

JUMP



S T A R T



for Beavers



Theme: FALL

A full month of FUN filled theme based activities, plus tips on working with Beaver-age children and program planning how-to's!!



READ ME FIRST !!

JUMPSTART INTRODUCTION

Welcome to the magical world of Beavers! You have joined more than 46,000 other adults serving young people as leaders. This resource is designed to help you through the early stages of program planning for a Beaver colony. As you read through the material, you will find answers to many of the program-related questions most Beaver leaders ask.

Do you feel a bit unsure or overwhelmed with the task of thinking up interesting Beaver programs?

This is normal. We all experienced those same feelings.

The JUMPSTART program resource will give you enough background information, ideas, and confidence to “jumpstart” your planning so you can begin having FUN with your Beavers.

HOW TO USE JUMPSTART

Scouts Canada developed JUMPSTART to help get you off and running with a fun-filled program as quickly as possible. Remember these tips:

- Be flexible when planning and delivering your programs. While this package gives you a starting point, unforeseen events can alter the basic plan. Flexibility will make the meeting more enjoyable and easier for both you and the children. Times found in JUMPSTART’s weekly planning schedules are approximate only; change them to suit your needs.
- Shared leadership means sharing the workload. When every leader accepts a job, no one feels over-burdened with all the work. This makes running a colony more fun. JUMPSTART’s weekly planning schedules provide space to record which leaders have responsibility for various activities.
- Keep notes. Was the program a success? What worked? What didn’t work? At the bottom of every weekly meeting schedule, JUMPSTART provides space to record these details. Plan to stay after the meeting to discuss the program with your fellow leaders. Not only will this save time, but future programs will run smoother and you won’t have to schedule a separate leader meeting to discuss program planning.
- Be creative. JUMPSTART material sets out a basic plan; don’t feel tied to it. Your own creativity will add even more fun and excitement to your program. Use the extra planning sheets to put your own ideas into the theme.

WHAT IS BEAVERS ALL ABOUT?

Before planning a program, you need to know something about this age group. Your program should be fun and within the average Beaver’s abilities to participate. Beaver-age children are at a special time in their lives. Full of wonder and imagination, they love to start new projects and explore nature; they are learning to make new friends and develop important social skills.

Scouts Canada sets out more formal guidelines for the Beaver program. In Beavers, we emphasize activities which encourage the children to:

- find examples of God’s love for them and the world
- experience and express love and joy
- be healthy and have good feelings about themselves
- develop a sense of belonging and sharing in small group activities
- develop a sense of cooperation through noncompetitive activities
- express themselves
- appreciate nature.

The essence: We want Beavers to begin life having lots of fun, while feeling good about themselves, their friends and God, and the environment. At this stage in a child’s development, it is extremely important for each Beaver to acquire basic social skills and personal feelings of

self-worth. For a Beaver, a good program includes the fun and challenge of trying new experiences where every child is appreciated and considered a member of the team. As a leader, you will be helping Beavers to develop the social skills and self-confidence necessary for them to try even more exciting experiences later on in life.

The simplest way for you to develop a program that creates these opportunities is through the use of imaginative, theme-based activities.

Before we get into the actual workings of some popular program themes, let’s review how to plan a program. Once you know the process and how to involve Beavers, it won’t be long until you are putting your own great ideas into action!

PROGRAM PLANNING

Effective planning is the key to providing a program which meets the needs of Beaver-age children. The time spent planning and preparing is reflected in the quality of the program and the experience that the youth receive.

Use the Beaver program guidelines as an initial gauge for measuring whether a particular activity idea is appropriate for the program. The guidelines are also the tool for evaluating the design of the section program.

Planning makes all leaders fully aware of their commitments; it helps them equip themselves for the job ahead.

What else is important?

Plan more activities than you need. If one part of the program does not seem to be working, be flexible and switch to a backup activity. This will also help reduce discipline problems caused by boredom during lag times between activities.

WHO PLANS?

Although group decision-making may sometimes be slow, when the leadership team shares planning responsibility, individual burdens are greatly lessened.

Before getting too carried away with planning, don’t forget an excellent resource — the Beavers themselves! Ask them about their interests. Give the children an opportunity to brainstorm ideas and themes. Write these suggestions down for later use in picking programs.

Meet with your leadership team and develop common themes. They will more easily accept ideas that are generated by the children and packaged into themes. The team will see a purpose in their work; this will generate enthusiasm.

JUMPSTART plans break down into specific themes and meetings.

LONG, MEDIUM AND SHORT RANGE PLANNING

Long Range

Choose about 10 themes offering a good variety of interests, when planning for the entire year. Estimate how many meetings each theme requires.

On a calendar (the Scouts Canada calendar works well), mark down the following:

- regular meeting dates
- school vacation periods
- special holidays
- district events (e.g. Apple Day)
- special community events
- special weeks (Scout/Guide Week)
- hiking/camping activities
- dates when the meeting hall is not available.

Now add other special dates, e.g. religious celebrations that might provide themes for your planning. (See your leader’s handbook for further details.)

