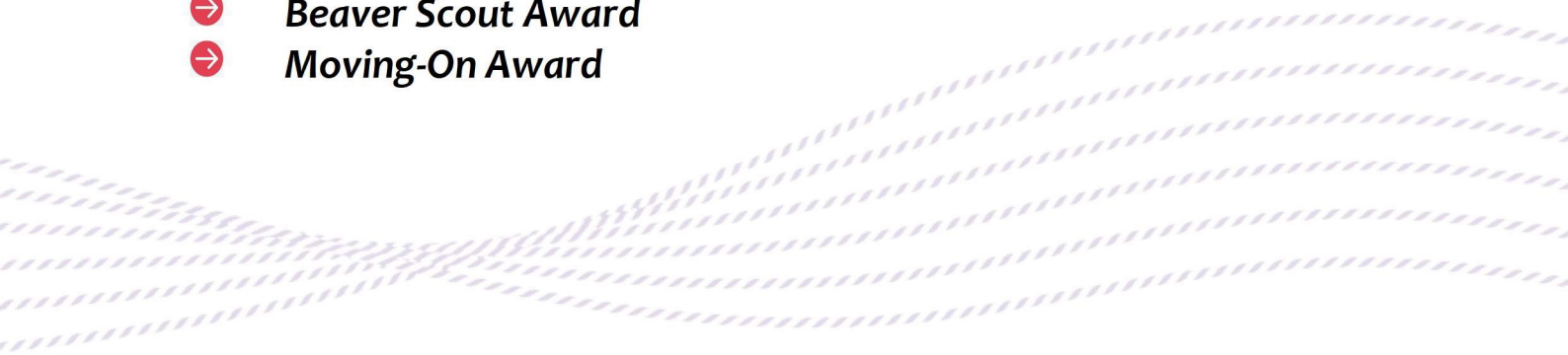


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# Chapter 16

## COLONY BADGEWORK EXPLAINED

- **Colony Badgework Explained**
  - **Membership Award**
  - **Beaver Scout Challenges**
  - **Beaver Scout Award**
  - **Moving-On Award**
- 

## Colony Badgework Explained

The Colony's Badgework is spread over a period of 2 years covering the Beavers ages of 5, 6 and 7 years of age.

Throughout this Chapter, you will find an in-depth description of each and every badge found in the Beaver Scout Programme of the Scout Association of Malta.

You will also find a few ideas related to each and every requirement to help build up a fun and varied programme for your Beaver Scouts. But these are only a few! On your next visit to Scoutkeeper make sure to go to the Downloads menu there you will find a Section named 'Beavers'. There you will find detailed booklets that deal with all the requirements of each badge and award as well as extra material dealing with special occasions and recycling amongst others. Ganni Beaver clipart is also included on this online resource area.

Should you have any queries or doubts, always remember that the Training and Programme Team of the Scout Association of Malta are always there to help you in particular the Assistant Commissioner for Training and Programme who deals solely with the Beaver Scout Section.



# Membership Award

## Timeframe

The Timeframe for this Award is 3 months.

## Aims and Objectives

This award is aimed to ease the induction of the Beaver Scout into the Colony/Group. The Beaver will gradually get to know the Colony leaders and fellow Beaver Scouts as well as build a sense of belonging.

These first 3 months in the scouting journey of a Beaver Scout are crucial for the Leader as it will aid the Leader to identify both the strengths and limitations of each Beaver Scout. It is also crucial for a Beaver Scout as this time will help the Beaver Scout settle in, bond with peers and leaders as well as get used to the Colony routine.

Beaver Scouts get to learn by doing and do it in a fun way. Teamwork involvement is key. Due to the young age of the Beaver Scouts, the Leaders have to ensure the basic signals / phrases / command tasks / communication used are easily understandable by **ALL** in the Colony. If need be the use of audio visuals should be deployed.

