

# JUMP

S T A R T

## for Beavers



### Theme: HALLOWEEN

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

**L**eaders 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**

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### **Theme: Halloween**

#### **Games**

**Beaver Soup** - Beavers should stand along one wall of the pond. Leaders form a circle in the centre of the room, pretending they are stirring a giant pot.

With Keo as prompter to help them ask the questions, the Beavers call, "What are you making?" The leaders shout back, "Beaver soup!" Then the Beavers ask, "What are you putting in it?" Leaders reply "Baboons". Beavers ask, "What else?" Leaders reply, "Bacon". This continues until the leaders reply, "Beavers!" At this point the Beavers race to the other side of the room and leaders try to catch them. Tagged Beavers join the leaders in making the soup; play continues until all the Beavers are in the soup. If "B" words are the only words used, a list might be helpful. Or, use the names of any foods and catch the Beavers off-guard when leaders shout, "Beavers!"

**Touch Wood** - Play this tag game near wooden fences, benches, trees and picnic tables. All Beavers, except the one chosen IT, stand touching something wooden. On a signal, they run from one wooden object to another while IT tries to catch them. If IT tags someone who isn't touching wood, the two change places.

**Pumpkin Hunting** - Hide lots of paper pumpkins around the pond. Organize the Beavers in lodges, and give each lodge leader a length of string and tape or paper clips for attaching pumpkins to it. Each lodge chooses a special signal for calling their leader (barking, clapping, chirping), because only the leader can pick up the pumpkins. On a signal, the Beavers search for the pumpkins. When they find one, they place a finger on it and signal their leader by their special call, so the leader can pick up the pumpkin and attach it to the string.

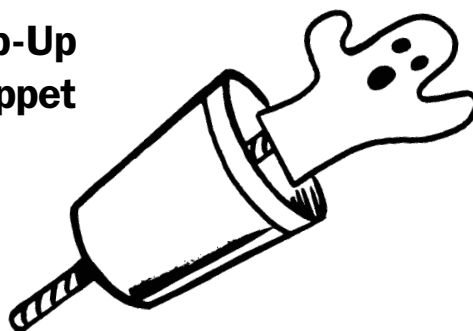
**Laughing Balloon** - Blow up a large balloon and gather all the Beavers into a circle. Toss the balloon upward. While it is in the air, everybody laughs. When it touches the floor or comes to rest anywhere, everyone must stop laughing.

## Crafts



**Pop-Up Puppets** - The Beavers will need paper cups, straws, construction paper, and glue or tape. Draw goblin or monster faces on the construction paper, or cut out pictures of witches and ghosts from magazines. Make the pictures small enough to fit inside a paper cup. Glue or tape a picture to the end of a drinking straw, then, with a pencil, poke a hole through the bottom of the cup. Push the straw into the hole. To make the puppet pop up and down, move the straw sticking out from the bottom of the cup.

**Pop-Up  
Puppet**



**Halloween Mobiles** - Each mobile requires black, white and orange construction paper, three cocktail straws (food dealers sell them), and kite string. Cut out Halloween shapes (pumpkins, witches, cats, bats, crescent moons) from the construction paper. Punch a hole in the top of each. Attach lengths of string, and tie the cutouts to the straws — one straw at the top and two suspended from it. Tie a piece of string in the middle of the top straw and hang the mobile from the ceiling.

**Clothes Pin Bats** - Each Beaver requires a clothespin, eyes made from red, white or yellow construction paper, and black construction paper. Prepare a pattern of a simple bat shape for the Beavers to trace and cut out. Glue the eyes to the “business” end of the clothespin and glue the bat’s wings to the rest of the pin. These bats will clip to anything, and when ‘flocked’ together make quite a haunting sight.



