



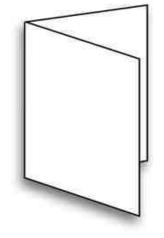
FACTSHEETS & ACTIVITIES Making A Passport NEW ZEALAND INDIA SPAIN USA RUSSIA ICELAND KENYA SCOTLAND ALBANIA SRI LANKA POLAND SERBIA

GAMES



Cardboard paper Pencil Colours Picture of the world Blank sheets of paper Passport Photo Hole Puncher or Stapler String or Staples Coloured copies of Stamps of different countries

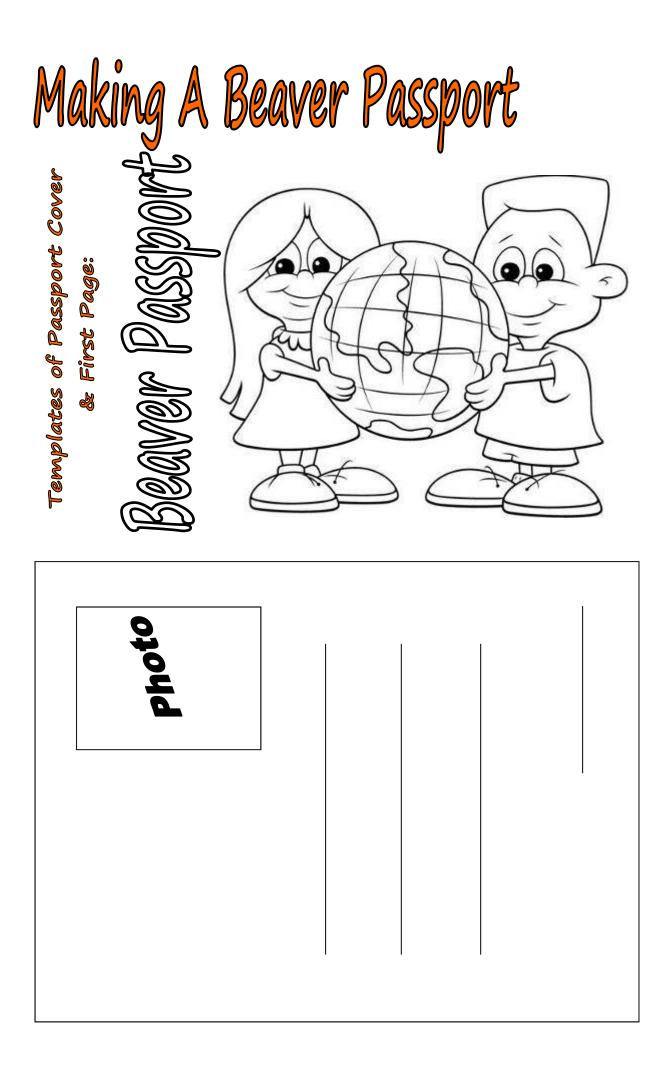


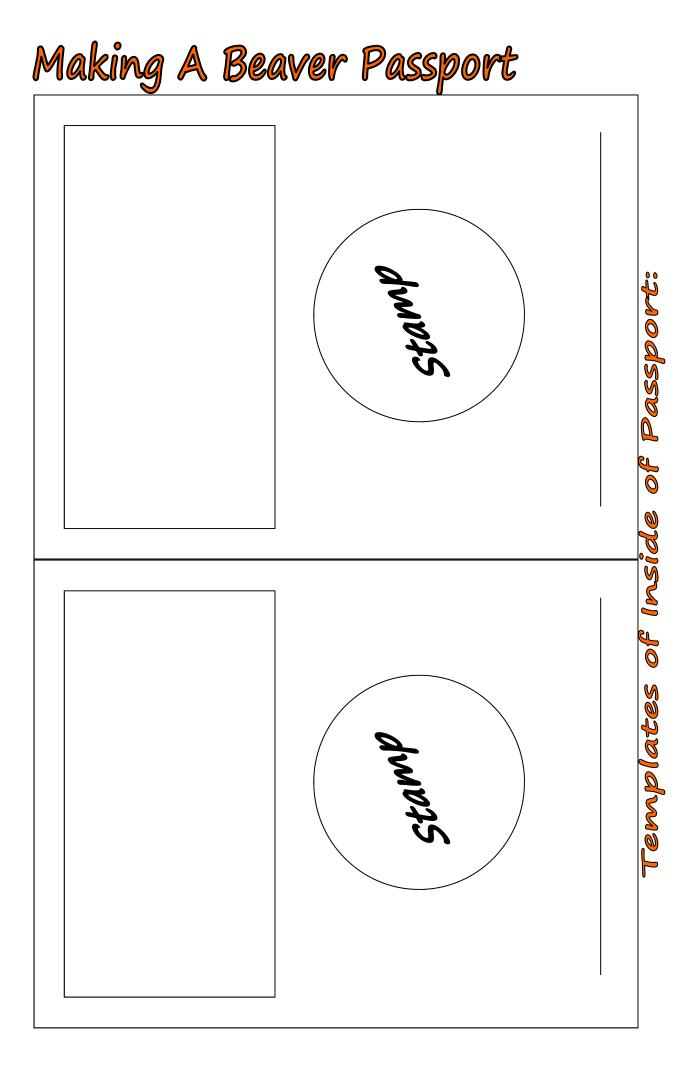


How to Do it:

- Fold Cardboard sheet in the middle.
- Colour in the words 'Beaver Passport' and the world picture.
- Glue them to the front of the Passport
- Fold the blank sheets in the middle. Put the folded paper into the Cardboard paper. Ask your Beaver Scout Leader to help you either put 2 holes at the side of the passport to put a string through or to staple the cardboard to the sheets.
- On the front of the first sheet write your personal details—name, surname, etc and attach the passport photo [See Template].











The New Zealand - KIWI

POMPOM KIWI

What You'll Need:

- Large brown pompom
- Sticky Orange craft foam
- Googly eyes
- Glue
- Scissors

How to do it:

- Cut two feet shape from orange foam.
- Stick the pompom to the feet so they act as a base.
- Glue a triangle of orange foam.
- Glue two googly eyes to the front of the pompom to make the kiwi's face.

Meeting the MAORI

The Māori are the indigenous Polynesian people of New Zealand.





The Māori originated with settlers from eastern Polynesia, who arrived in New Zealand in several waves of canoe voyages at some time between 1250 and 1300 AD.

Over several centuries in isolation, the Polynesian settlers developed a unique culture that became known as the "Māori", with their own language, a rich mythology,

distinctive crafts and performing arts.

Early Māori formed tribal groups, based on eastern Polynesian social customs and organisation.