## Requirements



### My Colony

- Beavers are introduced to the Colony
  - Timing of Meeting
  - Day of Meeting
  - Routine of Meeting
  - Clothing required for the Meeting
  - Equipment / Supplies needed for the Meeting
  - Expected behaviour
  - Colony Rules
  - Point system
- They get to know the other Beavers
- Gradually learn to make new Friends
- They learn how to help each other



### My Leaders

- Beavers are introduced to the Colony leadership.
  - They get to know their Leaders' names and get accustomed to looking at them as their point of reference.



## The Beaver

- Beavers learn about the Beaver:
  - How does it live?
  - What does it eat?
  - What is his home called?
  - Why are Beavers called the best engineers of the animal world?
  - In which countries does a Beaver live?
  - Why does a Beaver have long yellowy teeth?
  - Why does a Beaver have thick fur?
  - Why are we called after this animal?



## The Founder

- Beavers learn about Sir Robert Baden Powell – The founder of Scouting around the world
  - In which country was he born?
  - Where is he buried?
  - What was his profession?
  - What inspired him to start scouting?
  - Who was Dini Zulu?
  - What happened in Mafeking?
  - How did the left hand shake start?
  - How many times did B.P. come to Malta?



## The Promise

- Beavers learn about their Promise
  - Divide the promise into parts and using practical examples / play acting / audio visuals / crafts etc explain to the Beavers what each part of the Scout Promise means.
  - Find tangible ways or practical examples where keeping the Scout Promise really shows.
  
- What does the Scout sign mean?



## The Motto

- Beavers learn about their Motto
  - Using practical examples / play acting / audio visuals / crafts etc explain to the Beavers what each part of the Promises means.
  - Find tangible ways or practical examples where keeping to their Motto really shows.

## Incorporating the S.P.I.C.E.S. method

- *Social* – Interact with others. Widen the circle of trust
- *Physical* - Learning by doing (sing, role play, games, etc)
- *Intellectual* – Learn about the world around them
- *Character* – Value of a promise
- *Emotional* – Sense of belonging
- *Spiritual* – Opening up to others

## DOs and DONTs

DONTs – Prefer quantity to quality

## Upon Completion

Upon completion of this Award the Beaver is awarded the three badges below. The Beaver then participates in an Investiture Ceremony where he is invested into the world brotherhood of Scouts and becomes an official member of the Scout Group.

More information about the Investiture Ceremony can be found in Chapter 10 of this Beaver Scout Leaders Manual.

## Badges Attained upon completion





# Beaver Scout Challenges

## Outdoor Challenge

### Timeframe

The timeframe for a Challenge is 4 months. One month per requirement.

### Aims and Objectives

Awareness of the world out of doors and contrast between the different environments found on our island i.e. urban, countryside and seaside. As a nation we are

blessed to be able to enjoy both the countryside and the seaside as well as an extraordinarily rich Flora and Fauna that the Beaver Scouts can learn to take care of and cherish.

### Requirements



#### Day by the Seaside

- The Beavers learn about the Sea in general.
  - Sea transport
  - How deep is the sea?
  - How does a submarine work?
  - How do goggles work?
  - Keeping the beach clean
  - Eating healthy foods when at the beach
  - Sun Protection is essential!
  - Sea Creatures



#### Day in the Countryside

- The Beavers learn about the Countryside in general.
  - Land transport
  - How does a tractor work?
  - Keeping countryside clean
  - Eating healthy foods when at the beach
  - Dead leaf crafts
  - Observing Nature
  - Visits to a nature park

## → Visit Pack at Camp

- Establish a continuous link with the Pack to ensure a constant smooth transition from the Colony to the Pack.
  - Akela to visit the Beavers during a Colony Meeting
  - Other Pack assistants to visit individually or all together the Beavers during a Colony Meeting
  - Organise a Day at Camp for the Beavers which includes a full day activity together with the Pack Section
- This helps the Beavers to look forward to move-on to the Pack section rather than fearing the change.
- If done well it also help the Group to retain more Scouts within it.

