

Baden-Powell's Amazing Life

by Susan Muehlherr



Each year, Beaver leaders ask the National Office to provide program material relating to Baden-Powell that is appropriate for young Scouting children. Use the information here during February to acquaint

your Beavers with the person who started the Scouting Movement, Lord Baden-Powell. Let's start with a story about B.-P. How can you make this into a participation story? Can your Beavers mime any of the action parts?

All About B.-P.

Once upon a time there was a family that lived in London, England, across the Atlantic Ocean from Canada. Over 100 years ago, on February 22, 1857, a baby boy was born into this lucky family. He had a long name — Robert Stephenson Smyth Baden-Powell.

When he was only seven years old — just a little older than most of you

Beavers — his father died. His mother raised him, as well as a number of other brothers and sisters. As a child he was very curious. He wanted to investigate everything new and unusual. Robert's mother taught him his early lessons before he started school, and encouraged him to draw. He could draw equally well with both hands. Can any of you do that?

Even though his family didn't have much money, Robert and his brothers travelled far and wide without spending much money. They built themselves a small boat, learned to sail it, and spent most of their holidays playing on the water.

They would sail up the river, choose a campsite and build small overnight huts using wood and grass. They fished, cooked and learned many outdoor skills, such as hiding from wild animals, climbing trees, following animal tracks, making smokeless fires, and learning how to find their way through the woods. Robert mastered all of these skills as a young boy. Later in life, when he started the Scouting Movement, he taught them to other youths from all around the world.

Robert joined the army when he was 19 years old, and traveled to India. He quickly gained the respect of his men. They realized he was so observant that nothing escaped his attention. At every opportunity Robert went into the jungle and stalked wild animals, often concealing himself at some quiet pool to watch deer, jackals, tigers and elephants coming to drink.



Later, Robert decided to write down his outdoor training ideas in a book called *Aid to Scouting*. Boys and girls looking for adventure used this book to find out more about outdoor life.

Now let's play some B.-P. games.

Having fun outdoors? Why

DON'T

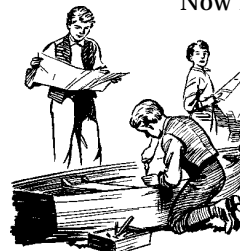
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Robert and his brothers fished, cooked and learned many outdoor skills, which he later taught to youth around the world.



B. P. Went to Camp Game

This is a sound and movement game that gets funnier and funnier until everyone is laughing.

Stand your Beavers in a circle. The first player begins by saying, "B.-P. went to camp." The rest of the players say, "How did B.-P. go to camp?"

The first player then says, "B.-P. went to camp, like this..." and makes a small gesture, such as flapping a hand, tapping a foot, or bowing from the waist. The rest of the group mimics the gesture, saying, "Like this. Like this..." as they do it.

The entire group continues to make the first gesture, as the next player in line says, "B.-P. went to camp." The group responds as before as the second player adds another gesture to the first. So, now the group is doing two movements one after the other, over and over again.

The game continues around the circle, each player adding a gesture. By the end of the game, the whole colony should be a foot wiggling, eye blinking, head shaking, twitching mess!

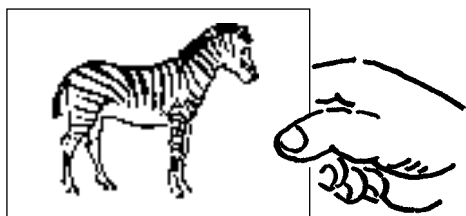
Can You Draw It?

B.-P. was an excellent artist.

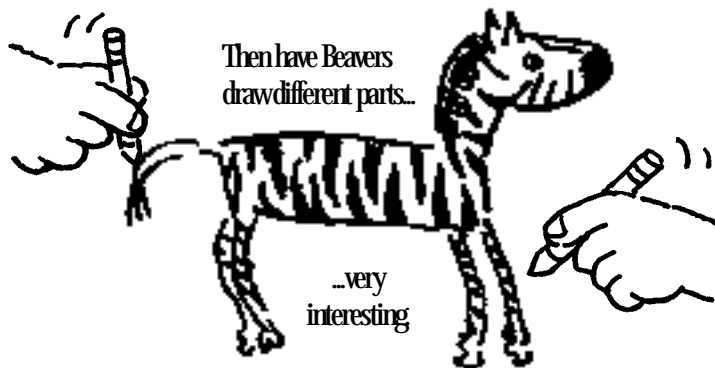
Divide your colony into lodges. Give each lodge a picture of an elephant, tiger or other jungle creature that B.-P. might have seen when he lived in India with the British Army. This is going to be a composite drawing done by the whole lodge.

Start with the youngest Beavers first. Ask them to draw just one part of the animal. For instance, if it is a picture of an zebra, and you have six Beavers in the lodge, the first Beaver could draw the body, the next could draw the tail, one could draw the head, etc., until the animal is completed. You'll end up with a very interesting looking zebra.

Start with a picture of an animal for reference.



Then have Beavers draw different parts...



Now, challenge your Beavers to draw the same animal, in the same order as before, only using their alternate hands. Each member will quickly learn how difficult it is to accomplish the task. This might help them realize how talented Lord B.-P. was to be able to do this. It's a rare skill that few people have.

"Listen! Do You Hear It?"

Stalking wild animals involves being very quiet and careful – sometimes an impossible task for young kids.