Write in the themes you want to do with your section, keeping in mind

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Beaver Meeting - Detail Planning

Theme: FALL

JUMPSTART Forward!

This JUMPSTART package contains four separate weekly meeting plans collected around a general topic. You can schedule these one week programs around holidays or use them to mix and match with other theme packages. These programs are examples how you, your fellow leaders and Beavers can choose a common interest topic, and then go on to pick theme activities that suit Beaver interests.

Have fun and enjoy your next Beaver meeting!

Beaver Meeting Schedule

Theme: Harvest Corn Time

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Corn Cob and Ring (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
10 mins.	Game	Corn Husk Kicking (See detail planning sheet)	
20 mins.	Theme Activity	Corn Husk Farmers (See detail planning sheet)	
10 mins.	Song/Story	Old MacDonald song	
10 mins.	Lodge Meeting		
5 mins.	Spiritual Fellowship	— Recite Law/Promise — Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting - Detail Planning

Theme: Harvest Corn Time



Crafts

Corn Cob and Ring

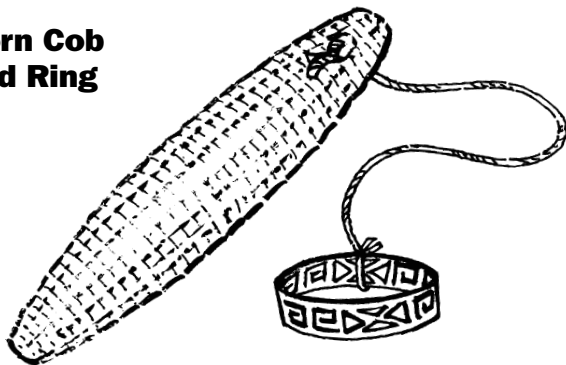
Make a toy as a craft at your harvest celebration and play this simple game. It's based on a Native game played by Algonquin Indians, Inuit, Ecuadorians and Colombians.

Each Beaver needs a dried corn cob (stripped of kernels), a 2 cm ring cut from a toilet roll, a 40 cm length of string, and markers to decorate the ring. A leader (or Keeo) might do the first step while your Beavers are busy decorating.

Knot the string at one end, thread it onto a tapestry needle, and pull the needle through the tip of the corn cob. Remove the needle and let your Beavers tie the free end of the string around the ring. Brown Tails will need help.

To play the game, hold the corn cob at the base, flick the wrist to toss up the ring, and catch it on the tip of the cob. It's great for eye-hand coordination!

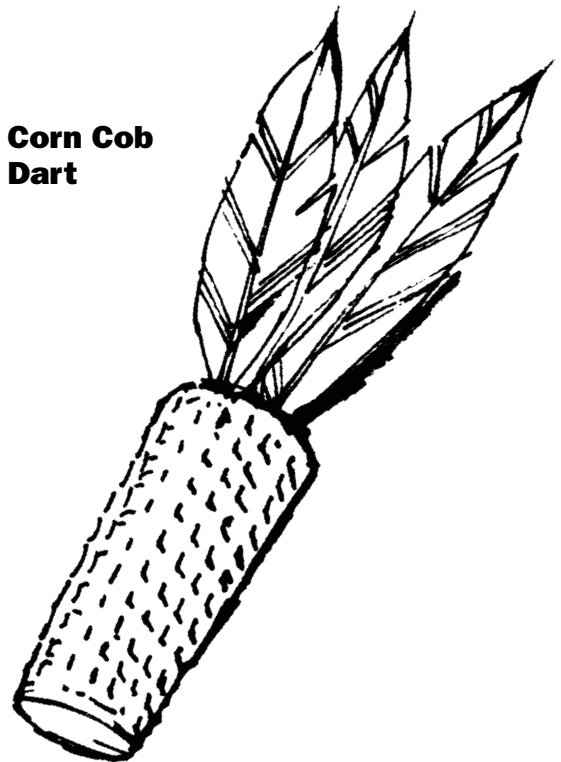
Corn Cob and Ring



Corn Cob Darts

Native Canadian youngsters made a simple toy Beavers will enjoy. Push two or three bird feathers picked up on a ramble or at a craft store into one end of a 10 cm piece of dried corn cob (kernels removed). Mark a target on the ground and a throwing line some distance away. Who can hit the target?

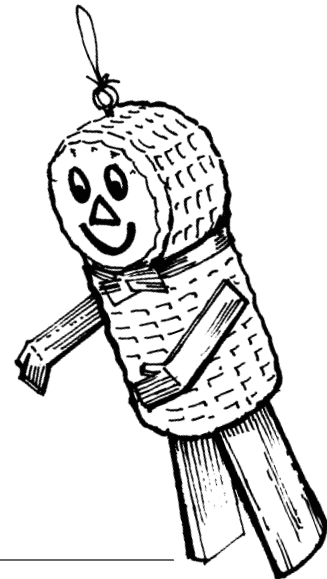
Corn Cob Dart



Corn Cob Farmers

Cut a 38 mm section of dried cob for a body and a 25 mm section for a head. Turn the head on its side, glue to the body and add a face using a marker pen. Split a 50 mm section of corn stalk in two for legs and glue to the bottom of the body. Split a 25 mm section of corn stalk in four, glue on two pieces as arms, then bend the ends slightly to make hands. Experiment to see if you can add corn silk hair and other corn husk details (e.g. hat, tie, necker). To make husks pliable and easy to shape, try soaking them in warm water for five minutes. When the figure is complete, add a screw eye and loop of fishing line in the top of the head for hanging.

