

JUMP

S T A R T

for Beavers



Theme: FARM

A full month of FUN filled theme based activities, plustips 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.

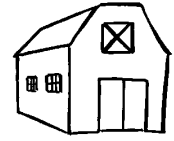
On a calendar (the Scouts Canada calendar works well), mark down the following:

- 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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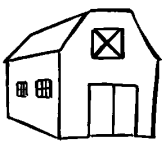


Ideas For Building Spiritual Fellowship Into Your Meeting

Leaders often regard spiritual fellowship as the most difficult activity to build into the program. “A thought for the day” perhaps best describes our meaning for spiritual fellowship. A short, but meaningful talk at every meeting about how to put our various faiths into daily action helps promote the development of positive moral values in children.

Talks can centre around the Golden Rule, manners, sharing, ideas of community, and seasonal messages tied to religious and civic holidays. Your most important role as a leader is to provide guidance. Let the Beavers know you care about their feelings and are willing to listen to them.

If you need help finding a spiritual fellowship topic or creating your talk, ask your own spiritual or religious advisor for assistance. Other resources might include: religious sponsor reps, clergy, parents, community leaders, **Leader** magazine, moral fable stories (e.g. Aesop’s Fables or aboriginal stories), and general religious stories with a moral. Keep your talk short; allow for questions and discussion. You’ll find the Beavers will appreciate talking and listening to ideas which they themselves are just starting to think about in depth.



Beaver Meeting - Detail Planning

Theme: Farm

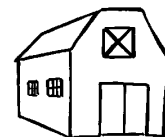
Games

Farm Sounds - After asking your Beavers to tell you some of their favourite farm animals, form the Beavers into groups of two (three if there is an unequal number). Assign each group a farm animal name; they should practise its call. Mix the groups up and spread them around the room. Blindfold them and ask them to make their animal's sound while trying to find their partner. When the same animals meet, they remove their blindfolds and stand to the side of the room to watch the others.

Rubber Boot Relay - Bring in some large rubber boots and coveralls. Form the Beavers into two lines, with the boots and coveralls at one end of the room, and the children at the other. On GO, the first Beavers run to the clothes and boots, put them on and run back to the line. There they take them off, give them to the next Beaver and go to the end of the line. The next Beaver puts on the clothes and boots, runs to the end of the room, takes them off, and runs back to the end of the line. The game continues until everyone has dressed up and run.

Hawk & Hen - Choose a Beaver to be Hawk and another to be Hen. All the others are Chickens who line up in file behind the Hen, each with a hand on the player in front. On a signal, Hawk begins to chase the Chickens, but may only catch the last Chicken in line and may not touch Hen. The Chickens must keep their order in line, and Hen tries to protect them by holding out and flapping arms, turning and dodging. When Hawk catches Chicken at the end of the line, the Chicken becomes Hawk and Hawk takes Hen's place, shuffling down until all have had a turn being Hawk and Hen.

Horse Relay - Line up the Beavers in relay formation at one end of the room; place a chair for each team at the other end. On a signal, players run in turn to the chairs, place their hands on the seat, kick up their legs three times and neigh like a horse. Then they run back to tag the next Beaver, until all have had a turn.



Rain Making - Sit your Beavers in a circle. Practise the various rain sounds before doing the chant. If you wish, before starting this game, discuss the importance of rain for both farmers and other people.

Leaves rustle before the rain starts (*Rub thumbs against your first two fingers to make a rustling sound*)

The first raindrops start to patter down (*Slowly rub together the palms of your hands*)

The rain is falling down hard and fast now (*Cross your arms and rub your hands up and down your arms as if you are very cold*)

The rain drops are getting bigger (*Pat your knees with your hands as fast as you can*)

Here comes the downpour! (*Tap your feet on the floor quickly and lightly*)

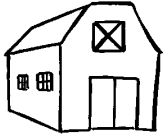
When the shower has reached full force, reverse the order of the actions until the rain stops.

Crafts

Farmer's Hat - Each Beaver needs a paper bag big enough to fit on his head. Form it by grabbing 5cm - 6cm at the bottom of the bag, twisting it into a kind of top-knot, and holding it together with tape. Then turn the bag inside out so that the twist is on the inside. Cut slits up the edges of the bag to resemble straw, and fold up the bottom to make a brim. Wear these hats for the rest of the meeting.

Donkey - Donkeys will require toilet roll tubes, strong toothpicks, half corks, wool, scissors, glue, construction paper, paint or crayons, and a pattern of a donkey's head and neck to cut out. Ask the Beavers to colour or paint the tube brown or grey. Cut a slit at one end for the cutout donkey head and neck to slide into. Glue the wool to make a mane and tail. Poke one end of the toothpicks into the tube to make legs; poke the other end into the half corks for feet.

