

JUMP



S T A R T

for Beavers



Theme: PIRATES

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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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: Pirates

Games

Pirates Run - Scatter your Beavers around the room, ready to obey certain actions in response to the pirate captain's call. With the call, "Pirates coming", Beavers should run around waving imaginary pirate flags or swords. "Land Ho", means stop, put hands over eyes and peer into the distance. "Walk the Plank", means walk around the room with arms outstretched as if trying to balance on a narrow plank. "Scrub the Decks", means get down on hands and knees with imagined scrub brushes to clean the ship. "Hit the Bunks", means Beavers lie on the floor quietly for a rest.

I Spy - Everyone sits in a circle. One Beaver is asked to pick an object in the room and say, "I Spy with my pirate's eye, something that is" (a colour or other appropriate clue). Go around the circle, giving each player a chance to guess. The one who correctly figures out the answer is the next child to choose an object.

Pirate Ship Relay - Break into lodges and form straight lines. Each Beaver holds onto the waist of the Beaver in front. They are now a pirate ship. Move the Beavers forward together in a group through obstacles set out on the floor.

Another form of this game: Sit the Beavers in two lines close together between the legs of the Beaver behind them. They must wrap their legs around the waist of the person in front of them and hold onto the child's waist. The pirate ships slide on their bottoms along the floor to a turning point, where they swing around and head back for the start.

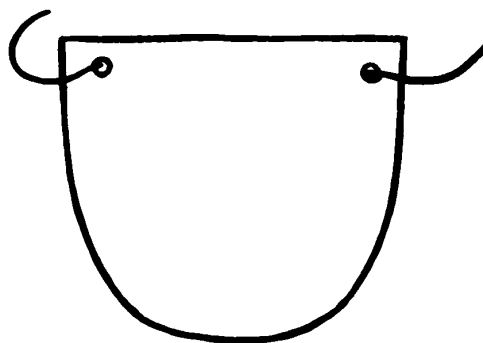


Walk the Plank - Each lodge should use a bench as an imitation plank. A leader stands at one end; the Beavers line up at the other. In turn, each Beaver walks the plank. As he reaches the end, the leader asks a question about his Beaver promise, law or motto. If he answers correctly, he can turn around and walk back to the ship. If not, he has to “swim” back to the ship through the sharks (other leaders or Keeo).

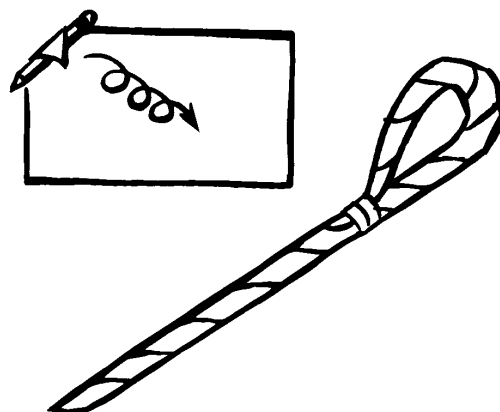
Find Your Captain - Each lodge requires crayons and one piece of cardboard. Working together, the Beavers draw and colour a picture of “their” pirate Captain. To play the game, spread the pictures of the Captains on the floor. Set the Beavers “sailing” (walking) around the room. On the command, “Find Your Captain”, Lodges quickly gather around their Captain. Do this a couple of times, then explain that a terrible storm sank one pirate ship, and the Captain is missing! Remove one of the Captain’s pictures. Tell the Beavers they will have to share their Captains with these Beavers. Keep removing Captains until all the Beavers are gathered around one picture.

Crafts

Eye Patch - Supply black construction paper, and some string or yarn. Trace the eye patch pattern onto the construction paper. Cut it out. Use a paper punch to make the holes, and thread the string through. Position over the eye and tie around the back of the head.

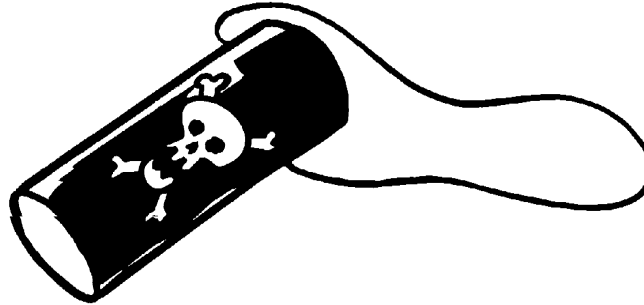


Sword - Each Beaver needs a sheet of newspaper, pencil and scotch tape. Roll one corner of the newspaper over the pencil. Keep rolling the paper very tightly over the pencil until you come to the opposite corner. Let the pencil drop out. Tape down the corner. Bend the end of the roll over into a handle and tape in place.