Corn Cob Farmer



Corn Husk Farmers

For each farmer you will need 12 corn husks, yarn, string or cord, scissors.

1. Gather the husks, and tie them tightly together at one end with the yarn or string. (Figure A)
2. To make the head, tie the husks a little way down from the top knot. (Figure B)
3. Gather three of the husks and tie them together halfway down for an arm. Gather and tie three more husks at the opposite side of the doll to form another arm. Cut away most of the excess corn husk that is below the knots. (Figure C)
4. To make the body, tie the remaining corn husks halfway between the head and their ends. (Figure D)
5. Make the legs by taking three husks and tying them together a little way up from their ends. (Figure E)
6. Make the other leg the same way.
7. Decorate with coloured felt-tipped markers, construction paper, fabric or any other craft supplies you may have.

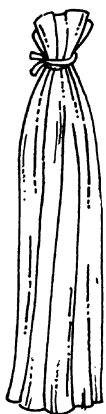


Figure 1

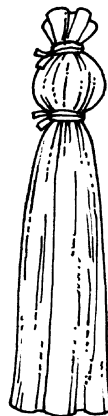


Figure 2



Figure 3

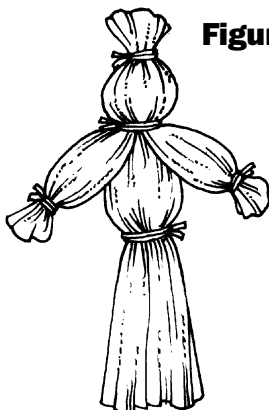


Figure 4

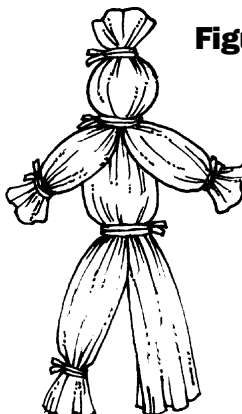


Figure 5

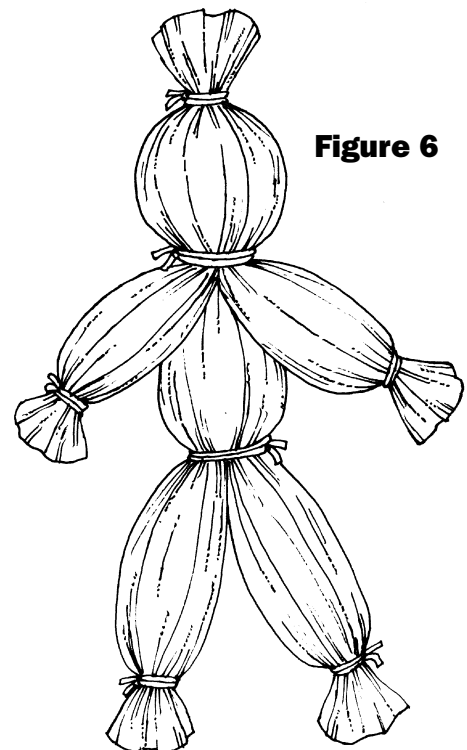
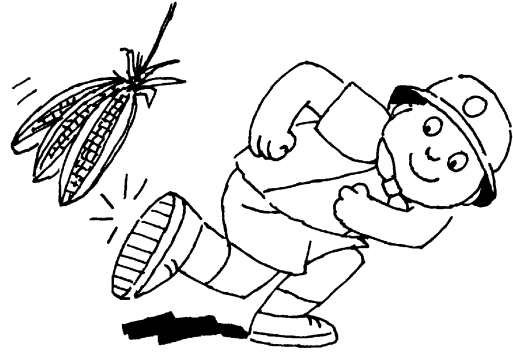


Figure 6

Game

Corn Husk Kicking

Take a handful of corn husks and tie them with a piece of yarn. Make one for each lodge. Hang the corn husk so it is level with most of your Beavers' waists. Let the Beavers take turns going up to the corn husks and kicking them in different ways. Raise the corn husks to increase the level of challenge.



Song

Old MacDonald Had a Farm

Old MacDonald had a farm, E-I-E-I-O,
And on this farm he had some chicks, E-I-E-I-O,
With a chick, chick, here and a chick, chick, there
Here a chick, there a chick, everywhere a chick, chick, *
Old MacDonald had a farm, E-I-E-I-O.

