

Introduce a Friend to Scouting

by Hazel Hallgren

Bring a friend night. When was the last time your group organized a special evening aimed at introducing a buddy to Scouting? February is the perfect month to do this. Use the activities found below to plan a Beaver or Cub evening. (Some may have to be adapted slightly to match children's ages.)

Start the evening by pairing children up – one new child with a regular Beaver. Make sure friends stick together throughout the evening as they play the games.

Feed the Beaver Bean Bag Toss

Ask some visiting Cubs to help draw a large picture of a beaver on a sturdy cardboard box. Draw a large mouth on the beaver, then cut it out. White Tail Beavers can help by decorating around the hole with markers, sparkle and ribbons, and by drawing colony pictures on the side of the box. (See diagram)

Line your playing pairs up in a row, and give the first child in line three bean bags. He or she tosses

them at the hole, trying to get them to go through. Position Keeto behind the box so he or she can retrieve the bean bags readily. When the child has thrown all three bags, he or she waits until his buddy tosses his bags before both go to the next station.

Cubs might want to make this a competitive game with sixes trying to get the highest scores. Their box would have several openings with a 10, 20 or 30 (representing its value) beside individual holes.

Make New Friends Rhyme

Read these words as a poem or get your Beavers or Cubs to think up a tune for it.

Make new friends,
But keep the old,
One is silver,
And the other is gold.

Swim for the Saucer

This game is similar to a penny toss. You will need a large bowl of



Conduct as much of your program outside as possible.

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water (not too full), plastic to cover the floor, paper towels, and a small saucer. Put the saucer at the bottom of the large bowl of water. (The bowl sits on the plastic sheeting to keep the floor dry.)

Have a couple of drawings of swimming animals propped up around the bowl.

The challenge involves tossing five pennies at the water-filled bowl from about one metre away and trying to get the pennies to land in the saucer. If some children find this easy, ask them to stand back further.

You can adapt this game for older Cubs by placing a number of cereal bowls on a table, and placing a plate on top of each. The challenge: toss a penny at the plate from one metre away so it doesn't go flying off. (See diagram below)

Build a Towering Dam

Using dominos, Jenga™ blocks or simple wooden blocks, Beavers must work together in friendship pairs to build the highest dam possible. First one child puts down a domino, then the next one puts one down. Don't be surprised if your dams end up looking like towers.

This activity teaches teamwork and coordination.



Sharing games and songs help build cultural bridges.

Cub Palm Games Craft

This craft is good for White Tail Beavers or Cubs. It takes coordination and skill.

For each youth collect two large screw-on bottle tops (at least 4 cm across); clear plastic wrap; glue; tape; and ten, round metal B-Bs (available at hardware stores). You'll also need a circular punch that punches out a tiny, round hole *no larger than 3 mm* (available in stationary stores).

Cut out a small, round picture from a cardboard cereal box, postcard or even photograph. It's best if you can find a Scouting theme, like camping, hiking, canoeing or some other outdoor activity. You might want to draw your own picture on

cardstock or use a family photograph. Punch five small holes in the picture, then glue it into the screw-on bottle cap. (See the diagram below.)

Put in five B-Bs, and cover the top with clear, clingy plastic wrap. Tape the plastic wrap tightly over the top so the B-Bs can't escape, then play the game by trying to get one B-B resting in each hole.

Collect the Wood Chips

This game is great for those times when everyone needs to run off some energy.

Divide into groups of eight that are at opposite ends of the meeting hall, with a small obstacle course in between. Position a pile of 12 wood chips (clothespins) in front of each group.

On "Go!" everyone races to the opposite team's pile of wood chips by weaving through the obstacle course, taking only one wood chip, then racing back to their own group's pile through the obstacle course, and depositing it there. A leader should stand at each pile of wood chips to ensure children take only one, before racing away.

No Beaver is permitted to stand over his team's pile of wood chips to protect it. After three minutes, a leader calls out "Fox alert!" This

Swim for the Saucer

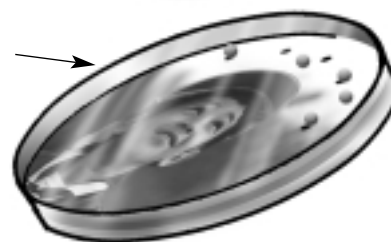


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Cub Palm Games Craft

Punch five small holes (no bigger than 3 mm) in the picture, then glue the picture into the screw-on bottle cap.

