams; how do they build them, and why? Try building your own dam using sticks from outside or household items. 	Review what you did by having White Tails ask a question to the group, like: "What was your favourite thing that you built tonight?"	<p>Plan–Do–Review how to Build it Better!</p> <p>Use Plan-Do-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>
Meeting Five	Get ready for Camping!	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"> • 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 that Sound? Have Scouters (or Beavers) turn off their video and use something to make a noise. Invite the Beavers to guess what the sound was! 	Review what you did by asking the group a couple of short questions, like: "What did you enjoy doing this week?"	Facilitated Programming—let's get on The Canadian Path!

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Meeting Six	Emergency Ready	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"> • 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 Recue. 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? • Learn what the Red Cross does in a disaster. 	Review what you did by asking the Lodges a couple short questions, like: "What was something you learned that you didn't already know?"	Facilitated Programming with a White Tail Council meeting afterwards to plan upcoming meetings and breaking into Lodges with youth input on the program going forward.
Meeting Seven	Love Your Water!	Have White Tails lead a discussion (with Scouter support), like: "What is a new skill have you have learned recently?"	<ul style="list-style-type: none"> • Stay Afloat 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 Gather the supplies to build your water filter during your meeting, then test it out afterwards. Take before-and-after photos of your water. • Does it Float? 	Review what you did by assisting White Tails in asking a question to Lodges, like: "What was your favourite new skill that you learned about water?"	Meet in Lodges—either meet simultaneously with two Scouters per Lodge or have short meetings back to back with each group! Have the Lodge plan an activity for the whole Section—you can pick one of the upcoming themes and plan a full meeting based on that!
Meeting Eight	It's All Sun and Games!	Have White Tails lead a discussion with a question for their Lodges, like: "What is something that you have made this week or in the past?"	<ul style="list-style-type: none"> • Plastic Bag Kite Gather the supplies to build your kite during your meeting. Share photos or videos of you flying your kite. • Beach Ball Teamwork With help from a sibling or 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. 	Review what you did by having White Tails ask a question to the group, like: "What did you enjoy about tonight?"	Use Plan-Do-Review to plan what you are going to do as a Colony. Do your adventure and then review what you have done. How can you apply this concept to the meeting that your Lodge is planning?



VIRTUAL SCOUTING WEEK TO WEEK

Meeting with the 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 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 virtual 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 (e.g. in Lodges or as a Colony)?

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 ahead 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 generally 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 virtual 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 element 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 fun, like drawing out highlights of an adventure.

As part of your virtual meetings, you have probably 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.

Some Other Tips and Hints

- Try having a weekly challenge that can be done during the week and doesn't require a technology to do.
- Maybe have a community guest show up (i.e. firefighter, police officer, mayor, dentist).
- Get up and move. Have a dance party!
- Share a joke night.
- Do a craft together.
- Have a virtual sleepover or campfire.
- Build your own story or song.
- Plant a garden.
- Bake some cookies.
- Build and race **Beaver Buggies**.
- Have a Crazy Hair Day or Wacky Clothes Day.
- If your Beavers aren't into singing, reading a picture book together can be a great closing activity.

Related Resources

- **Virtual Scouting Safety Tip**
- **Guide to Personal Achievement Badges**
- **Personal Achievement Badge template**
- **How do I support Personal Achievement Badges?**
- **Guide to Personal Achievement Badges for Parents**
- **Guide for Badge Mentors**
- **Scouting at Home**