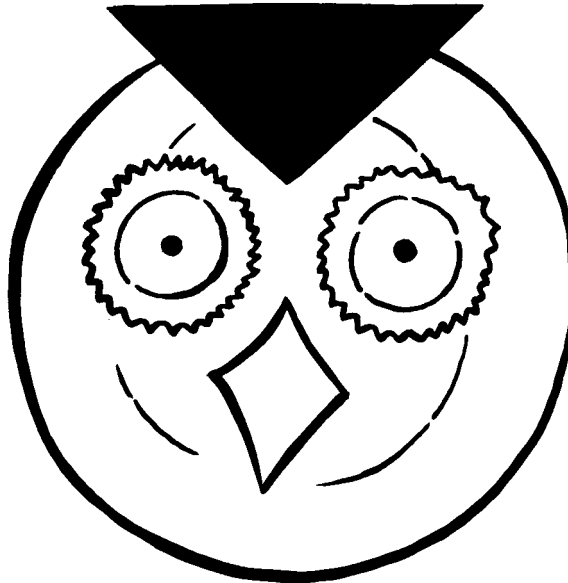
**Clothes Pin  
Bat**



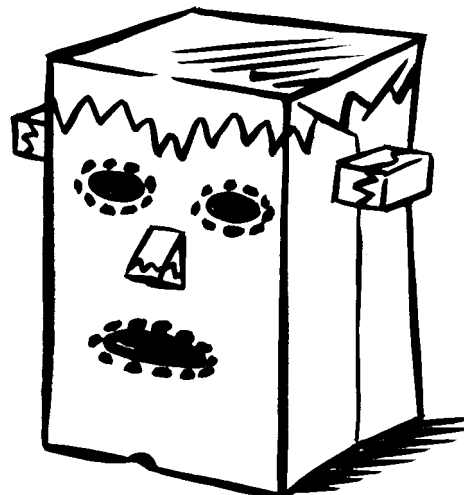
**Paper Plate Owls** - Each owl will require one large paper plate, two paper baking cups, black and orange construction paper, string, scissors and glue. Cut out a large black triangle and glue to the top of the paper plate as shown. Glue a black circle in each baking cup, and then glue them onto the plate for eyes. Glue an orange diamond-shaped beak under the eyes. Tape a loop of string on the back to hang the owl on a wall.

As an alternative, turn the owl into an Halloween mask. Cut holes for the eyes, instead of using the baking cups and black circles. Punch a hole on either side of the mask and tie yarn in each hole for fastening the mask around the Beaver's head.

### **Paper Plate Owl**



**Pumpkin Seed Masks** - The masks will require dry pumpkin seeds, paper bags painted orange, and glue. Ask your Beavers to draw faces on the bags. They can glue down pumpkin seeds for decorations or to highlight facial features. Let them add small boxes for nose, ears and eyes. Cut holes for the eyes and nose. Voila! The masks are ready to wear.





# Stories



## Going on a Witch Hunt

*This participation style of story allows lots of scope for scary sound effects and exaggerated gestures. The story-teller should sit in front of the colony and begin like this:*

“Would you like to go on a witch hunt? Okay let’s go. Watch me and do all the things I do and repeat after me all the things I say. Ready? Here we go!”

“We’re..... going on a witch hunt. Everyone tiptoe. (*Tiptoe fingers across hand.*)

“Shhhhhh!” (*Finger across mouth.*)

“I can see a house..... a haunted house. We can’t go around it (*stretch around*). We can’t go under it (*crouch down*). We can’t go over it (*stretch up*). I guess we’ll have to go in it!” (*Pretend to open a very creaky door.*)

“Shhhhhh!” (*Finger across mouth.*)

“I see the stairs..... long, dark, steep stairs. We can’t go around them (*stretch around*). We can’t go under them (*crouch down*). We can’t go over them (*stretch up*). I guess we’ll have to climb them!” (*Pretend to climb stairs; shade eyes and look around; continue tiptoeing.*)

“I see a cobweb..... a great, big, slimy, cobweb (*yechy noises*). We can’t go around it (*stretch around*). We can’t go under it (*crouch down*). We can’t go over it (*stretch up*). I guess we’ll have to go through it!” (*Wave hands to get through the cobweb; make faces and yechy noises; continue tiptoeing.*)

“I see a room..... a huge, dark room. We can’t go around it (*stretch around*). We can’t go under it (*crouch down*). We can’t go over it (*stretch up*). I guess we’ll have to go through it!” (*Open very, very creaky door; feel in front to find the way in the dark.*)

“Whheww! It sure is dark in here. I feel something! (*Go through the motions of feeling.*) It’s big! It has a crooked nose! It has a pointed hat! It has stringy hair! I think it’s a witch!!!”

“It IS a witch!!”

“Lets get out of here fast! (*Slap knees to make a running sound.*) Open door (*creaky sound*); through the cobweb (*wave hands*); down the stairs (*slap knees*); out of the house.” (*Continue to slap knees.*)

“Whhhew!” (*Wipe brow*)

“Did everyone get home?”