2nd verse: Ducks — quack, quack

3rd verse: Turkeys — gobble, gobble

4th verse: Pigs — oink, oink

5th verse: Cows — moo, moo

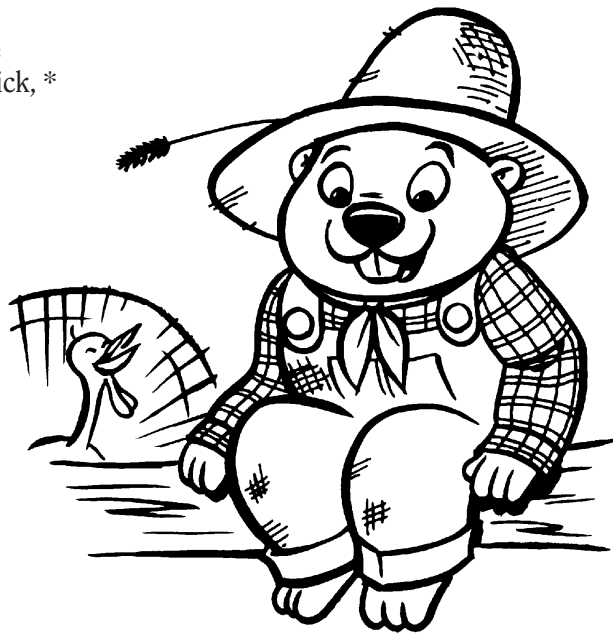
6th verse: Mules — hee haw

7th verse: Dogs — bow woo

8th verse: Cats — mew mew

9th verse: Truck — rattle rattle

* Repeat third and fourth lines of each verse previously sung.



Beaver Meeting Schedule

Theme: Squirrels

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Squirrel Tangle (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
10 mins.	Game	Red Squirrel/Black Squirrel (See detail planning sheet)	
20 mins.	Theme Activity	Nut Heads (See detail planning sheet)	
10 mins.	Song/Story	I'm a Nut song	
10 mins.	Lodge Meeting		
5 mins.	Spiritual Fellowship	— Recite Law/Promise — Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting - Detail Planning

Theme: Squirrels



Games

Squirrel Tangle

Have the Beavers make circles of five or six. One Beaver is the squirrel; the rest form the nest. The nest becomes tangled by having Beavers hold arms out straight in front and crossing them at the elbows. Each child then grabs the hand of another Beaver in the circle with each hand. They may not hold hands with Beavers on either side of them or hold two hands belonging to the same player.

The object of the game is for Beavers to untangle themselves without unclasping their hands. The squirrel helps by giving untangling instructions to the nest. The nest should try to return to a circle formation where everyone is holding hands.

Red Squirrel/Black Squirrel

Red and black squirrels don't get along in the wild. Leaders should choose five Beavers to be red squirrels; the rest of the colony become black squirrels. When black squirrels are tagged by red squirrels, they become red squirrels. When five black squirrels are left, they switch to red squirrels and start the game over again.





Crafts

Nut Heads

Beavers should take walnuts and either paint them a colour or leave them brown. Paint a face and glue yarn on the top for hair. Beavers can make felt clothes, arms and feet.





Songs

I'm a Nut

Chant

Chorus: Repeat after each verse
I'm a nut, tch, tch, I'm a nut, tch, tch
(Touch temple for "tch")
I'm a nut, I'm a nut, I'm a nut.

I'm a little acorn brown (*Make a circle with thumb and forefinger*)
Lying on the cold, cold ground
Everybody steps on me
That is why I'm cracked you see.

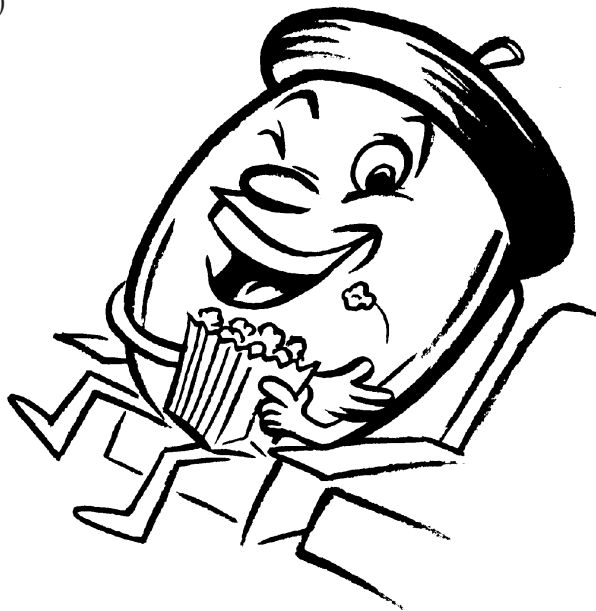
I called myself on the telephone (*Dialling motions*)
Just to see if I was home
I asked myself out for a date
Better be ready 'bout half-past-eight.

I take myself to the movie show
Sit myself in the second row
Put my arm around my waist
Eat some popcorn, and fill my face.