Horticulture flourished using plants they introduced, and later a prominent warrior culture emerged.









Diwali Diyas are candles. The Indian New Year is Diwali and they celebrate the victory of good over evil by lighting rows of candles or 'diyas'. A Diwali Diya is a small lamp that is lit especially at Diwali. Diyas are typically made of clay with oil used as the fuel and cotton wool as the wick.



What you'll need:



Air Dry Modeling Clay White and brown

- Acrylic paint
- **Tea-light Candle**
- **Plastic Knife**

How to do it:

Mould the White Modeling Clay into a roughly rounded shape. Stick thumbs into the center of the

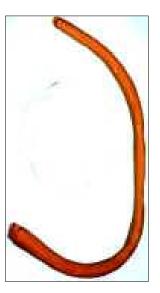
ball, pinching the sides to make a hollow (you're making a bowl shape, not a donut)

Place the tea-light candle in the middle and press it a little downward. It should not be too deep (the flame of the



candle should stick up over the top of the diya.

- Let air dry thoroughly.
- Roll the brown clay into long snakes.
- Coil the snakes around the white clay, coiling it around as shown in the picture.
- You'll need to squeeze the snakes onto each other a bit so they stay together when the project dries.
- Let air dry thoroughly.
- Decorate as desired.







- F N K R V I I B
- SEAFOODU
- DIRDAMEL
- BEACHSTL
- L L A B T O O F

beach bull football Madrid seafood







- Coffee can with lid •
- Red, white and blue acrylic paint
- Paint brushes
- Cardboard
- Scissors
- Craft knife (to be handled by an adult)
- Plastic Sheets





- Paint the top of the can blue.
- Paint Red stripes around the can.
- Cut out a star from paper and use it to trace it on the lid with a pencil.
- Paint the star white on the lid.
- ADULT HELP PLEASE! Using the craft knife, cut a small slit in the plastic lid large enough for coins to pass through.
- Trace a plate that is larger than the bottom of the can onto the cardboard paper and then cut it out.

