

# GREEN SIDE UP



from Leader files



Include hikes through the forest as part of your tree-planting day.

## SCOUTREES SPONSOR

Scouts Canada is pleased to partner with the Canadian Council of Snowmobile Organizations (CCSO).

Find out more about CCSO by surfing to: [www.ccsso-ccom.ca](http://www.ccsso-ccom.ca)

Scouts must get their teams at least two metres off the ground, including materials to support a base on which they could build a fire so they can offer a cup of tea to their rescuers. Players have 30 minutes to prepare for the flood, and for rescuers.

### Pin the Leaf on a Tree

Help your Beavers to cut out two leaf shapes for each child and leader. Invite third year Beavers to paint a giant tree on a refrigerator-size cardboard box. They must use only brown and black paint for the tree. Include lots of branches.

Now blindfold your Beavers one-by-one and let them try to pin their leaves on the tree.

### "I'm a Nut, You're a Nut!"

Sit your members in a circle representing trees. One Beaver, the squirrel, stands in the centre of the trees. The squirrel holds a nut. (Silly Putty comes in a nut-shaped container that is excellent for this game.) The "trees" must keep their heads down, eyes closed and hands cupped in front of them.

The squirrel silently walks around the circle, drops the nut into the hands of the tree, then the two race around the outside of the circle. The first person back to the empty space becomes the squirrel for the next round. X

**While you're planting trees this month, use some of these program activities during rest breaks. You'll find several activities for Beavers, Cubs and Scouts.**

## WOOD TRIVIAL

Build this information into a quiz or some other activity.

One tonne of wood makes:

- ★ 7,500,000 toothpicks
- ★ 942 books
- ★ 4,384,000 postage stamps
- ★ 12 dining room tables
- ★ 2,700 copies of the daily newspaper

From Alberta Forest Products Association

### Up a Tree

This game teaches Cubs and Scouts teamwork. It requires an area with large trees, and also two buckets filled with water. The game has two variations.

The first variation involves seeing which team can move all of its members and two buckets of water at least two metres up a tree in the shortest time period.

The second variation involves giving teams a warning that a flood is coming. It should crest at one metre above ground level. Cubs or