

Friendship Challenge

Attend a Joint Activity



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A Joint Activity In a Nutshell



Step 1: INTRODUCE

The 'Other' Colony's leaders to visit your Colony during a meeting or activity. They get to talk to your Beavers and familiarize with them.

Step 2: FAMILIARIZE

Involve these leaders during the meeting/activity in a game or craft that would be running at that time. Pair a Beaver or more Beavers with each Leader. This will help the Beaver/s to 'make friends' with the Leader.

Step 3: RECIPROCATE

Do the same for the 'Other' Colony. Meet their Beavers and familiarize with them.

Step 4: THE ACTIVITY

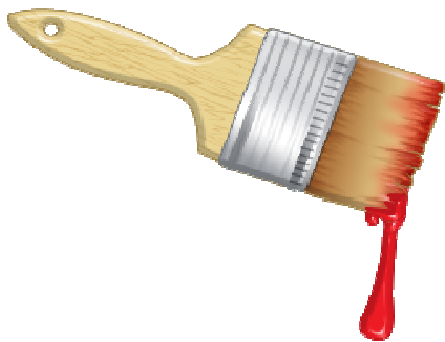
Since the leaders have met the Beavers, it will be easier for all the Beavers to get closer to all the Leaders. This will help towards the safe running of the activity.

Step 5: POST MORTEM

Carry out a post mortem between the Leaders of the Colonies to discuss the activity and sort out any finance issues.

Also carry out a post mortem with the Beavers in your own Colony and get their own opinion about the activity. This will give you a good idea of what to look out for in the following activity.

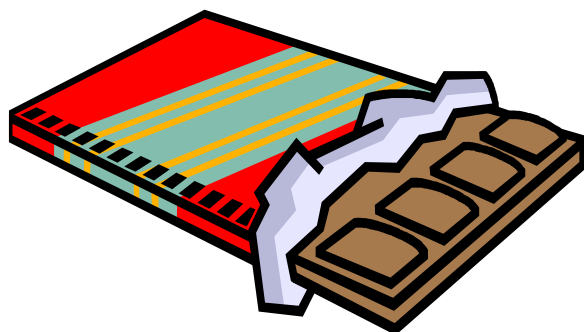
Activities & Crafts



Choco-Cornflakes Cup Cakes

What you will need:

- 1 Small packet of Cornflakes
- 1 Small chocolate for melting
- 5 cup cake containers
- Hundreds & Thousands
- Ground Coconut
- Apron



How to do it:

Each Beaver empties the contents of the Cornflake packets into even amounts into the cup cake containers.

The Beaver Scout Leader will collect all the Colony's chocolate and melt it in a pot.

Then the Beaver will go around and drop the melted chocolate into the cup cakes containers covering the cornflakes with melted chocolate.

Beavers can then decorate their cakes with Hundreds and Thousands and coconut.



Hmmmm yum yum!!!

Games



CAPTURE THE TOWER

Colony is divided into 2 teams. One team has to form a very tight circle with arms round each other's shoulders and feet very tight together. They will be the tower. The other team have to try to make a hole in the wall and capture it [they have to manage to crawl in the inner circle].

BROTHERS

Beaver Scouts are paired in twos [brothers]. Number ones form a circle and Number twos form another circle around the other circle. When leader says 'Go' the inner circle starts moving to the right and the outer circle starts moving to the left. When the leader says 'Brothers' each Beaver has to find their brother and crouch down. Last one down loses.

BEAVER UNDER THE BLANKET

Beavers crouch on the floor around the meeting hall. Lights are switched off and a Leader covers a Beaver with a blanket. Lights are switched on and the Beavers have to guess who is the Beaver under the Blanket.

PASS UNDER THE BRIDGE

Colony is divided into 2 teams. One team stands in a straight line holding hands. They are the bridge. The others have to pass under their hands without being touched. If they are touched they become part of the bridge.

TELEPHONE

Beavers sit around a table. One Beaver says something to the next Beaver careful with a low voice so that the others do not hear him. The second Beaver will say what he was told to the Beaver next to him and so on until the 'word' reaches the end. Last Beaver to say what he was told aloud.

BRITISH BULLDOGS

One or two Beaver Scouts are selected as the Bulldogs, and they stand in the middle of the play area. All remaining Beavers stand at one end of the area (home). The aim of the game is to run from one end of the field of play to the other, without being caught by the bulldogs. When a Beaver is caught, they become a bulldog themselves. The winner is the last Beaver to become a bulldog.

BEAT THE DOG

Beaver Scouts find a partner— One becomes the postman, the other the dog. As pairs they sit in a circle. Each pair is given a number. In the middle of the circle is the parcel. When their number is called the postman runs one way around the outside of the circle, the dog runs the other way, back to their places to see who is first to reach the middle of the circle to collect the parcel.

GONE FISHING

A magnet is attached to a string. The Beaver Scouts try to catch a cardboard fish with a paperclip attached using the magnet on the string. The team with the fastest catch wins.

NEWSPAPER BALL FIGHT

Beaver Scouts are divided in two teams. Each one of them is given a newspaper ball. In the middle between the two teams there is a huge foam ball. Each Beaver has to throw his ball onto the foam on. The Team that manages to get the foam ball into the other teams designated area wins.

MAKE AN ORCHESTRA WITH THE MUSICAL INSTRUMENTS

Make an orchestra with whatever you find at home - dishes, pots and pans and plastic bottles etc.