• Paint one side of the cardboard blue or alternatively use blue cardboard paper, it will save you painting it.

• Glue the bottom of the can to the middle of the blue cardboard paper to complete your American Hat.

How to do it:

- Cover your work surface with plastic. It will be easier to clean up at the end of the activity.
- Paint the entire can white (except for the bottom)





Making a Matryoshka



What you'll need:

- Scissors
- Glue
- Colours or Water Colours or Acrylic Paints
- White paper or White Cardboard

How to do it:

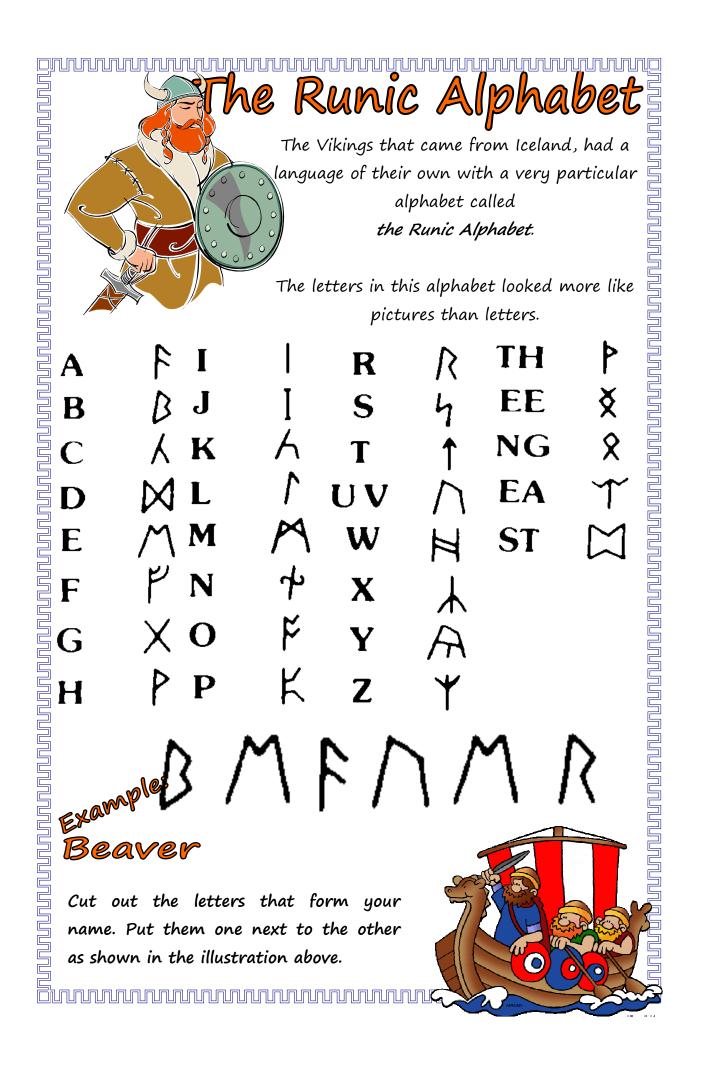
- Enlarge, print and cut out the dolls templates found on the following page on either white paper or white cardboard paper
- Colour in the templates making them as colourful as possible.
- Lightly spread the bottom half of each doll with glue stick from the widest part of their body down.
- Cut strips of paper/cardboard, and place them in the centre of the strip, so that the bottom edge of their body touches the bottom of the strip.



- When dry, circle the strip and fasten at the back, allowing a centimetre overlap. Glue or staple.
- You can either line them up one next to the other or place them one inside the other as shown in the pictures.











The *Maasai* (sometimes spelled "Masai" or "Masaai") are a famous ethnic group of semi-nomadic people located in Kenya and northern Tanzania.

The Maasai are among the best known of African ethnic groups, due to their residence near the many game parks of East Africa, and their distinctive customs and dress.^[1] They speak Maa and are also educated in the official languages of Kenya and Tanzania: Swahili and English.

The Maasai population has been reported as numbering around 841,622 in Kenya.