Scarecrow - This craft requires construction paper, scissors, glue, wool, magic markers, and straw or dry grasses. Ask your Beavers to cut out a headless, handless, footless body shape from the construction paper. Glue the straw or grass to the bottom of the arms and legs. From different coloured paper, cut out a head and hat; glue it on. Make patches using the markers, or cut out small pieces of paper. Decorate the face with the magic markers.



Songs

Old McDonald Had a Farm

Old McDonald 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 McDonald 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 wow
8th verse: Cats - mew mew
9th verse: Truck - rattle rattle

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

Oats, Beans and Barley

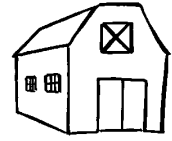
This is an old English chanting song. Form a large circle and join hands.
One Beaver stands in the middle as the Farmer. All chant:

Oats and beans and barley grow
In fields and rows,
In fields and rows.
And this is the way the Farmer sows:
He stamps his foot (*all stamp foot*)
He claps his hands (*all clap hands*)
And turns around and views the land (*all turn around*)
Waiting for a partner.
Waiting for a partner (*all fold arms and stand still*)

At this point, the Farmer chooses a partner and the two hold hands.
Beavers repeat the chant until all have been chosen and stand with hands linked in a new circle.

The Farm song

Baa, baa, Black Sheep, have you any wool?
Yes sir, yes sir, three bags full;
One for your sweater, and one for your rug,
And one for a blanket to keep you warm and snug.
(Repeat first two lines)



Cluck, cluck, Red Hen, have you any eggs?
Yes sir, yes sir, as many as your legs.
One for your breakfast, and one for your lunch,
Come back tomorrow, I'll have another bunch. (etc.)

Moo, moo, Brown Cow, have you any milk for me?
Yes sir, yes sir, as tasty as can be.
Churn it into butter, make it into cheese,
Freeze it into ice cream, or drink it as you please. (etc.)

Buzz, buzz, Busy Bee, is your honey sweet?
Yes sir, yes sir, sweet enough to eat.
Honey on your muffin, honey on your cake,
Honey by the spoonful, as much as I can make. (etc.)

Stories

Mickey the Monkey

Organize the colony into 6 groups. Give each group one of the following animal roles; whenever a group hears its animal it must make the appropriate sound.

Mickey the Monkey: *Eek, eek, eek!*

Cow: *Moo!*

Horse: *Neigh!*

Dog: *Bow wow!*

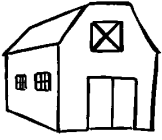
Cat: *Meeoow!*

Chickens: *Cluck, cluck, cluck!*

Animals: *All make their own sounds together*

Mickey the Monkey was always getting into trouble. And no wonder. He was always up to some naughty monkey trick. *Mickey the Monkey* lived on a farm. All the other *animals* were always cross with him because he did such naughty things.

One day *Mickey the Monkey* was in the big feeding shed where Mr. Giles, the farmer, was busy putting out food for the *animals*.



“Now,” said Mr. Giles to his wife, Mrs. Giles, “Today I have to go out. I won’t be back in time to feed the *animals*. Will you feed them for me? Everything’s ready so you won’t have to do anything except give the right food to the right *animal* at five o’clock.”

“Of course I’ll feed them,” replied Mrs. Giles. “I’ll just have to watch that *Mickey the Monkey* doesn’t get up to his usual tricks.”

Mickey the Monkey heard this conversation, and thought that he would like to help feed the *animals*. After all, Mrs. Giles was very busy, and he was sure she would be glad to have his help. So when it was nearly five o’clock, *Mickey the Monkey* put back the hands of the big clock so that Mrs. Giles thought that it was only four o’clock. Then *Mickey the Monkey* ran to the big feeding shed to feed the *animals*.

He gave a big bowl of bones to the *cow*. She didn’t like that at all.

He gave a bowl of fish to the *horse*. He didn’t like that at all.

He gave a bowl of corn to the *dog*. He didn’t like that at all.

He gave a bunch of bananas to the *chickens*. They didn’t like that at all.

He gave a bowl of cow cake to the *cat*. She didn’t like that at all.

At six o’clock when Mrs. Giles came out to feed the *animals* (she thought it was only five o’clock), she heard a dreadful noise in the farmyard. The *cow* was mooing because she didn’t like the *dog*’s bones. The *horse* was neighing because he didn’t like the *cat*’s food. The *dog* was barking because he didn’t like the *chickens*’ food. The *cat* was mewling because she didn’t like the *cow*’s food. And the *chickens* were clucking and squawking because they didn’t like bananas at all.