## → Plant a flower or a tree

- The Beavers learn about the life cycle of a flower / plant / tree
  - What does a plant “eat”?
  - What does a plant “drink”?
  - Does it need light?
  - Why do mushrooms grow in the dark?
- The Beavers learn about the seasons and what happens to Nature in each one of them.
- The Beavers learn about the water cycle and how does water help the flowers / plants / trees that are in the wild grow.
- Plant a flower / plant / tree to keep at home and they can send pictures regularly showing the growth progress.
- Decorate the pot of an already potted plant to give as a gift.

## Incorporating the S.P.I.C.E.S. method

- *Social & Physical* – Interact with others whilst exploring a different environment
- *Intellectual* – Learn about the world around them
- *Character* – Sharing of resources
- *Emotional & Spiritual* – Love for the environment and learn how to protect it.

## DOs and DONTs

- DO Encourage the Beaver Scouts to explore
- DO encourage the Beaver Scouts to interact with the Pack especially those Beavers that will be soon moving on
- DO NOT embark on an activity that is not safe

→ DO NOT embark on an activity unless it is manageable by all in the Colony

A word from the founder on the subject

*"Leave this world a little better than you found it"*



### **Upon Completion**

Upon completion of the Challenge the Beaver is awarded the Outdoor Challenge



## Friendship Challenge

### Timeframe

The timeframe for a Challenge is 4 months. One month per requirement.

### Aims and Objectives

This award is aimed to help the Beaver enhance social skills through fun and teamwork. As well as learning to make friends and interact with children deriving both from the same circles and not (including different religious beliefs). Beavers are also introduced to values such as tolerance and topics such as diversity and inclusion

### Requirements

#### → Attend a Joint Activity

- Plan a joint activity with another Beaver Scout Leader from another Group
  - Share ideas and opinions with the other Group's leaders
  - Beavers from all Groups mingle, share ideas and opinions and make new friends
- Plan a joint activity with another section from your own Scout Group. It can be any of the sections within your Group

#### → Help a Friend

- Beavers learn how to be a good friend
- What is a good friend?
- Helping each other – In the Colony, with other sections, in a group activity, etc etc.

#### → Prepare a gift for Friend or a new Friend

- Beavers can prepare a small craft and give it their best friend in the Colony or to someone outside of the Group. If you are choosing the first option ensure that all the Beavers in the Colony get a gift so that no-one feels left out
- Beavers can prepare a small gift such as a decorated jam jar with items inside to give as a present to an elderly person for example.
- Beavers can prepare gifts as a thank you to a person who visited them during the meeting
- Beavers can prepare gifts for a leader or a fellow beaver's birthday

## → God is your Friend

- Beavers learn about the creation of the world
- Things one should be thankful for
- Beavers learn about the different faiths in cultures around the world. If you have children of different faiths in your own Colony, allot time for each child to speak about his own faith.
- Read meaningful stories to the Beavers. During a Log Chew discuss the story. Beavers can express their opinions and ideas
- Sit down, close your eyes and listen to the sounds of nature
- Who are our other friends within other circles of life:
  - Our Friends within our Group – The GSL, the leaders, other Beavers, Scouts from the various sections.
  - Our Friends within our Community – for example: The Artist, Musician, Chef, Baker, the Dentist, the Policeman, the Soldier, Doctors and Nurses, etc. etc
  - It would be great if these persons could visit during the Beaver meeting and have a short talk with the Beavers.

## Incorporating the S.P.I.C.E.S. method

- *Social* – Meet new people
- *Physical* – Creativity
- *Intellectual* – Learn about different customs and traditions
- *Character* – Value of a friendship
- *Emotional* – Sense of belonging
- *Spiritual* – Beauty in diversity.