Maasai have become known as a tribe of *morani*, or warriors, protecting their cattle against lions and other predators. Only men are warriors. They wear their hair in long braids, which are dyed with red clay.

Women build and take care of the home, fixing food and making clothing. They also make necklaces, dresses, and headdresses out of beads.

All Maasai wear large hoops in their pierced ears.



Maasai houses are made from sticks and grass, which are held together with a mixture of mud and cow dung. These houses are built in a circle and make up an *enkang*, a Maasai village. They are meant to be temporary, since the migration of the cow population means that the Maasai move as well.





St. Andrew - The Patron Saint of Scotland

On November 30th, Saint Andrew is honoured in many parts of the world. He is the patron saint of Scotland, Greece and Russia.

Andrew was a simple fisherman who lived with his brother Peter in Galilee. One day a man named Jesus came to them and asked them to follow Him – "I will make you



fishers of men," Jesus promised them. So the two men put down their nets and followed Jesus. Because Andrew was probably the first of the apostles, he is often spoken of as "The First-Called".

Jesus commanded His apostles to "go into the world and

preach the gospel to every creature". Andrew did exactly as he was asked – he preached in Greece and even travelled into Russia. But Andrew angered the Romans by talking about Jesus and His message. Finally, the Romans crucified him on an X-shaped cross a "*saltire cross*"). This kind of cross is called the cross of Saint Andrew. It appears on the flags of Scotland and Great Britain.

Today there are still Saint Andrew societies in almost every part of the world. These groups work to help the poor and needy. Each year the groups hold great banquets on the last day of November – the feast of Saint Andrew.

Some peculiar superstitions have attached themselves to Saint Andrew's feast day. An old German tradition says that single women who wish to marry should ask for Saint Andrew's help on the Eve of his feast, they will see their future husbands in their dreams.

It is believed by generations of Scotsmen that the national flag, the white saltire cross on a blue ground originated in a battle fought in the Dark Ages between the Picts and Scots on one side and the Angles of Northumbria on the other.

Around the time of the 8th century, an army of Picts and Scots under King Angus found themselves surrounded by a force of Angles under their leader Athelstan. King Angus prayed earnestly for deliverance to God and the Saints. That night Saint Andrew appeared to the King and promised them victory.

The next day, when battle began, the vision of the white saltire (*the diagonal cross on which the Apos-tle Andrew had been martyred*) was seen by all in the blue sky. This so encouraged the Picts and Scots and frightened their adversaries that a victory was won.





- Coloured Pencils and Crayons
- Scissors
- Iron (adult use only)
- Piece of White Fabric
- Newspapers
- Plain white paper
- Cardboard paper

How to do it:

 Cover your work area with recycled news paper. This will help during the activity to protect the work area as



well as after to be able to clear up more easily.

- Draw your tartan pattern with Crayons on white paper. Use a heavy layer of crayon so the colours are deep and distinct.
- On a flat surface, place several blank sheets of white paper over layers of newspaper for ironing.
- Place white fabric on the paper, face up.
- Lay your design face down.
- Cover with white paper.
- An adult sets an iron on 'cotton', with no steam.
- The adult places the iron on the papers and presses down ironing the whole design until the entire design is transferred onto the fabric.
- Draw a person on a cardboard paper as shown in the picture
- Cut it out.
- Fold the fabric around the figure as shown in the picture.

<u>*Warning !!!!!!</u> - Whenever crayons are heated for an art activity, provide adult supervision. Conduct melted crayon techniques in a well-ventilated area ironing may release irritating fumes.*</u>

<u>LOG CHEW:</u>

With your BSL, look into the fascinating history and meaning of Scottish clans and their tartan colours and patterns.





A youth was hunting in the mountains. An eagle flying above him alighted on top of a crag. The eagle was especially large and had a snake in its beak.

After a while, the eagle flew away from the crag where it had its nest. The youth then climbed to the top of the crag where he saw, in the nest, an eaglet playing with the dead snake. But the snake wasn't really dead! Suddenly it stirred, revealed its fangs and was ready to pierce the eaglet with its deadly venom.

The youth quickly took out his bow and arrow and killed the snake. Then he took the eaglet and started for his home. Suddenly the youth heard above him the loud whir of the great eagle's wings.

