

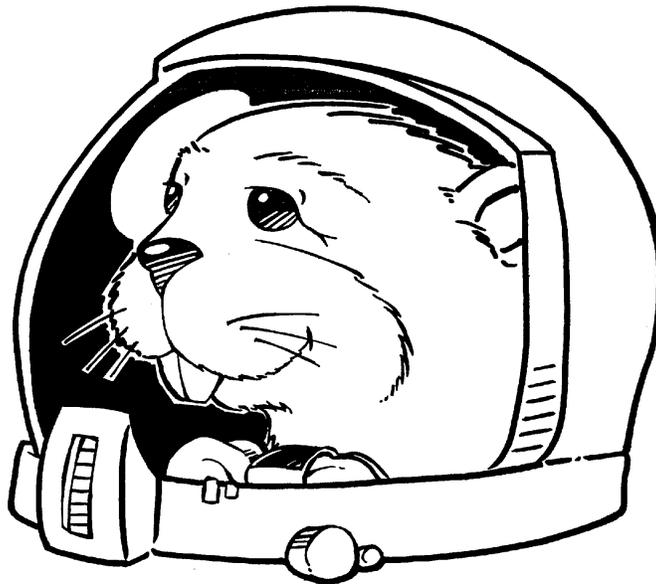


# JUMP



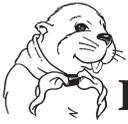
S T A R T

## for Beavers



### Theme: OUTER SPACE

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

...Continued on back cover

## **Beaver Meeting - Detail Planning**

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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.

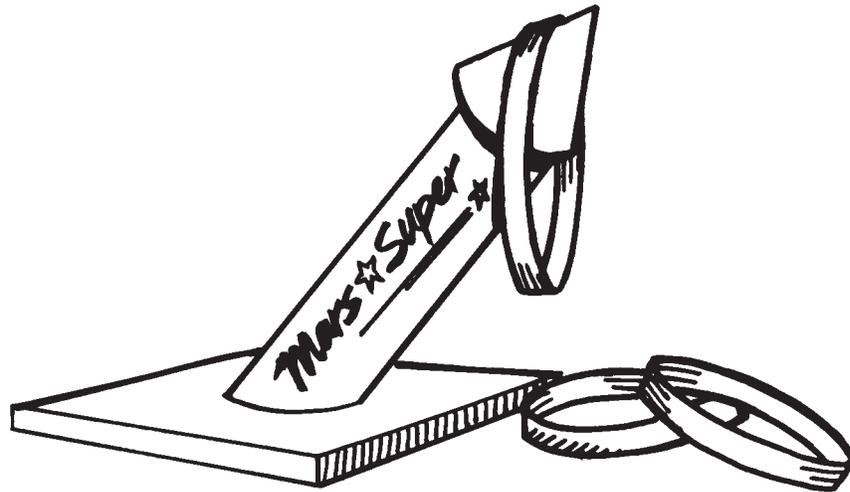
## **Beaver Meeting - Detail Planning**

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### **Theme: Outer Space**

#### **Games**

**Ring a Rocket** - (Pre-assemble equipment before the meeting.) Paint a plywood base, and a rocket made from cardboard tubing and a cone-shaped, paper drinking cup. Trim the end of the rocket and glue it to the base. Allow three tosses per turn; a ringer wins.



**Space Flight** - Divide the colony into lodges and assign each lodge a space name: satellite, meteorite, space shuttle, two-stage rocket, etc.. The lodges should form small circles where each practises the appropriate sounds and movements for its name. (For example, satellites can run around the circle yelling, “Beep, Beep, Beep.”) Meteorites might race around yelling, “Swoosh, Swoosh” and end with a high jump. Two-stage rockets can hop around on two feet, while one-stagers hop around on one foot. When all the Beavers know their movements, form the colony into a big circle. As you call out each name, Beavers “fly” around the circle imitating the rocket they represent. At the call, “Space Train”, Beavers turn left, grab the waist of the Beaver in front, and race around the circle together. Finally, call “Touchdown!”, and let everyone collapse.

**Astronaut Training** - Explain to your Beavers that astronauts must be physically fit and have certain training. Lead the Beavers in callisthenics. Then do a variety of challenges in round-robin style, such as the following:

*Balance:* Get the Beavers to walk along a narrow plank on the ground, placing each foot directly in front of the other. The planks can get progressively smaller, until the Beavers are walking on a very narrow board.

*Space walk:* Bring a small trampoline to the meeting. Ask your Beavers to jump on it as hard as they can, trying to move their legs, or pinwheeling their arms while in the air.

*Sight deprivation:* Blindfold your Beavers and form them into a single line. Each holds onto the shoulder of the person in front of them. Lead them on an obstacle course, around, under and over a variety of obstacles.

*Manual dexterity:* Provide each Beaver with a pile of beans or marbles, and a can. Ask them to pick up the marbles as fast as possible (one at a time), putting them into the can. Let your Beavers try it a second time, only now while wearing gloves. How much more difficult is it?

*Speed:* Measure off a distance and challenge your Beavers to run as fast as they can, back and forth, in a set time period. Make a “colony speed record” by adding up all the times taken to complete the runs.