“Want to go again?”



## Spooky Story

*Dim the lights to tell this funny, spooky story. Other leaders can make the sound effects for the footsteps, the creaking door, and the ghost's voice (booming it out through a long paper tube makes a loud, hollow sound). The silly ending will release any fears the atmosphere and sound effects might build.*

When I was in Europe on a holiday, I went to visit a friend who lived in a castle. I found a note pinned to the door. "Away for a couple of days", the note said. "Walk right in and make yourself at home." So I did. It was kind of hard to feel at home in a castle, but finally I found a nice cosy bedroom and went straight to sleep.

Suddenly I woke up with a start. I heard big *heavy footsteps* coming along the hall towards my room. My door *creaked open* and a big hollow voice said, "*Tomorrow it is 100 years ago!*" The door closed and the footsteps moved away.

I was so scared I couldn't sleep any more that night. When the sun came up in the morning, I couldn't wait to get out of that room. But I got more and more curious. I decided I just had to know what happened 100 years ago, and so, that night, I slept in the same room again.

Just like the night before, I was awakened by *heavy footsteps*, and the door *creaked open*. The big hollow voice boomed, "*Tonight, it is 100 years ago since I last washed my feet!*"

## Songs

### Three Little Witches

One little, 2 little, 3 little witches (*Hold up fingers one by one*)  
Ride through the sky on a broom (*Hold hands as if riding a broom*)  
One little, two little, three little witches (*Repeat action for the first line*)  
Wink their eyes at the moon! (*Wink one eye and make a circle with arms*)



# Beaver Meeting Schedule: One Week

## Theme: Halloween



Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Pop-Up Ghost Puppets (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Beaver Soup (See detail planning sheet)	
20 mins.	Theme Activity	Halloween Mobiles (See detail planning sheet)	
10 mins.	Song/Story	3 Little Witches song (See detail planning sheet)	
10 mins.	Lodge Meeting	Beaver talk, reminders	
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: One Week

## Theme: Halloween



Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Clothes Pin Bats (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Touch Wood (See detail planning sheet)	
20 mins.	Theme Activity	Pumpkin carving & decorating	
10 mins.	Song/Story	Going on a Witch Hunt (See detail planning sheet)	
10 mins.	Lodge Meeting	Beaver talk, reminders	
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	
<b>Meeting Notes:</b>			

# Beaver Meeting Schedule: One Week

## Theme: Halloween



Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Paper Plate Owls (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Pumpkin Hunting (See detail planning sheet)	
30 mins.	Theme Activity	Pumpkin Seed Masks (See detail planning sheet)	
10 mins.	Song/Story	Spooky Story (See detail planning sheet)	
10 mins.	Lodge Meeting	Reminder of food bank donations & costume wearing 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	
<b>Meeting Notes:</b>			

# Beaver Meeting Schedule: One Week

## Theme: Halloween



Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Costume wearing Collect food bank donations	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Laughing Balloons, with spooky laughter (See detail planning sheet)	
20 mins.	Theme Activity	Halloween party - songs and treats	
10 mins.		Costume parade, with a prize for every costume (See detail planning sheet)	
10 mins.	Lodge Meeting	Beaver talk, reminders	
5 mins.	Spiritual Fellowship	- Recite promise - Prayer/talk - Thanks for food donations	
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: Halloween



Activity	Date: Week One	Date: Week Two	Date: Week Three	Date: Week Four
Gathering Activity 10 mins.	Pop-Up Ghost Puppets	Clothes Pin Bats	Paper Plate Owls	- Costume wearing - Collect food bank donations
Opening Ceremony 5 mins.				
Game 10 mins.	Beaver Soup	Touch Wood	Pumpkin Hunting	Laughing Balloons, with spooky laughter
Theme Activity 20 mins.	Halloween Mobiles	Pumpkin decorating & carving	Pumpkin Seed Masks	Halloween Party - songs - treats - costume parade, (a prize for every costume)
Song/Story 10 mins.	3 Little Witches song	Going on a Witch Hunt story	Spooky Story	
Lodge Meeting 10 mins.	Beaver talk, reminders	Beaver talk, reminders	Food bank donation reminder	Beaver talk, reminders
Spiritual Fellowship 5 mins.	- Recite law - Prayer	- Recite promise - Prayer	- Recite law - Prayer	- Recite promise - Prayer - Thanks for food bank donations
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

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!