"Why do you kidnap my child?" cried the eagle. "The child is mine because I saved it from the snake which you didn't kill," answered the youth.

"Give me back my child, and I will give you as a reward the sharpness of my eyes and the powerful strength of my wings. You will become invincible, and you will be called by my name!"

Thus the youth handed over the eaglet. After the eaglet grew, it would always fly above the head of the youth, now a grown man, who with his bow and arrows killed many wild beasts of the forest, and with his sword slew many enemies of the land. During all of these feats, the eagle faithfully watched over and guided him.

Amazed by the valiant hunter's deeds, the people of the land elected him king and called him *Shqipëtar*, which is to say *Son of the Eagle (shqipe* or *shqiponjë* is Alba-

nian for eagle) and his kingdom became known as "*Shqipërid*" or *Land of the Eagles*.

The two heads on the eagle shown on the Albanian flag represent the north and the south of Albania.









In Sri Lanka they are renowned for creating lovely images in silver and gold. Why not try your hand at it too?

What you'll need:

- Thick cardboard paper
- Black Marker
- Coloured Markers or Acryclic/Poster Paints
- Paint Brush for Paints
- PVA glue
- Foil
- Acrylic Paints
- Apron
- Tape

How to do it:

- Draw an elephant onto the cardboard using a black marker with a thin tip.
- Squeeze glue over your lines. If the glue is the one in bottles it is way much better as it will help them to go over the lines without turning their project into a mess. Still adult supervision is required.
- Wait until the glue is dry and then wrap your cardboard with foil.
- Using your fingers, rub over your hidden drawing and watch it magically appear!
- Paint and decorate with poster or acrylic paints or coloured markers for a cleaner finish.











Long ago in Poland's early history, on the River Vistula, there was a small settlement of wooden huts inhabited by peaceful people who farmed the land and plied their trades. Near this village was Wawel Hill.

In the side of Wawel Hill was a deep cave. The entrance was overgrown with tall, grass, bushes, and weeds. No man had ever ventured inside that cave, and some said that a fearsome dragon lived within it. The young people of the village didn't believe in the dragon. The old people of the village said that they had heard their fathers tell of a dragon who slept in the cave, and no man must dare waken it, or there would be dire consequences for them all.

Some of the youths decided to explore the cave and put an end to such foolish talk. They thought that they knew better and dragons were just old stories from the past. A group of these young people took some torches and went to the cave. They slowly entered the cave until they came to a dark mass of scales blocking their way and the sound of heavy breathing. The boys ran as the dragon awakened and roared. Fire came from it's mouth warming the boys heels and backs. When they were far enough away, they looked back and saw the dragon at the entrance of the cave, very angry being awakened from it's sleep.

From that day on, the people knew no peace. Every day the dragon appeared and carried off a sheep or preferably young virgins. The populace made many attempts to kill the dragon but nothing succeeded and many of those that attempted were killed.

In the village lived a shoemaker's apprentice named Krakus. He got some sheep and mixed a thick, yellow paste from sulfur. Krakus smeared it all over the animals. Then led them to a place where the dragon would see them. The dragon came out as expected, saw the sheep, roared, rushed down the hill and devoured the sheep. The dragon had a terrible fire within him, and a terrible thirst. It rushed to the River Vistula and started drinking. It drank and drank and could not stop. The dragon began to swell, but still it drank more and more. It went on drinking till suddenly there was a great explosion, and the dragon burst.

There was great rejoicing by the people. Krakus, was made ruler of the village, and they built a stronghold on Wawel Hill. The country prospered under the rule of Krakus and a city grew up around the hill which was called Krakow, in honour of Krakus. When Krakus died, the people gave him a magnificent burial, and erected a mound over his tomb which can be seen to this day. The people brought earth with their own hands to the mound, and it has endured through all the centuries as a memorial to the person that killed the dragon of Krakow.







In Serbia they are renowned for their lovely weaving patterns. Why not try your hand at weaving too ?



What you'll need:

- Scissors
- Coloured papers cut into strips
- Coloured papers still whole

How to do it:

- Fold your base paper in half and cut slits starting at the fold
- Stop your cuts an inch or two from the edge. You can cut straight, wavy or

zig zag lines to have even more interesting patterns. Just make sure that your slits are evenly spaced.

