

Discovery Challenge

Discover Your Creativity



Part 2

Version 2/14

Index

CRAFTS & ACTIVITIES

Coin Rubbings Wrapping Paper

Hat Parade

Let's Advertise

Walnut Fun

Detective Work 1

Detective Work 2

Button Up

Book Buddies

Log Chew: Foot Painting

Splat Monsters

GAMES

VISITS

ACTIVITIES

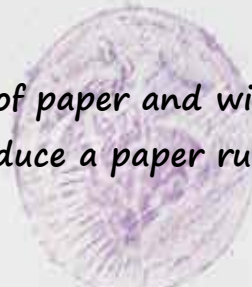
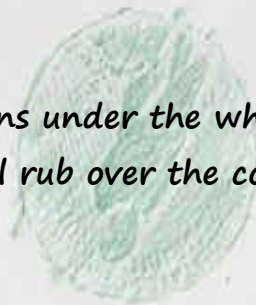
Coin Rubbings Wrapping Paper

What you'll need:

- Large sheets of white paper
- Pencils
- Pencil Colours
- 5 Coins of different size & shape

How to do it:

- Each Beaver Scout gets a few white sheets of paper together with the coins.
- The Beavers put the coins under the white sheet of paper and with a pencil or with a pencil rub over the coin to produce a paper rubbing.
- With the help of the Beaver Scout Leaders the Beavers can create the signs and patterns onto their wrapping paper.



Hat Parade

What you'll need:

- Newspaper, Crepe Paper or Kite Paper
- Scissors (Round tipped for safety)
- Glue
- Glitter Glue, foam stickers, sequins, ribbons etc for decoration
- Plastic sheets to cover the work surface



How to do it:

- Cover the work surface with plastic sheets to be easier to clear up after the end of the activity.
- Give each Beaver 2 or 3 sheets of either newspapers, crepe paper or kite paper or a mixture of all
- Beavers cut out all sorts of hats from the papers provided.
- A Hat Parade or Fashion Show can then begin!!



Let's Advertise !!

What you'll need:

- Tons of Magazines
- Large sized Chart
- Scissors
- Permanent Markers / Colours
- Lettering Stencils
- Glue Stick
- Plastic Covers

How to do it:

- Cover the work surface so that it will be easier to clean after the end of the activity.
- Beavers are divided into teams.
- Each team decides on the theme of the advertisement or the message they want to pass on.
- Magazines are used to cut out all the pictures, words and logos



Walnut Fun

What you'll need:

- Walnuts
- Coloured cardboards
- Coloured pompoms
- White glue
- Felt
- String
- Scissors
- Paints
- Paintbrushes
- Wiggly eyes



Be creative and come up with cool ideas to create something with walnuts. Here are some cool ideas which you can make with walnuts.

They are simple and very cute.



Detective Work 1



What you'll need:

- Pictures of famous detectives
- Cardboard paper
- Glue
- Scissors

How to do it:

- Collect large pictures of famous detectives, including some cartoon ones.
- Stick them on cardboard.
- Let them dry thoroughly.
- Cut the pictures into jigsaw pieces.
- Take another piece of cardboard big enough to contain the whole jig saw puzzle.

TEAMWORK or LOG CHEW

Have the beavers take it in turns to do one piece each of the jigsaw, as a relay race. Alternatively craft a jig saw puzzle big enough that all the Colony would be able to participate in both the making of the puzzle and in the game.



Detective Work 2

Secret Writing



What you'll need:

- White paper
- Lemon Juice
- Small Paint Brush or Cotton Bud
- Candle or a light bulb (only to be handled by an adult)
- Gloves



How to do it:

- Squeeze some lemon juice and filter it through a sieve so that only the juice is left. Put the juice in a small bowl or a plastic glass.
- Using a Paint Brush or Cotton Bud, have the Beavers write a short message or do a drawing on a piece of paper using the lemon juice.
- Let the message / drawing dry thoroughly.
- When the paper dries the message will be invisible.
- But if, under strict supervision, they hold the paper near a candle flame and the heat will make the message appear. Same will happen when placed in front of a strong light bulb.

WARNING:

Remind the beavers of the dangers of playing with alight candles and electricity. They should never do anything unless their is an adult or a leader with them as it can get quite dangerous.