## DOs and DONTs

- DO encourage the exchange of ideas
- DO NOT impose a friendship on a Beaver Scout

## A word from the Founder

*“The most worth-while thing is to try to put happiness into the lives of others”*

## Upon Completion

Upon completion of the Challenge the Beaver is awarded the Friendship Challenge

## Discovery Challenge



## Timeframe

The timeframe for a Challenge is 4 months. One month per requirement.

## Aims and Objectives

This challenge is aimed to open up the Beaver Scouts' minds to the world around them whilst learning and having fun at the same time.

It will help them quench their curiosity about what is happening over and beyond their home and their school comfort zones as well as their own country.

## Requirements Discovery Challenge

### ➔ Learn how things work

- Beavers learn how things work.
  - What are their uses
  - How can one take care of them
  - Are they related to a particular profession
  - What source of energy do they use
  - Do we find them in our homes
  - Do they harm the environment

Below are a few of examples:

- Space ship
- Solar system
- Musical Instruments



- Magnet
- Camera
- Glasses (Vision, sun glasses, etc)
- Make crafts based on the theme chosen
- Arrange visits based on the theme chosen
- Make a Log Chew out of the theme chosen and build the item in the theme on a large scale.

- Theme: Ships – Using recycled materials and paints build a ship.
- Lodges can be given different tasks: cutting, painting, gluing, making flags, etc
- Visit the Maritime Museum.

## → Learn about other countries

- Beavers learn about the Maltese Islands
  - History
  - Foods
  - Costumes
  - Famous landmarks on the islands
  - Myths and Legends
- Beavers learn about the countries and cultures of the world
  - How can we travel to distant countries?
  - What do we pack our suitcase?
  - What is a passport?
  - What do the colours in the flag symbolise.
  - Learn how to say hello and goodbye in their native language
  - Does it have a desert?
  - Does it rain a lot?
  - Fun facts about the country
- Beavers can make a national costume using recycled items.
- Beavers can build a famous landmark of the country using recycled items.
- With the help of Leaders / Parents / Guardians Beavers can help in the cooking of a native dish.
  - For example, if the place being discussed is Italy: Leaders will prepare the base for a pizza and the Beavers can assist in putting on the topping. Leaders take care of the cooking and cutting process. In the meantime, the Beavers help the other leaders prepare the meeting hall for a Beaver Film Night where pizza will be served.



## → Learn about Animals

- Beavers learn about the animals living both in the Maltese Islands and around the world
  - What food do they eat
  - What climate do they live in
  - Do they live underground
  - Do they have poison within their tail?
  - Is it an endangered species?
  - Why should we keep the oceans and countryside clean

- Beavers can make an animal and his home using recycled items.
  - For example, if the animal being discussed is the Beaver; the Beavers can make the beaver and the lodge out of used newspapers or cardboard and then paint and embellish.

## → Creativity

- Based on any of the themes within this badge or any other themes chosen give tasks to the children to do at the meeting hall or as a home project. In this project they have to show (with your help) their own creativity. This is a particularly good way with which the beavers can express their creativity and having fun at the same time.
  - Make your group scarf using items you find at home of the same colour as your scarf and take pictures
  - Build your group scarf out of Lego bricks
  - Draw your favourite pet and tell the Colony about it.
  - Build a bird house
  - Create an alien from household junk – unused buttons, cardboard boxes, empty tins, etc.
  - Tie and Dye your own T-Shirt

## Incorporating the S.P.I.C.E.S. method

- *Social* – Engage in discussions
- *Physical* – Learn about the practical side of how things work
- *Intellectual* – Learn about the variety of life around the planet
- *Character* – Learn to respect other people, their cultures and animal life.
- *Emotional* – Expressing one’s creativity in arts, crafts, song, play, etc
- *Spiritual* – The Beauty of nature around the world.

## A word from the Founder

*“See the world from the boy’s point of view”*

## Upon Completion

Upon completion of the Challenge the Beaver is awarded the Discovery Challenge.



## Personal Challenge

### Timeframe

The timeframe for a Challenge is 4 months. One month per requirement.

