

JUMP



S T A R T

for Beavers



Theme: TREES AND NATURE

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: Trees and Nature

BACKGROUND

What do trees give us?

The list includes: turpentine, violins, bowling pins, toothpicks, inks, veneer, envelopes, doors, door frames, explosives, beds, magazines, rocking chairs, ladles, high chairs, baseball bats, barrels, books, pencils, axe handles, tables, apple crates, varnish, canoes, shoe polish, cardboard, notebook paper, panelling, rayon, maple syrup, glue, skis, brooms, briquettes, shingles, tennis rackets, ladders, shatter-proof glass, medicines, clarinets, picture frames, window frames, plastics, spools, toilet paper, newspaper, desks, oars, tissue paper, dowels, workbenches, linoleum, matches, disposable diapers, screw drivers, railroad ties, mandolins, ceilings, bassoons, bows, pitch, plywood, guitars, sawdust, sailboats, dartboards, floors, pianos, dyes, labels, dinghies, acids, yachts and ribbons.

Encourage your Beavers to add to this list. What would they miss if there were no trees in the world?

Ask the Beavers to name all the animals, birds and bugs that live or play in trees. What foods grow on trees? Make a big list.

What wooden things do they have in their homes? Remember to include the exterior of the house. This list will help to prepare them for the trip to the lumber store.



Games

Tic Tac's Winter Supply - Before the Beavers arrive, hide peanuts in the shells around the pond. Explain how squirrels hide their winter supply of nuts all over the forest. Let your Beavers search for the nuts and bring them *one at a time* to their lodge, just the way squirrels have to carry their nuts! Save the nuts for the next game, or let the children share and eat them.

Collect the Nuts - Divide the Beavers into two lines. In front of each Beaver place a peanut in the shell. The "Collector" has a box or tin to put the nuts into, and stands at the end of the line. The first player picks up the nut in front of him and gives it to the person behind him. The second player takes the nut from the first player, picks up the nut in front of him and passes both to the third player. The third player takes both nuts from the second player, picks up his own nut, and gives all three to the fourth. Play continues all the way down the line, until the last person gives all the peanuts to the "Collector". The "Collector" goes to the front of the line and gives all the nuts to the first player. The first player takes one nut, hands the rest to the second player and puts his on the floor in front of him. The nuts pass back down the line until everyone has a nut in front of him once more. What now? EAT!

Apple Race - Give each Beaver an apple. Balancing it on their heads, the Beavers must walk to a line, turn around and walk back. If the apple falls off, the player must go back to the starting line and begin again. By the time the game finishes, the apples will probably be quite bruised.

Apple Bobbing - Have an apple for each Beaver. Tie strings to the apple stems and hang them from a bar. Beavers must keep their hands behind their backs during this game. Because they are blindfolded, another Beaver must direct them to the hanging apples. The Beaver must bite the apple before the leader removes the blindfold. Let the child eat the apple.

Falling Leaves - Beanbags are the "leaves" for this falling leaf catch game. Ask the Beavers to spread out in the playing area. Start them throwing and catching beanbags by tossing three or more beanbags to various children. Like trees, the Beavers must stay "rooted" to the spot as they try to catch the beanbags. When all the beanbag "leaves" have fallen, gather them up and play again.



Kim's Game - Many versions of this game exist, but for the purpose of this nature theme, try these two suggestions:

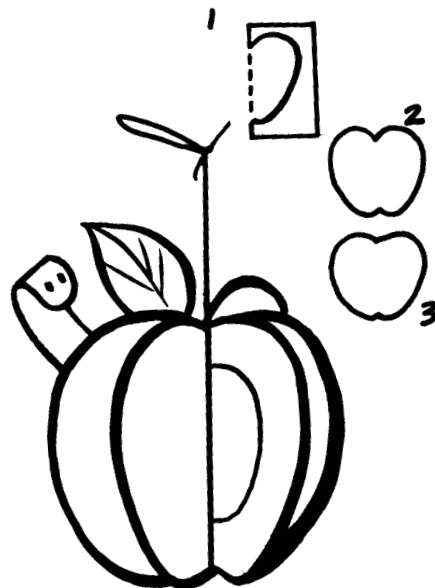
Place a variety of wooden objects in a box, e.g. wooden match, rolling pin, wooden spoon, toothpick, pencil, craft stick. Sit the Beavers in a circle and pass the box around behind their backs, letting them feel the objects inside. Next, ask each child to name one object they remember. As they name it, take it out of the box, until the box is empty.

Spread out a variety of natural objects (pine cone, pine needles, different leaves, birch bark, stone, shell, apple, nut, etc.) for the Beavers to look at. After a period of time, tell them to cover their eyes while a leader takes away one object. Ask the children what is missing. For older Beavers, provide leaf identification charts and see if they can identify various leaves.

Games

Peanut Puppets - To prepare for this craft, carefully cut off the bottoms of peanut shells and shake the peanuts out. Have extra shells available in case of breakage. Provide the Beavers with felt-tipped markers, yarn for hair, glue and scissors. Draw faces on the upper part of the shells and glue on hair. Five peanut puppets will fit on each hand — one for each finger. Let the Beavers make up stories for their puppets.