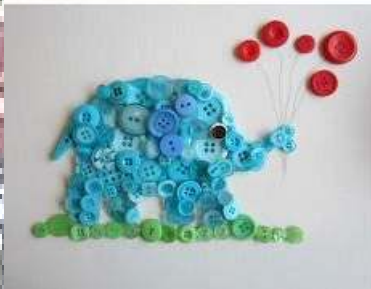
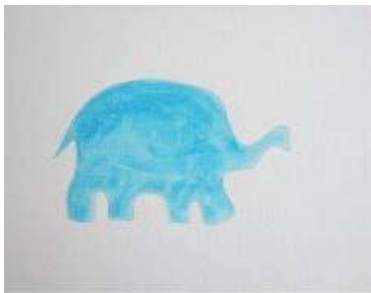
Button Up!

What you'll need:

- White Cardboard Paper
- Bright Coloured Markers
- Glue
- Multi coloured buttons
- Googly eyes
- Items for decoration—glitter glue, sequins, jewels, etc.
- Picture Frame



How to do it:



- On the white cardboard draw a picture in rough form. No need for details as it will all be covered up.
- Glue the buttons until you have covered up the whole picture.
- Add details with different buttons
- Decorate the picture with glitter glue, jewels, etc.
- Leave to dry thoroughly
- Ask your BSL to help you frame it.

Tips:

This could make a lovely Mother's Day or Birthday Gift :-)

WARNING:

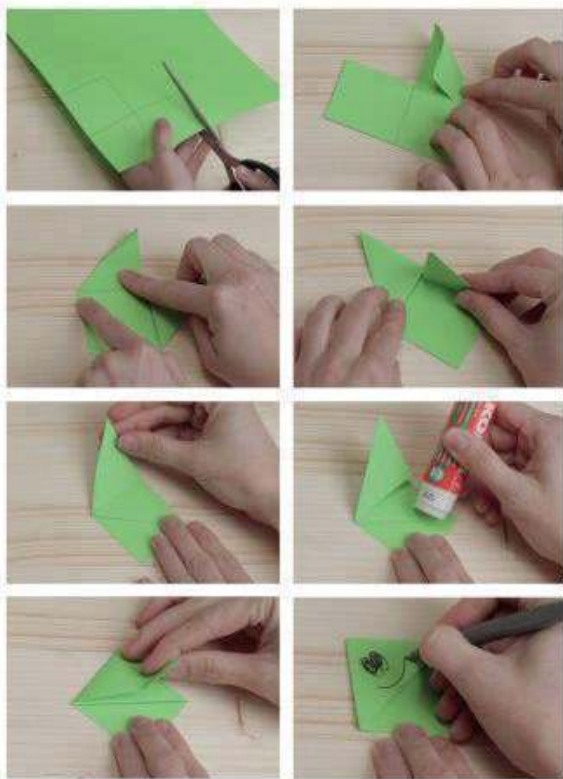
Make sure that all surfaces are properly covered prior to starting the activity to ensure that they are not ruined with the glue.



Book Buddies

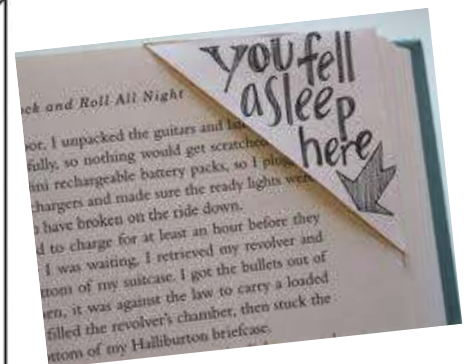
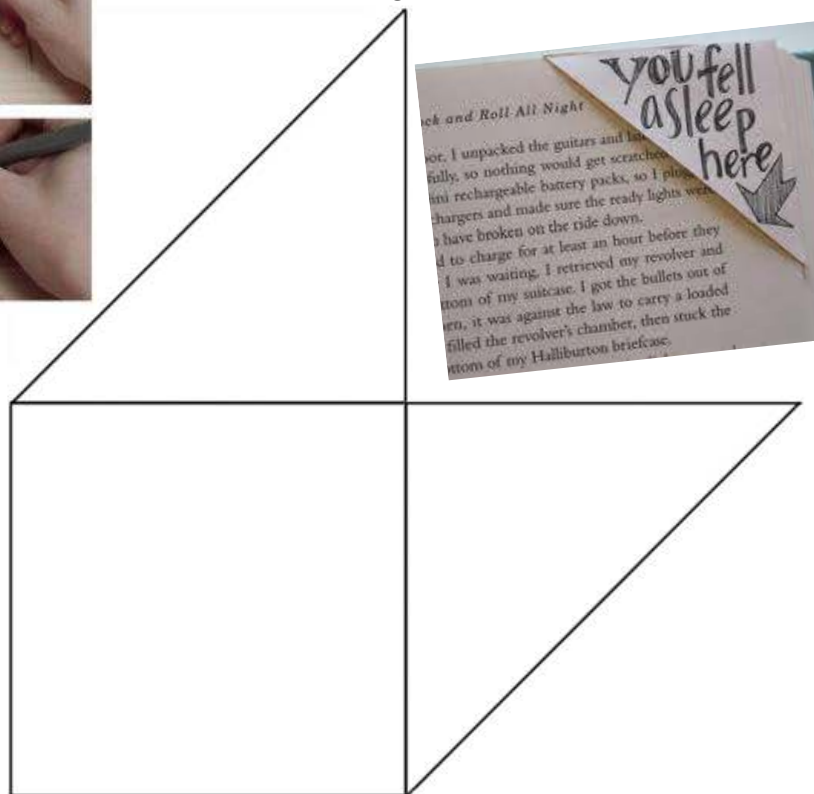
What you'll need:

- Coloured Paper or Cardboard
- Black Marker
- Glue
- Scissors
- Googly eyes
- Items for decoration—glitter glue, sequins, jewels, etc.



How to do it:

- Trace template below on coloured paper
- Cut it out
- Bend one triangle and put glue on it
- Bend the other triangle and press hard so that it sticks firmly to the one under it.
- Using Markers, Googly eyes, glitter glue, etc decorate your book buddy.
- Alternatively you can write nice quotes or funny messages on your bookmark.



LOG CHEW: Foot Painting

What you will need:

- Small Plastic Tubs
- Large sheets of paper
- Poster Paints
- Paint brushes

How to do it:

- Place large sheets of paper onto the floor.
- Mix poster paints (one colour per tub).
- Beavers take turn to dip their feet into the poster paint and paint footprints onto the sheets of paper.



Themed designs:

Christmas

Animals



Splat Monsters



What you will need:

- Acrylic paint heavily watered down.
- Plain paper
- Straws
- Felt tips
- Googly eyes
- Optional—you might like to add other collage materials such as pom-poms for a 3D effect.

What to do:

- Drop small blobs of liquid paint onto your paper.
- Now use the straws to blow the blobs of paint out in all directions.
- Leave your blow paintings to dry.
- Once dry stick on the googly eyes and draw in features using the felt-tips.
- Add a few smiley faces as well.



Games



RING ON A STRING

Beavers sit in a circle, holding a long string in front of them tied at both ends. A ring has been slipped over the string before tying. The Beavers in the circle move their hands back and forth on the string, passing the ring from one beaver to another. One Beaver stands in the centre and tries to guess who has the ring. The centre beaver can stop the passing at any stage and ask one of the circle beavers to lift their hands. If the ring is in those hands, then that beaver has to take the centre position.

MUSICAL STATUES

This is one of the old games that remains a favourite with children of all ages and is always great fun. All Beavers dance or hop around the room to music, doing anything they like. As soon as the music stops, everyone must stand perfectly still, holding the position in which they are caught. Anyone moving at all until the music starts again, must drop out. The winner of course, is the one left in last.

PASS THE PARCEL

This happens to be old one too but children like it quite a lot. Have a small prize wrapped in brown paper and tied and tied with a string. Then wrap it up in another layer and then tie it up with string again. Continue doing several layers more until the parcel looks quite big. Sometimes crumpled newspaper sheets can be placed between one layer and another to make the parcel look even bigger than it is already.

Beavers sit in a circle and hand the parcel from hand to hand while the music is playing. When it stops, whoever is holding the parcel will unwrap a layer. This will happen every time that the music is stopped until who opens the last layer finds the prize.

POSITIONED HATS

All the Colony stands into a circle. A number of hats are passed around the circle from hand to hand while the music is played. When the music stops, anyone caught in possession of a hat is poisoned and must drop out. Last Beaver wins.

Variation: Instead of a hat a small carpet can be used. The Beavers form a circle and stand up and start moving in a circle one after the other. Carpet is placed in the circle path so at some point someone has to step on it. Whoever is caught on it drops out.

MUSICAL TELEPATHY

One beaver leaves the room, the rest decide on an action that person is to do. For example: straightening a crooked rug, pulling down a blind, picking up a book that has fallen on the floor, etc. When he or she returns to the room, the rest of the colony starts humming or singing. When the Beaver approaches the spot where the action needs to be done then the humming or singing will get louder. On the other hand if the beaver moves away then the humming or singing will go lower and lower.