When Mrs. Giles saw the bananas, she knew what had happened. So she smiled to herself and found the only food that was left. It was a big bundle of hay that was really the *horse*’s dinner and she gave it to *Mickey the Monkey*. Poor *Mickey the Monkey* didn’t like that at all. He began to cry.

“See what you do when you muddle up the food,” said Mrs. Giles.

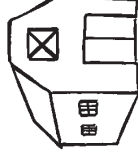
Poor *Mickey the Monkey* didn’t get any supper that night, and never played that trick again. But he still plays other naughty tricks. He can’t really help it, because all monkeys get up to monkey tricks, don’t they?

The Little Red Hen

This is a familiar children’s story. It fits in nicely with the farm theme and discusses sharing, and the consequences if you don’t. Find it in any library.

Beaver Meeting Schedule

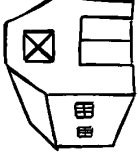
Theme: Farm



Activity	Date: Week One	Date: Week Two	Date: Week Three	Date: Week Four
Gathering Activity 10 mins.	Farm Sounds game	Hawk & Hen game	Oats, Beans & Barley action song	Gather & travel to farm
Opening Ceremony 5 mins.				Visit the barns
Game 10 mins.	Rubber Boot Relay	Horse Relay	Rain making	Visit the animals
Theme Activity 20 mins.	Farmer's Hat	Donkey craft	Scarecrow craft	Play in the hay Hay wagon ride The Farm song
Song/Story 10 mins.	Old McDonald song	Mickey the Monkey story	The Little Red Hen story	Snack & drink
Lodge Meeting 10 mins.	Beaver talk	Send home letter for visit to farm/pioneer village	Reminder of trip to farm/pioneer village next week	Thanks to the hosts of the farm
Spiritual Fellowship 5 mins.	- Recite law - Prayer	- Recite promise - Prayer	- Recite law - Prayer	- Recite promise - Prayer
Closing Ceremony 5 mins.				
Leader Discussion Time 15 mins.	Review meeting & discuss next week's plans	Review meeting & discuss next week's plans	Review meeting & discuss next week's plans	Review meeting & discuss next week's plans

Beaver Meeting Schedule

Theme: Farm

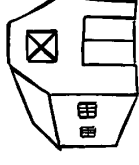


Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Farm Sounds game (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Rubber Boot Relay (See detail planning sheet)	
20 mins.	Theme Activity	Farmer's Hat (See detail planning sheet)	
10 mins.	Song/Story	Old McDonald song (See detail planning sheet)	
10 mins.	Lodge Meeting	Explain farm theme for the month Beaver talk	
5 mins.	Spiritual Fellowship	- Recite law - Prayer/talk	
5 mins.	Closing Ceremony	(Details can be found in the Beaver Leader's Handbook)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting Schedule

Theme: Farm

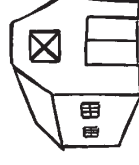


Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Hawk & Hen game (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Horse Relay (See detail planning sheet)	
20 mins.	Theme Activity	Donkey craft	
10 mins.	Song/Story	Mickey the Monkey story	
10 mins.	Lodge Meeting	- Send home letter for visit to farm/pioneer village - Beaver talk	
5 mins.	Spiritual Fellowship	- Recite promise - Prayer/talk	
5 mins.	Closing Ceremony	(Details can be found in the Beaver Leader's Handbook)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting Schedule

Theme: Farm

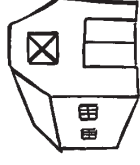


Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Oats, Beans & Barley action song (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Rain Making (See detail planning sheet)	
20 mins.	Theme Activity	Scarecrow craft (See detail planning sheet)	
10 mins.	Song/Story	The Little Red Hen story (See detail planning sheet)	
10 mins.	Lodge Meeting	Reminder of trip to farm/ pioneer village next week	
5 mins.	Spiritual Fellowship	- Recite law - Prayer/talk	
5 mins.	Closing Ceremony	(Details can be found in the Beaver Leader's Handbook)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

Beaver Meeting Schedule

Theme: Farm



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Gather & travel to farm	
35 mins.	Theme Activity	Visit the barns Visit the animals Play in the hay Hay wagon ride The Farm song (See detail planning sheet)	
10 mins.		Snack & drink	
10 mins.		Thanks to the hosts of the farm	
5 mins.	Spiritual Fellowship	- Recite promise - Prayer/talk	
5 mins.	Closing Ceremony	(Details can be found in the Beaver Leader's Handbook)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Meeting Notes:			

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 your 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 Keoo. A Keoo is an older Cub who becomes part of your leadership team. Keoo'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 Keoo Book* — written for Keoo, it will give you ideas on how a Keoo can help out in your Colony. If you have a Keoo, 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!