Put in five B-Bs and cover the top with clear, clingy Saran Wrap™. Tape the Saran Wrap™ tightly over the top so the B-Bs can't escape.



stops everyone in their tracks. The team with the greatest number of wood chips gets to rearrange the obstacle course to its liking before starting the game again.

Pin the Hat on B.-P.

On a large piece of Bristol board, draw a picture of Lord Baden-Powell. Let your members colour it.

Ask a Third Year Beaver to cut out a Stetson hat, like the one B.-P. used to wear, from brown construction paper. Line your Beavers up about one metre from B.-P.'s drawing, and ask them to pin the hat on our founder.

Balloon Ka-Boom!

This game is always a favourite, partly because it involves bursting balloons. It's a great game for a bring-a-friend night, or to play at the start of the Scouting year.

Start by blowing up a large number of balloons, and inserting a message inside on a piece of paper. Messages might include:

- Say the Promise
- Say the Law
- Say the Motto
- Demonstrate the Scouting handshake
- Show how to do the Tail Slap or Grand Howl
- Tie a reef knot (or some other).

The messages could include almost any Scouting-related activity.

For Beavers, sit them in a circle and pass a balloon around until the leader either says, "Stop!" or claps hands, blows a whistle or halts the music. The child holding the balloon must break it and carry out the instructions inside. If the child is a guest, his or her Scouting buddy may help him complete the task.

For Cubs, start them playing a relay race where they carry the balloon

in a cardboard box through an obstacle course to the sound of music. When the music stops, whoever is carrying the box must carry out the instruction.

Handshake Race

Start this game by explaining the Scouting handshake. (See your leader handbook for details.) Sit your members in a circle. One child walks around the outside until he or she tags another player. Then they both run around the circle in opposite directions, stop halfway, and shake hands with their left hand using the Scouting handshake, and saying, "Nice to meet you."

Then they race the rest of the way back to the gap they made in the circle. Make sure everyone has a turn to play.

Friends Are Special

Read this poem during a quiet time of the evening. It is written by Jesse Cannon Eldridge.

Here, take my hands
across the miles,
Reach out for what they bring.
Listen closely, you will hear
The bell of friendship ring.

For a flower given to a friend
Is not of earth at all,
But a bit of Heaven, and of God,
That's bright and
packaged small.

Beaver Sharp Teeth

This game is a variation of another popular Beaver game. "Beaver Sharp Teeth" stands facing a tree with his or her back to the lodge. The other Beavers stand behind a line some distance away. They begin to slowly and quietly creep in the chopping position (ask a child to demonstrate it for everyone) towards the standing Beaver. Every time

"Beaver Sharp Teeth" turns around, the other Beavers must freeze in position. If Beaver Sharp Teeth sees anyone moving or not in chopping position, that Beaver starts at the beginning again. If a Beaver makes it all the way to the tree, he or she becomes the next "Beaver Sharp Teeth".

Falling Card Dominos

Give each group of two Cubs a deck of cards. Players take two cards, and form them into a triangle, without them collapsing. After they make one triangle, they make another and another side by side, until they have a long snake of cards just waiting to fall. (See diagram)

The team with the longest snake wins. The real fun comes when someone topples one card, which in turn causes a chain reaction of falling cards.

Catch the Beaver

Beavers will enjoy this game.

Make a river using an old blanket, or make lines on the floor with masking tape.

Line First Year Beavers up at one end of the meeting room. A leader plays music; when it starts, Beavers cross the river (i.e. blanket or lines) as fast as they can. When the music stops, any Beaver who is caught in the river calls out, "I'll go fix the dam," as he or she walks off to the sidelines. The last person to get caught calls the others back to the river to start again.

Few activities will form friendships faster than games. Try an evening program like this, with a sprinkling of favourite crafts. You'll see your membership climb. ^

— Hazel Hallgren plays with her Beaver colony in Red Deer, AB.

Photo: Scouts Canada archives



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Organize a relay race where friends have to carry a cotton ball wedged between their foreheads.

Falling Card Dominos