### Aims and Objectives

This challenge is aimed to help the Beaver Scouts' learn to take care of themselves and their belongings. They will learn the importance of keeping one's self clean and tidy.

They will also get to voice their own opinion when participating in a Colony Log Chew and help the Leaders in taking certain decisions for the Colony. One such decision could be: What place are we going to visit on our next outing?

### Requirements

#### → Personal Hygiene

- Beavers learn how to properly take care of themselves and their own belongings.
  - Washing of hands and teeth
  - Good Manners
  - Good Habits
  - Reduce, Reuse and Recycle
  - Eating Healthy items
  - Preparing healthy items
  - Sorting of dirty clothes
  - Taking care of your Scout Uniform

#### → Learn How to Fold your Scarf

- Beavers learn about the scarf
  - Why was it invented
  - What is its purpose
- Beavers learn about their own Group's Scarf and the Malta National Scarf
  - What do other countries' scarves look like?
- Beavers can use their creativity and invent their own Scarf using anything
- Beavers learn how to properly fold their scarf and what is the use of the woggle
- Why not try and make a woggle out of recycled items?
- Play games using your scarf

## → Prepare a prayer for the Colony Meeting

- Beavers learn the importance of prayer.
  - Learn to say 'I am sorry.'
  - Learn to say 'Thank You.'
  - A prayer for someone who is in need



## → Participate in a Log Chew

- A Log Chew is an activity in which the whole Colony participate all together. The idea is to get the whole Colony to work towards a common goal while promoting teamwork and giving a chance to everyone to give their opinions. You will definitely be impressed with the ideas and suggestions they will be coming up with.
  - Hold a discussion where Beavers are involved in the planning of their beaver monthly programmes. You get them to give their opinion in the planning.
  - Another option is to work on a big hands-on project with the whole Colony at once.
    - Build a puppet theatre and hold a short play
    - Make your puppets to use at the theatre
    - Build a giant Ganni beaver using recycled items
    - Make a carnival float
    - Help decorate Headquarters for a special occasion
    - Build a pirate ship
    - Build a castle

## Incorporating the S.P.I.C.E.S. method

- *Social* – Saying one's opinion freely
- *Physical* – Building something as a team
- *Intellectual* – Learn different aspects of how to take care of yourself and your belongings.
- *Character* – Decision making
- *Emotional* – Accept other's opinions even if they differ from yours.
- *Spiritual* – Simple praying.

## DOs and DONTs

- DO encourage the Beaver Scouts to take care of themselves
- DO encourage the Beaver Scouts to take an active part in a team activity

## Upon Completion

Upon completion of the Challenge the Beaver is awarded the Personal Challenge





# Eager Beaver Awards – I'm Unique (1) and I'm an Achiever (2)

## Timeframe

**I'm Unique** – 1<sup>st</sup> year in the Group

**I'm An Achiever** – 2<sup>nd</sup> year in the Group

## Aims and Objectives

This will help boost the confidence of those Beavers that have not yet overcome their shyness in the Colony or that feel that they are not up to par with other Beavers.

This also ensures that at one point all the Beaver Scouts receive an award for their talents. Thus no one will feel that they have been left out.

## Requirement

There are no set requirements for these badges and that is done on purpose.

In order to gain the two badges, the Beaver Scout Leader and the Colony Assistants, have to recognize a positive talent that the particular Beaver Scout has such as for example: always smiling, neat, tidy, helpful thoughtful, kind, generous, ....

## DOs and DONTs:

- DO make it known why the particular Beaver Scout received such an award. This will help the Beaver Scout feel proud of himself and of what he has done in the Colony.
- DO NOT give out these badges without any purpose behind such giving out as it will defeat the whole purpose of making the Beaver discover his 'hidden talent/s'.

## Badges attained upon completion:



## Badgework Assembly

This is a diagram indicating how the badges should look like once they are assembled and sewn onto the Beaver Scout Uniform's sleeve.