- Unfold your paper and begin weaving your strips over and under.
- If the stips are longer than the sheet's edge just trim them up a little.





AUSTRALIAN CIRCLE GAME

A Beaver stands in the centre of a circle, holding a tennis ball. He tries to throw this ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one boy to another.

The player in the centre may throw his ball to anyone, but he usually throws it to the boy about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the boy in the centre.

CHINESE LADDERS

This games only belongs here insofar as the boys are likely already arranged in the right format to play it. The should sit down the length of the hall facing their partners, with their feet touching those of their partners.

Starting at the top end of the diagram, upon command, the boys jump up, and run down the hall over the legs of their team (who may not move those legs!) and then touch the end of the hall. They run back around the outside, touch the top wall, and then make their way over any legs back to their place, when the next boy may do the same. It's a race.

Note: The way I have described it so that each boy must sit down beyond the next person in his team; this helps prevent cheating by starting early. This game can be made more interesting by providing simple obstacles around the two outside edges of the hall, for example car tyres to get through, turned gym benches to walk along, or chairs to go under.

CITY, TOWN, COUNTRY

Beavers sit in two lines team A and Team B, each line numbered 1 to N. Beaver 1 in team A says to Beaver number 1 in team B the name of a city, town or Country. We will suppose for example that he says 'GERMANY". Beaver 1 in team B must now say a town city or country, beginning with the last letter of Germany. Let us suppose that he says "YORK". Beaver 2 in team A now has to say a city, town or country beginning with the letter K. This goes on all the way down the line. If a Beaver fails to give a correct answer or duplicates a previous answer, then a point is awarded to the other team. When the end of the line is reached play begins at Beaver number 1 again.

IN THE POND

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But... sometimes he will try and trick you by saying "On the Pond" or "In the Bank." When he does this, nobody should obey. Anyone who moves, on a wrong order, is out of the game or may pay a forfeit and get back in.

ROUND THE MOON

All the Lodges line up at the end of the room. Each Beaver places his hands on the waist of the Beaver in front so the Lodges form a 'rocket'. One chair is placed at the far end of the room opposite each Lodge, these are the 'moons'.

When the leader calls 'Go', the Lodges run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Beavers sit down there one by one, until finally the 'nose cone' - the Senior Beaver - returns home. The first team to be sitting down is the winner.

MULTIPLES (BUZZ)

This is a game from Taiwan. Beavers sit in a circle and start counting round the circle from "one." If the agreed figure for the game is seven, each time the number being called includes the figure seven or is a multiple of seven, the Beaver keeps quiet and clasps his hands together. If anyone makes a mistake the leader records a point against him.

When the boys become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught with numbers four, six and eight going on at once.

For one number the Beaver clasps hands. For the second number he will put both hands above his head. For the third number he can nod his head. Most Beavers will find thinking of two numbers at once difficult enough.

ROMAN BALLOON WAR

Beavers form two lines facing each other about 2 meters apart. Beavers in line 1 each toss a water balloon to opposite beavers in line 2. Any beavers who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of beavers remain.

*An ideal activity for a lovely sunny day.

LONG DISTANCE CHINESE WHISPERS

Distribute members of a lodge some distance away from one another. Give the lodge a scrap of paper with a few pictures on the paper. The first beaver must remember the pictures on the paper and relay it to the next Beaver who in turn relays it down the line to the final beaver.

The final beaver tells the leader what pictures they had and the leader writes them down. The team with the most pictures remembered wins. The longer the distance the more breathless (and less articulate) and more forgetful the beavers become.

BEAVER STUFF TREASURE HUNT

Divide the Colony into 2 teams. Distribute 2 sets of pictures related to the Beaver and its environment around the Head Quarters for exampled: Infront of GSL's office door, on the Scout Leader's Desk, etc. and send the beavers off on a treasure hunt, with the aim to find all. When the team gather all the pictures they have to put them on a large poster showing the Beaver's Habitat. First team ready wins.

MY SECRET FRIEND

Every member of the group puts his or her name on the scrap of paper and puts it in the bag. When everybody has finished shake the bag. carefully. Then let your beavers take one of the scraps & secretly read the name. This person will be her/his secret friend during the game. At the end of the game all beavers are find out who the secret friend of hers/his is.