Suggested Stories

Busy, Busy Squirrels, by Colleen Bare
Tree Squirrels, by Colleen Bare



Beaver Meeting Schedule

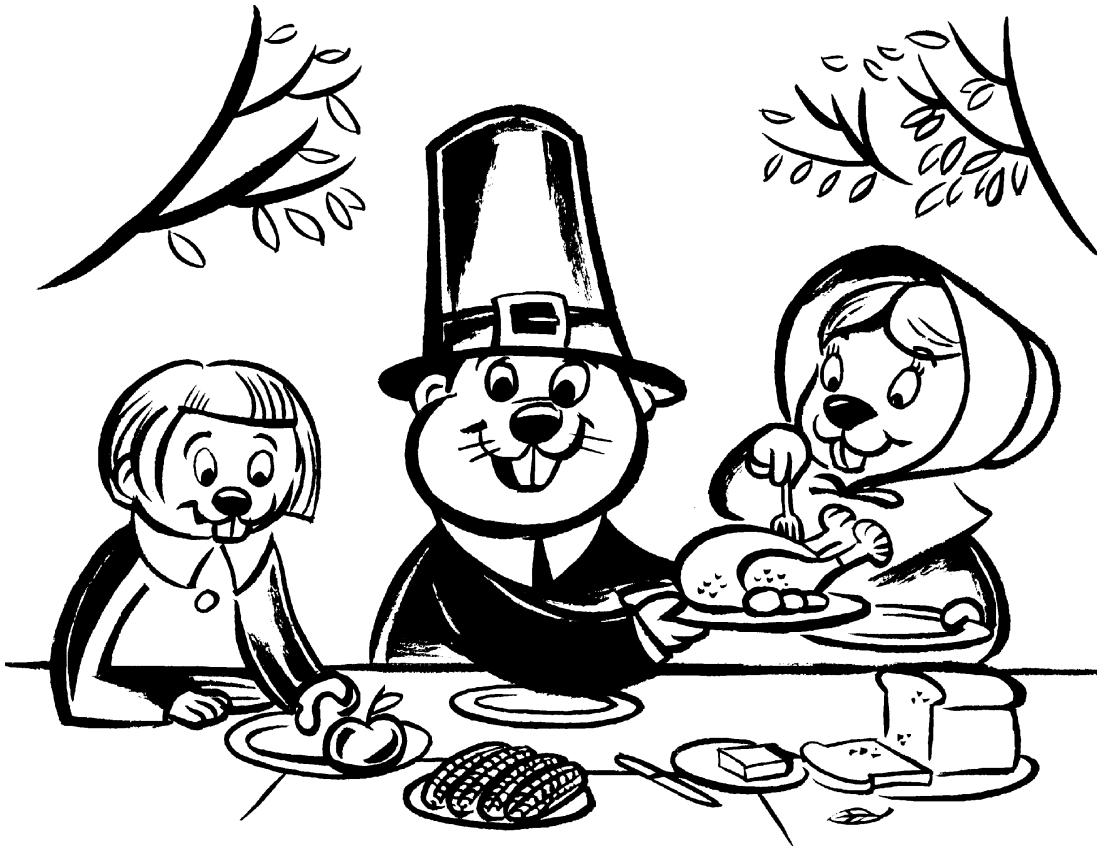
Theme: Thanksgiving

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Candy Corn Turkeys (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
10 mins.	Game	Harvest Hunt (See detail planning sheet)	
20 mins.	Theme Activity	Herb and Spice Design (See detail planning sheet)	
10 mins.	Song/Story	Jimmy and Joe have a Real Thanksgiving	
10 mins.	Lodge Meeting	Talk about what Thanksgiving means for each Beaver	
5 mins.	Spiritual Fellowship	— Recite Law/Promise — Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting - Detail Planning

Theme: Thanksgiving



Ideas For Thanksgiving

October is the month of harvest festivals, Thanksgiving and Halloween. These activities make it a perfect month for crafts, games and fun. Take time to talk about the harvest and all the things we have to thank God for.

To help your Beavers understand why a good harvest is something to be thankful for, ask them to imagine what pioneer life was like without electricity, supermarkets, refrigerators and television.

We also give thanks for the beauty of the natural world. Take some walks in local woods to reap a harvest of colourful leaves, pine cones and other collectible objects for craft activities both now and later.

Crafts

Herb and Spice Design

For this simple activity, you need coloured construction paper, non-toxic glue, brushes, and some herbs and spices in separate shakers and dishes. Have the Beavers make glue designs on the paper using brushes. Then tell them to sprinkle the various herbs and spices over the wet glue designs. Let the Beavers sniff and examine the designs. Ask them if they can notice the difference between the herbs and spices.