GET WITH THE PROGRAM

Are you looking for some regular program help? How about some games, activities, songs and much more?

Subscribe to our "Program Tips" for ideas you can use at your next meeting. It's easy to subscribe to, and it's free. Beaver leaders should send an e-mail message to maiser@scouts.ca with the following in the first line of the message box (type in the **bold** text only, as indicated below): **subscribe(space)bprg-l(space)your name**. For example, the first line would read: **subscribe bprg-l John Smith**.

We will send you ideas to use in your section regularly.

If you want a favourite tip of yours featured, send it to us now at: smuehlherr@scouts.ca.

This game will make the challenge fun.

Select one Beaver as the wild animal (tiger, monkey, giraffe). This child crouches in the middle of the room pretending to be drinking water from a pool. Blindfold him or her, and give the Beaver a flashlight to spot the stalkers. Dim the lights so the room is almost completely dark.

All the rest of the Beavers pretend to be B.-P. They must sneak up quietly on the wild animal without it hearing them, and touch its shoulder.

If the wild animal hears them, it will roar or screech and turn the flashlight on, tagging them with the light. If caught, they must return to the side of the room and start again. Take turns being the wild animal and doing the stalking.

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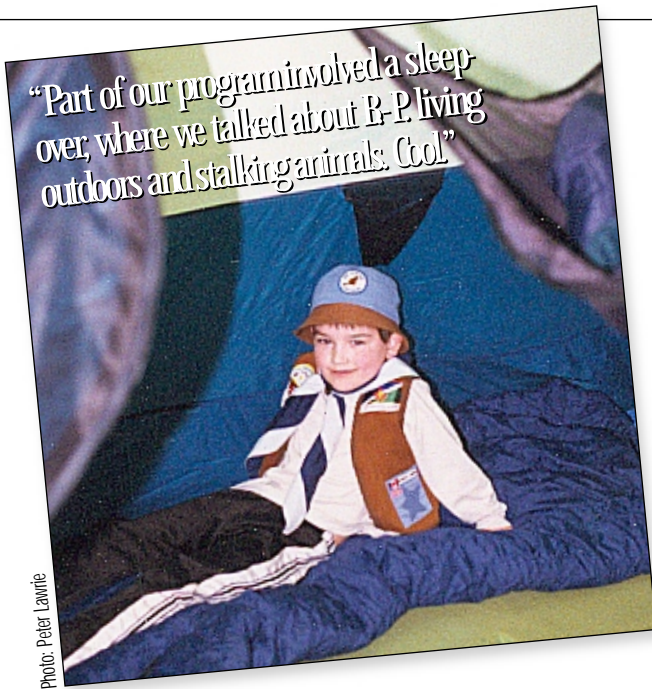


Photo: Peter Lawrie



Photo: Deanna Moniz

Sailing, Sailing

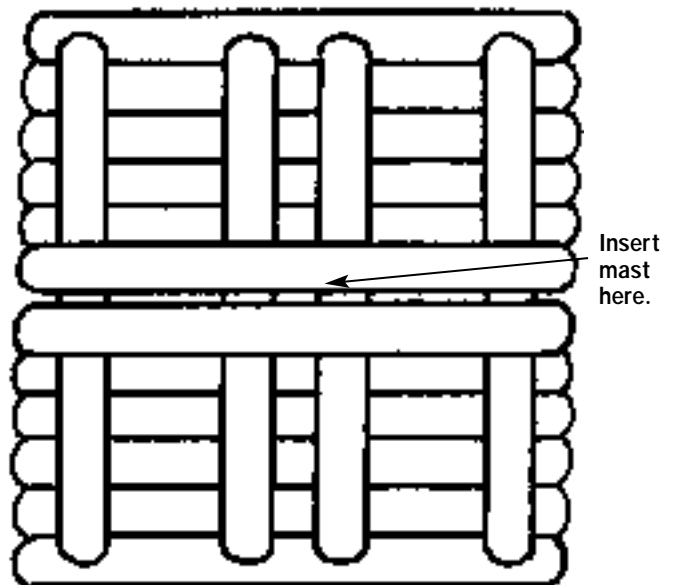
As shown in the diagram, make a raft by placing 12 craft sticks together side by side. Stand one stick in the middle, between the sixth and seventh sticks, making a mast.

Glue a craft stick crosswise along each end of the 12 sticks and on both sides of the mast to secure it.

Cut a piece of paper for the sail and decorate it with markers. About 2.5 cm from the top and bottom of the sail, cut a slit and slide the sail onto the mast.

Place your rafts in a sink of water and blow gently on the sail. Imagine sailing down a river towards great adventures. B.-P. loved spending time on the water.

Sail Raft Construction



B.-P.: Simply Remarkable!

Take time to read to your Beavers more about B.-P.'s life. The Beavers will gain a little more understanding about the founder of Scouting, and perhaps even stimulate their own imagination.

Why not plan a Beaver family overnight camping trip? Let the kids smell the wonderful aroma of food cooking over a fire. That will build excitement among White Tail Beavers for moving up to Cubs in the fall. In B.-P.'s words:

"There is no pleasure that comes near to that of preparing your own meal over your little fire of wood embers at the end of the day, and no scent like the smell of that fire. There is no view like that from your lair on the woodland hillside. And there is no sleep like that in the open with a warm blanket or a good thickness of paper beneath you." X

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