Wormy Apple craft - Cut three apple shapes from folded red construction paper using a pattern, as shown. Place the three apple shapes, one on top of each other, and staple together on the fold line (get a leader or Keeo to do the stapling). Make the apple three dimensional by spreading the layers apart. Cut a stalk and leaf from green construction paper and glue to the top of the apple. Cut a small narrow strip of brown paper. Curl one end around a pencil in one direction and the other end in the opposite direction. Draw on eyes and glue the worm sticking out of the apple.



Spool Spiders - Each Beaver will need an empty thread spool, 8 black pipe cleaners, and string. Pull the pipe cleaners through the hole in the spool. Leave the longer length of pipe cleaners on the bottom for legs while bending them over at the top to hold the pipe cleaners in place. Attach a string. Add eyes with a black magic marker.



Songs

Found a Peanut

Found a peanut, found a peanut, found a peanut last night,
Last night I found a peanut, found a peanut last night.

Cracked it open, cracked it open, cracked it open last night,
Last night I cracked it open, cracked it open last night.

It was rotten, etc.
Ate it anyway, etc.
Got a tummy ache, etc.
Called the doctor, etc.
Took some medicine, etc.
Got all better, etc.

Johnny Had An Apple Pie

(Tune: The More We Get Together)

Johnny had an apple pie,
An apple pie, an apple pie,
Johnny had an apple pie,
With a green worm on top.

Chorus:
A fuzzy worm, a wuzzy worm,
A great, big, fat, juicy worm.
Oh, Johnny had an apple pie
With a green worm on top.

Itsy, Bitsy Spider

The itsy, bitsy spider went up the water spout,
Down came the rain and washed the spider out.
Out comes the sun and dries up all the rain,
And the itsy, bitsy spider went up the spout again.

** Try singing this song with actions too.*



Recommended Story

Johnny Appleseed

This is a true story about a man named John Chapman. He liked the sun, animals and being outside. When he grew up, he decided to live outdoors and do something nice for other people. He began walking through the fields and forest and over the mountains. He wore a pan on his head. As he walked, he talked to the animals of the forest. He also threw apple seeds everywhere he walked. He hoped to toss enough seeds that apple trees would sprout up, so people would enjoy apples everywhere. As a result, people began to call him “Johnny Appleseed”, a name he kept for the rest of his life.

Beaver Meeting Schedule

Theme: Trees and Nature

Activity	Date: Week One	Date: Week Two	Date: Week Three	Date: Week Four
Gathering Activity 10 mins.	Tic Tac's Winter Supply	Apple Race	Spool Spiders	Meet at the lumber store for a tour
Opening Ceremony 5 mins.				
Game 10 mins.	Collect the Nuts	Apple Bobbing	Falling Leaves	
Theme Activity 20 mins.	Peanut Puppets Eat the shelled peanuts	Eat the apples from the game Wormy Apple craft	Kim's Game Discuss what trees are used for in building	
Song/Story 10 mins.	Found a Peanut song	Johnny Appleseed story Johnny Had An Apple Pie song	Itsy, Bitsy Spider song	
Lodge Meeting 10 mins.	Beaver talk, reminders	Beaver talk, reminders	Remind the Beavers of the trip to the lumber store next meeting	Serve a snack
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: One Week

Theme: Trees and Nature

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Tic Tac's Winter Supply (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Collect the Nuts (See detail planning sheet)	
20 mins.	Theme Activity	<ul style="list-style-type: none"> - Make Peanut Puppets. - Eat the shelled peanuts. - Discuss the importance of trees to animals (See detail planning sheet)	
10 mins.	Song/Story	Found a Peanut song (See detail planning sheet)	
10 mins.	Lodge Meeting	Beaver talk	
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> - 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: Trees and Nature

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Apple Race (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Apple Bobbing (See detail planning sheet)	
20 mins.	Theme Activity	- Wormy Apple craft (See detail planning sheet) - Eat the apples from the game.	
10 mins.	Song/Story	- Johnny Appleseed story - Johnny Had An Apple Pie song (See detail planning sheet)	
10 mins.	Lodge Meeting	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: One Week

Theme: Trees and Nature

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Spool Spiders (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Falling Leaves game (See detail planning sheet)	
30 mins.	Theme Activity	- Kim's Game with wood and leaves - Discuss how trees are used for building (See detail planning sheet)	
10 mins.	Song/Story	Itsy, Bitsy Spider song (See detail planning sheet)	
10 mins.	Lodge Meeting	Reminder of trip to lumber store next meeting	
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: Trees and Nature

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Meet at the lumber store	
35 mins.	Theme Activity	Tour the lumber store	
10 mins.	Snack & Drink		
10 mins.	Lodge Meeting	Thanks for the tour	
5 mins.	Spiritual Fellowship	- Recite promise - Prayer	
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 Month

Theme: Trees and Nature

Date: _____

Activity	Date: Week One	Date: Week Two	Date: Week Three	Date: Week Four
Gathering Activity 10 mins.				
Opening Ceremony 5 mins.				
Game 10 mins.				
Theme Activity 20 mins.				
Song/Story 10 mins.				
Lodge Meeting 10 mins.				
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.				
Meeting Notes:	Review meeting & discuss next week's plans	Review meeting & discuss	Review meeting & discuss	Review meeting & discuss

Beaver Meeting Schedule: One Week

Theme: Trees and Nature

Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity		
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game		
20 mins.	Theme Activity		
10 mins.	Song/Story		
10 mins.	Lodge Meeting		
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:			

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 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!