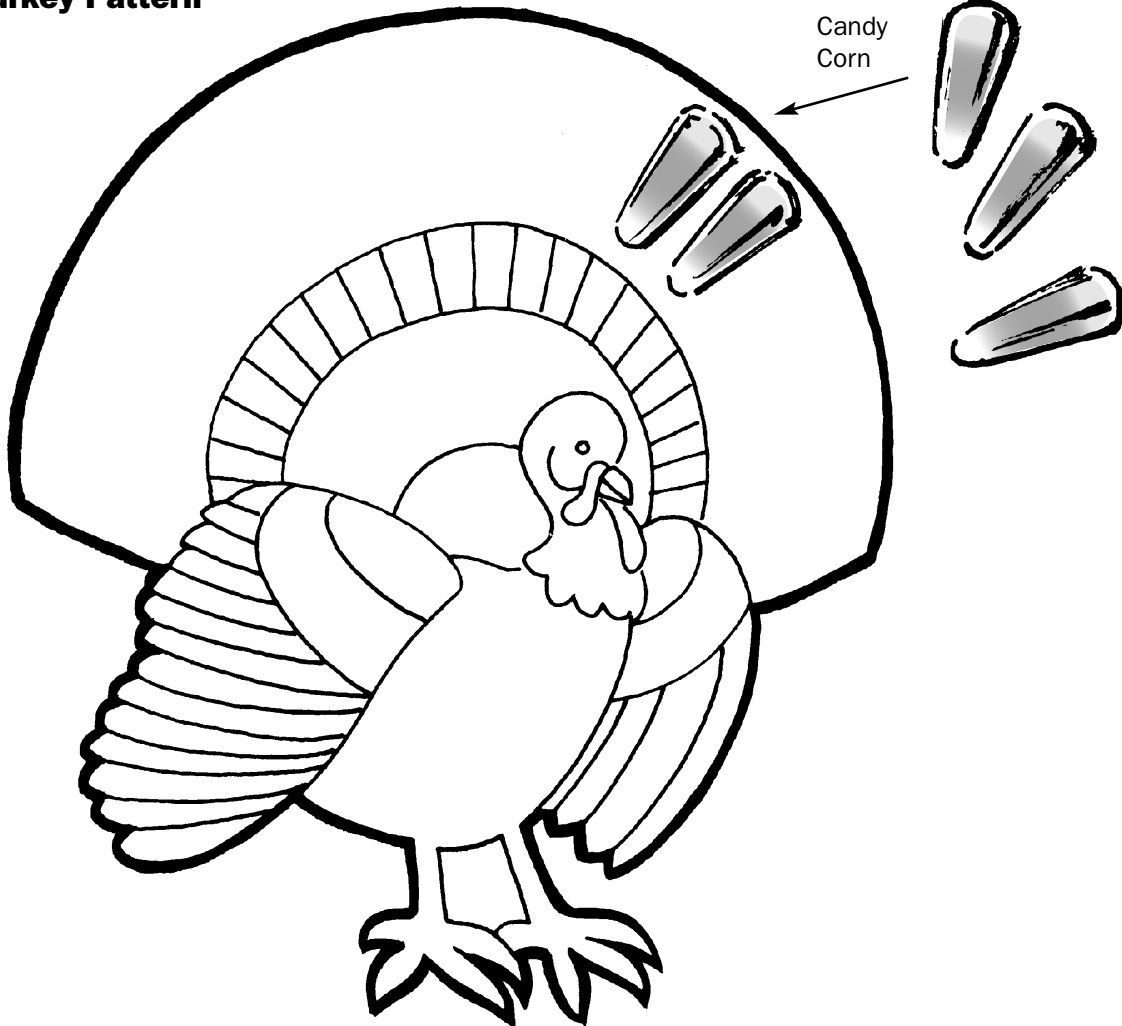
Dots

Beavers should drop a dozen grains of rice on a piece of white paper. Get them to make a dot on the spot where each grain falls, then create a picture by joining all the dots.

Candy Corn Turkey

Reproduce this turkey pattern, then trace it onto a piece of heavy white paper for each child. Have your Beavers colour the turkey and then glue on feathers made from candy corn.

Candy Corn Turkey Pattern



Games

Harvest Hunt

A simple Harvest Hunt fits nicely with a Thanksgiving theme. Play it indoors or outside. Hide common harvest fruit and vegetables such as potatoes, carrots, apples, onions and ears of corn around the area, and send out the Beavers to gather the harvest. Each lodge can then create a Cornucopia (Horn of Plenty) to use as decoration for the rest of the meeting. At the end of the meeting, combine all the Cornucopias together and share the bounty with the Beavers to take home. If you use this game as part of an outing, you might like to highlight the day with a corn roast feast and a dessert of crunchy harvest apples. Yum!

Suggested Stories

Thanksgiving Day in Canada, by Krys Val Lewicki

Happy Thanksgiving, by Carol Barkin & Elizabeth James

The Thanksgiving Book, by Lucille Recht Penner

Julian In The Autumn Woods, by Milena Lukesova

Our Thanksgiving Book, by Jane Belk Moncure

Sometimes It's Turkey — Sometimes It's Feathers, by Lorna Balian

Jimmy And Joe Have A Real Thanksgiving, by Sally Glendinning

Best Thanksgiving Book, by Pat Whitehead

Why We Have Thanksgiving, by Margaret Hillet



Beaver Meeting Schedule

Theme: Remembrance Day

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Red Poppies craft (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
10 mins.	Game	Hug Tag (See detail planning sheet)	
20 mins.	Theme Activity	Peace Cranes craft (See detail planning sheet)	
10 mins.	Song/Story	The Story of the Peace Crane	
10 mins.	Lodge Meeting	Talk about the importance of peace, sharing, and working together as countries.	
5 mins.	Spiritual Fellowship	— Recite Law/Promise — Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Beaver Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting - Detail Planning

Theme: Remembrance Day



Ideas for Remembrance Day

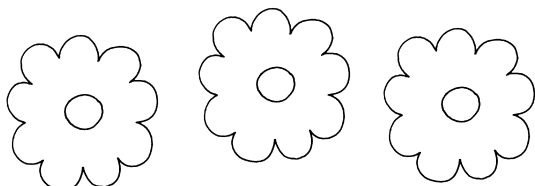
Remembrance Day is a time when all people stop and reflect upon those who fought in various wars. Since death and war are difficult concepts for Beaver-aged children to fully understand, you could tell your Beavers that we wear poppies as a symbol of remembrance and peace.