Variation: Instead of doing some sort of action the Beaver/s can look around for items in the meeting hall and the singing/humming will guide them.

DARK DRAWINGS

Give the Beavers pencil and paper and put out the light. Ask them to draw something for example a lake. This sounds quite difficult and they will probably expect you to put on the light when they are finished. However you then say, 'Now draw a boat on the water', and 'Now draw a house'. Then put on the lights and see what the Beaver Artists have produced. Guaranteed fun and laughter!

FIND THE LEADER

All Beavers stand in a circle, whilst one Beaver goes out of the room. A leader is chosen and then all start clapping until the Beaver that outside comes in. The leader then changes actions; for example from clapping to rubbing the nose, to hopping, to singing, to waving an arm, etc, and everyone has to follow. The person in the centre has to find out who the leader is. When the leader is caught he/she exchanges places with the beaver in the middle of the circle.

DETECTIVES AND ROBBERS

This is a game of chase and catch. Divide the beavers into two groups: detectives and robbers. Groups of four detectives join hands and without letting go, have to catch the robbers. When a robber is caught they join one of the detective chains. When all robbers are captured they then change sides and the detectives become the robbers.

TISSUE AND STRAW

Line up the beavers in teams. Give each beaver a straw and the person at the front of each team a tissue. The one at the front has to suck on their straw so that the tissue stays on the end, then turn to the next in line who has to suck the tissue on to their straw, while the first one has to blow to release the tissue from their straw. This continues down the line until the tissue reaches the person at the back, who runs forward to the start. The process begins again and continues until everyone has had a turn. Have a rule that no one is to run with a straw in their mouth.

MY SECRET FRIEND

Every member of the group puts his or her name on the scrap of paper and put it in the bag. When everybody has put his/her scrap of paper in the bag, shake it carefully. Then let your scouts take one of the scraps & secretly read the name. This person will be her/his secret friend during the game (it may last for several days). During these days everybody is to please his/her secret friend, to present him/her with any present. At the end of the game all players will find out who the secret friend of hers/his is.

MR. SPONGEE MAN

This game is brilliant if played outside. Divide the Colony in teams according to how many Leaders there are. Each team is given a container full of water and food colouring. A large sponge is given to every Beaver. The leaders have to run and hide. The Beavers have to catch the leader and try to hit him with the sponges that would have been previously immersed in the water with food colouring. The team that manages to bash all the leaders wins. This is a very messy game, thus it would be better if it is held outside and if the beavers are asked to come in old clothes that can be thrown away afterwards.

DONKEY RACE

Two boys straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

DRIVING THE PIG

Fill each bottle with a little water as ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the hall (fair) and runs back with the equipment. (Game most suitable for outside.)

FEATHER RELAY

Each player throws a long feather javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player.

NEWSPAPER RACE

Each scout is provided with two sheets of newspaper which he uses to run the race. He can only step on the newspapers; this is done by: stepping on one, lay the other in front of him, steps on it, retrieves the paper behind him, which he places in front of him moving forward in this fashion.

Variation: Large sheets of paper may be used instead as newspaper tend to leave a lot of ink marks on hands, feet and floors.

PAPER HOOPS

This is a relay race between lodges. A pile of newspapers for each lodge is placed at one end of the room with the lodges lined up at the other end. When the whistle blows they race up to the newspapers. The objective is to cut the newspaper sheets in the middle and then step through the paper without ripping it right through to the edge. If that happens they have to start again.

When they have stepped through they race back so that the next team member can go. The winners are those who are all sitting down with their arms folded. Use newspapers that are not too big.

PING PONG BALL RELAY

Each player gets a party blower* (the type that unrolls when you blow it) That he uses to push the ping pong ball across the floor. He can only use the party blower, nothing else, he can't blow the ball himself, or touch it in any way except for the blower.

*They are usually whistles with a piece of paper rolled at the end. As soon as you blow the whistle the paper unfolds. When you stop blowing it recoils again.

Visits



Visits

St. James Cavalier—Exhibitions for Children

St. James Cavalier—Artistic Try outs for Children

Malta Comic Convention

Pottery Studio

Mosaic Studio

Face Painting Session

Mural Painting Session

Activities



Activities

**Decorate your Head Quarters for a particular Occasion
such as:**

Group Anniversary

Themed Party

Festive Holiday such as Christmas