# Beaver Scout Award

## Timeframe

There is no set timeline for this Award, but it is usually given in the last six months of the 2 year period of the Beaver Scout in the Colony.

## Aims and Objectives

The Beaver Scout Award is the highest Award that a Beaver Scout can receive whilst in the Colony.

## Requirements

- Complete Outdoor Challenge
- Complete Personal Challenge
- Complete either Friendship or Discovery Challenge

## Upon Completion

Upon Completion the Beaver Scout is awarded the Beaver Scout Award.

## Badge attained upon completion:



# Moving-On Award

(Link Badge)

## Timeframe

The Timeframe of this badge is a minimum of 3 months to a maximum of 6 months.

The Moving On award is an age based badge and thus it has to commence as soon as the Beaver celebrates his 7th birthday.

## Aims and Objectives

This award aims to have the beaver go through a smooth transition into the Pack Section. It is of utmost importance that necessary links with Cub Leaders and Cubs are created to avoid a culture shock as much as possible as it may result in the Beaver departing from the Group.

## Requirements

- Attend to Pack meetings for 3 months
- Know the Cubs' Promise, Law and Motto
- Learn about the Scout Salute
- Learn about your Country
- Attend an outdoor activity with the Pack

## Incorporating the S.P.I.C.E.S. method

- *Social* – Interact with Cubs (mainly children that are older than they are)
- *Physical* - Learning by doing.
- *Intellectual* – Learning new things related to the Cub Section
- *Character* – Learning to deal with being the youngest one in the Section
- *Emotional* – Sense of belonging in the new section.
- *Spiritual* – Opening up to others

## DOs and DONTs

- DO encourage that the Beaver Scouts re-establish their friendships with old friends that were in the Colony but that are now Cubs.
- Since moving into a new section could be a sort of a shock to the Beaver Scout, DO monitor the child in the first few meetings in the Pack. Be the child's point of reference
- DO NOT shorten the moving on period as it might prove detrimental to the Beaver Scout sometimes even leading to him/her leaving the Group.

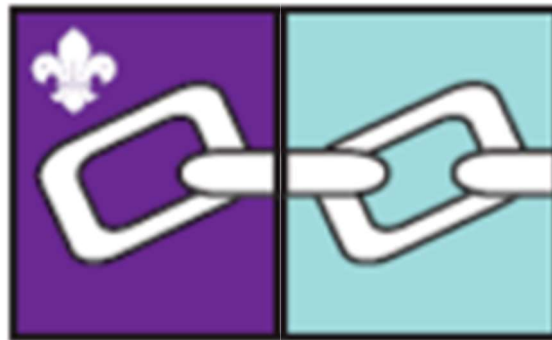
## Upon Completion

Upon Completion the Beaver Scout is awarded the Start Up purple badge which indicates

the commencing of a child's journey in Scouting. On it, it has a chain which links to the following badge which is also given upon completion of the requirements. This is the Colony Moving-On badge which means that the Beaver Scout has completed his time within the Colony and is now starting a new chapter within the next section. This badge also carries a chain which is carried on throughout all the sections that the child goes through.

Upon completion of this Award the Beaver can then participate in the Moving-On Ceremony and move-on to the Pack Section. More information about the Moving-On Ceremony can be found in Chapter 10 of this Beaver Scout Leaders Manual.

### **Badges attained upon completion**



These 2 badges do not need to be removed from the uniform once the Beaver moves to Cubs. With every section that the child goes through, a new link badge will be added until the child has completed section cycles and is ready to become a Leader himself.

### **→ Note to leaders – Badge Positions**

At the back of every Beaver Scout Handbook you will find the design indicating where the badges should be sewn on the uniform.

You will also find it on Scoutkeeper as well as the 'files' section of the *Colony Leaders-Scout Association of Malta* page on Facebook.



THE *Scout* ASSOCIATION  
OF MALTA