There may be a War Memorial statue in your community. Centre your discussion around activities pertaining to it. Plan to partake in your local Remembrance Day parade or visit a museum. Ask if any of the Beavers' relatives have medals that they could bring in and discuss. Soldiers or veterans could come to speak to the Beavers about their experiences in age-appropriate terms.

Crafts

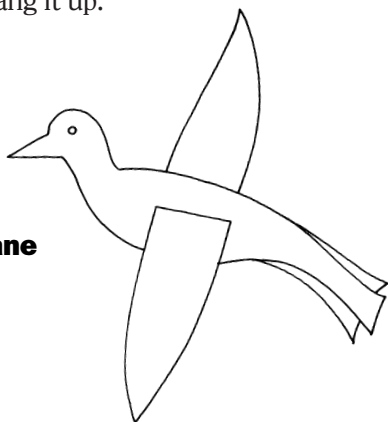
Red Poppies

Have the Beavers cut out a 5 x 5 cm poppy out of red construction paper. Using black construction paper, cut a small circle for the centre of the poppy. Glue it onto the flower. With scotch tape, place a safety pin on the back of the poppy, then pin it onto the Beaver's vest or hat.



Peace Crane

This craft will require two pieces of 21.5 x 28 cm white construction paper, scissors, and string or thread. Trace the body of the crane on one piece of paper and the wings on the other. Cut out the outline of the bird's body, remembering to cut a line to place the cutout wings through. This will give a three dimensional flying effect to the crane. Attach the string or thread to the bird's body to hang it up.



Peace Crane

Game

Hug Tag

This friendly form of tag is a good way to promote peace. The only way a player can be safe from the tagger is to hug someone. Don't be surprised to see a few giant hugs as the game proceeds.

Stories

The Story of the Peace Crane

A Japanese tradition holds that anyone who folds one thousand paper cranes will be blessed with health and long life. These graceful white birds are thought to live for a thousand years.

Sadako Sasaki was not quite two years old when World War II ended. Sadako grew into a high-spirited and active girl who excelled at foot races. When she was about twelve years old, she fell ill with leukaemia.

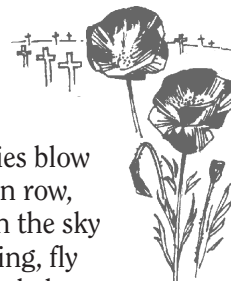
From her hospital bed Sadako decided to fold one thousand cranes. At first it was easy enough, but as the illness grew worse each fold became an immense labour. She was able to complete only 644 cranes until her illness made it impossible to continue. From her bed she held up one crane and said, "I will write peace on your wings and you will fly all over the world." The story of Sadako became widely known and others took up her unfinished task.

In Hiroshima's Peace Park stands the statue of a young girl. Every year on Children's Day (May 5) it is covered with mounds of cranes brought by children from all over Japan. The children promise to join together to build a world that will choose the way of peace. At the foot of the memorial (where the paper cranes lie) these words are carved: "This is our cry, this is our prayer: to establish peace in the world."

In Flanders Fields

by John McCrae

In Flanders fields the poppies blow
Between the crosses, row on row,
That mark our place; and in the sky
The larks, still bravely singing, fly
Scarce heard amid the guns below.



We are the dead. Short days ago
We lived, felt dawn, saw sunset glow,
Loved and were loved, and now we lie
In Flanders fields.

Take up our quarrel with the foe:
To you from failing hands we throw
The torch; be yours to hold it high.
If ye break faith with us who die
We shall not sleep, though poppies grow
In Flanders fields.

Suggested Stories

Remembrance Day, by Zola/Derume

Let's Celebrate!, by Caroline Parry

The Big Book of PEACE, by Lloyd Alexander

the need for flexibility. You may need to change some things to suit others.

Be realistic when you estimate budget costs. The group will have to raise whatever your section needs. Prioritize your list in case you cannot do some things. Keep in mind, the budget is subject to the group committee's approval.

Now that you have a long term plan, use it as the basis for a medium and short term plan.

Medium Range

A medium range plan covers a period of two or three months. Its purpose is to:

- decide on community resources you need, and make necessary contacts
- gather necessary equipment
- set goals related to themes
- determine needs/interests of youth members
- designate specific program responsibilities to all leaders
- communicate with parents
- evaluate past programs and make necessary changes
- brainstorm so as many activities as possible occur outside.