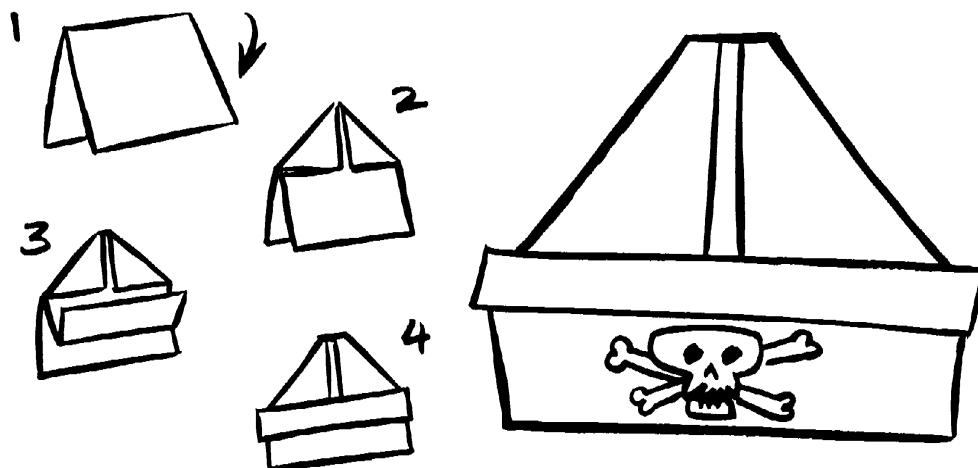


Spy Glass - Each Beaver will need a toilet paper (or paper towel) roll, construction paper, glue or tape, and string or yarn. Cover the cardboard roll with construction paper. Decorate with a skull and crossbones, if desired. Add string so your Beavers can hang them around their necks.



Pirate Ships - Build pirate ships from a variety of recycled materials. Use milk cartons or jugs for boat hulls; coffee stir sticks, popsicle sticks or straws for the masts; paper or material for the sails. Make sure every ship has a pirate flag!

Pirate Hats - Fold a sheet of newspaper in half along the middle fold. Place it with the long, open side toward you. Fold down the upper corners to meet in the middle; crease the folds well. Now you have a triangle with an extra strip at the bottom. Fold up the front strip to the front, and the back strip to the back. Open up the hat and fit it onto a Beaver's head. If it is too big, try smaller-sized paper or simply use staples to make a better fit.





Songs

Pond Pirates

(Tune: The farmer in the dell)

We're pirates on the pond,
We're pirates on the pond,
Hi Ho and a HO HO HO,
We're pirates on the pond.
We're pirates and we share, etc..
We pirates all have fun, etc..
We pirates all work hard, etc..

My Bonnie Lies Over the Ocean

My Bonnie lies over the ocean,
My Bonnie lies over the sea.
My Bonnie lies over the ocean,
Oh, bring back my Bonnie to me.

Bring back, bring back,
Oh, bring back my Bonnie to me, to me.
Bring back, bring back,
Oh, bring back my Bonnie to me.

Actions

Stand up on the first word with a "B" in it, and then sit down on the next "B", and so on for each word with a "B" in it. The whole group should end the song sitting down.

Recommended Stories

Grandma and the Pirates, by Phoebe Gilman.

Captain Teachum's Buried Treasure, by P. Carter.



Beaver Meeting Schedule

Theme: Pirates

Activity	Date: Week One	Date: Week Two	Date: Week Three	Date: Week Four
Gathering Activity 10 mins.	Black Eye Patch	I Spy	Walk the Plank	Pass out pirate accessories. Admire the fierce pirates.
Opening Ceremony 5 mins.				
Game 10 mins.	Pirates Run game	Pirate Ship Relay	Find Your Captain	Treasure Hunt! Search out the map clues, discovering the treasure
Theme Activity 20 mins.	Construct pirate accessories	Build pirate ships	Make pirate hats	Sing the pirate songs to celebrate
Song/Story 10 mins.	Discover a treasure map	Pond Pirates song My Bonnie Lies Over the Ocean song	Pirate story	Share the pirate's booty and snacks
Lodge Meeting 10 mins.	Beaver talk	Beaver talk	Remind the Beavers to come dressed as pirates for next week's meeting	- Recite promise - Prayer
Spiritual Fellowship 5 mins.	- Recite law - Prayer	- Recite promise - Prayer	- Recite law - Prayer	Review meeting & discuss next week's plans
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: Pirates



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Black Eye Patch (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Pirates Run (See detail planning sheet)	
20 mins.	Theme Activity	Make pirate items (sword, spy glass) (See detail planning sheet)	
10 mins.	Song/Story	- Sing a pirate song. - Discover a "treasure map" in a bottle. - Establish that the colony will become pirates for the next few weeks and find the buried treasure.	
10 mins.	Lodge Meeting	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: One Week

Theme: Pirates



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	I Spy (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Pirate Ship Relay (See detail planning sheet)	
20 mins.	Theme Activity	Build pirate ships (See detail planning sheet)	
10 mins.	Song/Story	- Pond Pirates song - My Bonnie Lies Over the Ocean 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: Pirates



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Walk the Plank (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Find Your Captain (See detail planning sheet)	
20 mins.	Theme Activity	Make pirate hats (See detail planning sheet)	
10 mins.	Song/Story	Pirate story (See detail planning sheet)	
10 mins.	Lodge Meeting	- Review the treasure map, and share more clues. - Ask them to think about what the clues could mean, and where the treasure might be found. Remind them to come dressed as pirates 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: One Week

Theme: Pirates



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	<ul style="list-style-type: none"> - Pass out everyone's pirate accessories that they have made over the past - Admire the fierce pirates. 	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	<p>Treasure Hunt!</p> <p>Break into lodges and review the treasure map and clues. (See detail planning sheet)</p>	
40 mins.	Theme Activity	<ul style="list-style-type: none"> - Search out the clues, preferably outdoors. Find the treasure and bring it back to the meeting hall. - Sing the pirate songs to celebrate. - Share the pirate's booty and snacks. 	
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> - 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:			

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!