When developing your monthly programs, use a combination of program elements (the kind of combinations you will discover in JUMPSTART) to ensure variety in how activities are presented. These elements include: music, storytelling, playacting, crafts, games, outdoors, and spiritual fellowship. Use these elements to avoid a boring program and to hold your children's interest.

Short Range

You are now ready to prepare detailed plans for a specific time period — a month or a weekend event. Sit down with the entire team to prepare the meeting plan. During this meeting the team may want to “preview” the theme by doing such things as:

- making the crafts
- practising ceremonies
- learning new songs.

This “practice” prepares the whole team to help implement the activity and ensures any of them are ready to fill in if needed. After the meeting, check back to see if your program activities met the guidelines for the Beaver program. These guidelines help you evaluate whether your program fulfils the needs of Beaver-age children. If your Beavers are having fun, you can bet it meets their needs.

Remember... plan your work, then work your plan, and HAVE FUN!!!!

DISCIPLINE IN THE COLONY: HELPFUL TIPS

Discipline is a topic Beaver leaders are always considering. Here are some tips to help you establish and maintain the necessary degree of control while encouraging acceptable behaviour.

1. First, recognize that establishing discipline is different from being a disciplinarian. Try to help Beavers develop self-control, not blind obedience to authority.
2. Set and explain to your Beavers colony rules and routines; then follow them consistently. Help Beavers draw up a list of behaviour rules that they think are necessary to make the colony more fair for everyone; create a Colony Code of Conduct. Apply this Code to everyone.
3. Set a personal example for Beavers to see and learn from. Your attitude sets the tone and limits for acceptable colony behaviour.
4. Give ample warning when routines and activities are about to change. This will prevent Beavers from feeling rushed and allow time to make the activity switch mentally.

5. Watch for warning signals that Beavers are losing interest; at this point, change activities.
6. Use praise to reinforce positive behaviour. Let Beavers know you notice and appreciate their efforts to be good or improve.
7. Deal with problems calmly, quietly, and without causing embarrassment to the Beaver. Never use humiliation or name-calling.
8. If things seem to be getting out of hand, call a “time out”, stop the activity and sit everyone down until order is restored. Explain to the Beavers what is going wrong and what is needed to correct their behaviour. Give the Beavers a chance to air their feelings. They may tell you something that was overlooked in the planning. Too often we assume children are aware or capable of knowing what we want, when in reality no one has ever told them.
9. Prepare you meetings in advance so you can show confidence in what you are doing. Have backup activities ready when Beavers get restless. Lag time between activities invites boredom and mischief.
10. Talk with other leaders and parents about discipline concerns that need special attention.
11. Have a Keo. A Keo is an older Cub who becomes part of your leadership team. Keo's role is to help find out what Beavers like to do, assist in planning and leading activities, and serve as a role model.

FURTHER PROGRAM HELP

Theme Program Resources

If you would like more ideas and information on theme activities and program planning, look for these resources.

- *The Beaver Leader's Handbook* — tells you everything you need to know about Beavers and the Beaver section, ceremonies, working with children, nature, planning, etc...
- *Fun At The Pond resource book* — 12 years of the most popular Beaver column featured in Scouts Canada's Leader magazine. Full of theme-based ideas and practical how-to information.
- *The Leader magazine* — published 10 times a year, features program-related stories, tips and resource information.
- *Games from A to Z* — jam-packed full of games.
- *Best of the Leader Cut Out Pages* — more tips and program ideas from the Leader magazine.
- *The Campfire Book* — for helping spark the fun in your campfire programs.
- *Scouts Canada's Song Book* — full of traditional and fun songs for all occasions and theme programs.
- *The Colony Resource Book* — more program ideas.
- *The Keo Book* — written for Keo, it will give you ideas on how a Keo can help out in your Colony. If you have a Keo, make sure he has a copy of this book.
- *Fieldbook for Canadian Scouting* — looking for adventure? This is where it begins. Lots of great tips and information on how to safely enjoy the outdoors.
- *Camping/Outdoor Activity Guide* — helpful information, outdoor policies, Scouts Canada's “Accepted Practices”, forms and applications required to plan outdoor activities.
- *Campfire Program CD/Cassette* — two actual campfire programs to use as is, or to help learn some great campfire songs.
- *www.scouts.ca* — visit our website to keep current with program changes, tips and new information.

Scout Councils offer many training courses. Find out when they plan to run the next course. Call your local Service Scouter or Field Executive for assistance and information.

JUMPSTART Video Now Available!



Video for use with JUMPSTART theme packages.

This video provides:

- Self-help, how-to information on program planning and using the packages.
- A program planning resource for Beaver Woodbadge Training and JUMPSTART sharing sessions.
- Resources that help include the outdoors in the Beaver program through theme programming.
- Other Beaver information such as basic ceremonies.

This video highlights the planning process and uses a “Trees and Nature” theme to cover a month’s program in detail: gathering activities, opening ceremony, actual craft, game, song and story explanations and the closing ceremony.

The video also highlights a variety of other themes.



“Two Paws Up!” — *Big Brown Beaver*



“A Wise Choice!” — *Malak*

Running Time: 30 minutes. Video Cat. # 20-115

Videos Available at Your Local Scout Shop!