**Balloon Rockets** - This game uses balloons, straws, and string. Thread a straw onto a long length of string and tie the string tightly between two convenient points, e.g. tables. Move the straw to one end of the string, blow up a balloon and attach it to the straw. Give each Beaver a straw and let each take turns blowing through the straw (rocket boosters) at the balloon (spaceship) to make it move up the string.

**Message Relay** - Let the Beavers use their imaginations to devise ways to get a message across the meeting hall. Gather paper, string, tape, balls, etc., for their use. Their communications solution might be something as simple as tying a message onto a ball and rolling it, or it could involve stretching a string across the room and pulling the ball across. The children might be interested to experiment with semaphore cards.

**Explore the Planets** - Set up an obstacle course for the Beavers to hop or crawl over, under and through to get into the “space station” meeting hall.

**Star Wars** - Ask two or three adults (or older section youth) to come to the meeting dressed as Darth Vader. Divide the room with two parallel lines. Gather enough soft sponge balls for each Darth Vader. The Vaders stand in the middle, while the Beavers (Luke Skywalkers) divide up behind the lines. When a leader calls “Star Wars!”, the “Lukes” try to run to the opposite side of the room, while the “Vaders” try tagging them with the balls. If a “Luke” is tagged, the player must sit down and try to tag the other “Lukes” without moving from that spot. Any “Luke” tagged by a sitting “Luke” sits next to the tagger.

**Space Stations** - Organize a variety of activities for the Beavers to do in round-robin style. At a craft table let them build alien creatures and E.T. pins. Let them try zero gravity eating in another area. Without using their hands, Beavers must eat various types of food hanging from strings. Hang star chart posters on the walls. Let your Beavers create their own galaxies using glue and sparkles on black construction paper.

**Martian Mix juice** - Ahead of time, mix all these ingredients together except the club soda.

- large can of unsweetened pineapple juice
- 2 tbsp. lemon juice
- small can of frozen orange juice concentrate
- bottle club soda.

Add the club soda just before serving. Quenches the thirst of 10 - 12 Beaver-astronauts.

**Tin Can Phones** - Use two metal cans and about 3 metres of string to make tin can phones.

**Code Breaking** - Think up a number of symbols (e.g. #, \$, %) and tell Beavers what alphabet letter each symbol represents. Then give a coded message using the symbol. Let your Beavers match the letters to create words. Keep the message simple since Beavers are just learning to read.

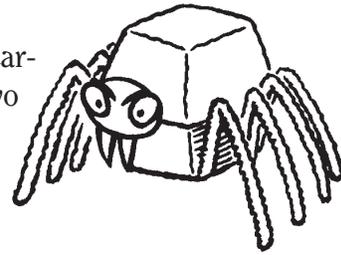
# Beaver Meeting - Detail Planning

## Theme: Outer Space

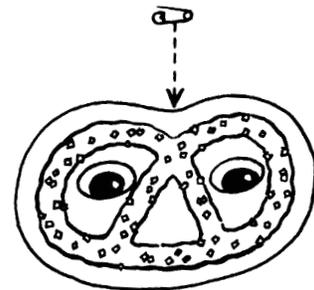
### Crafts

**Space Station** - Bring in a variety of recyclable household items and allow the Beavers to construct a space station. This could be done in lodges. Some essentials to consider would be food, water, air, clothing, communications, energy sources, and navigation.

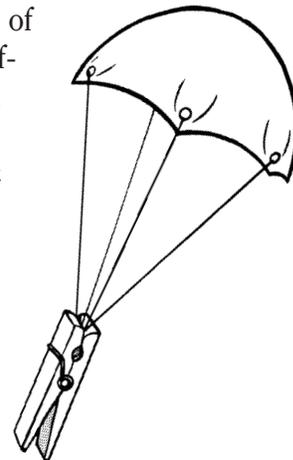
**Space Spider** - This craft requires cardboard egg cartons, glue, pipe cleaners and scissors. Cut out two egg cartons and glue them together to form the body. Bend the pipe cleaners into legs, and glue them on. Add eyes and fangs.



**E.T. Pin** - Give each Beaver a large bread pretzel. Using a pattern, cut out a piece of construction paper sized and shaped to the pretzel. Glue the pretzel to the paper; glue “googly eyes” or construction paper eyes into the spaces framed by the big pretzel loops. To finish, glue a pin to the back of the construction paper.



**Parachute** - Each Beaver requires a 30cm square of orange plastic (cut from garbage bags), four self-sticking reinforcement rings, four lengths of thin wire (telephone wire), and a plastic clothespin. The Beavers punch a hole in each corner of the plastic and attach the reinforcement rings around the holes. Thread the wires through the holes and tie a knot at the end. Take all four wires and tie a knot to hold them together. Clip the clothespin onto the knot. Throw the parachute into the air and watch the parachute descend.



## **Beaver Meeting - Detail Planning**

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### Theme: Outer Space

#### **Songs**

Beaver Spaceman #1

*Tune: I'm a Little Teapot*

I'm a Beaver spaceman, I can ZOOM!

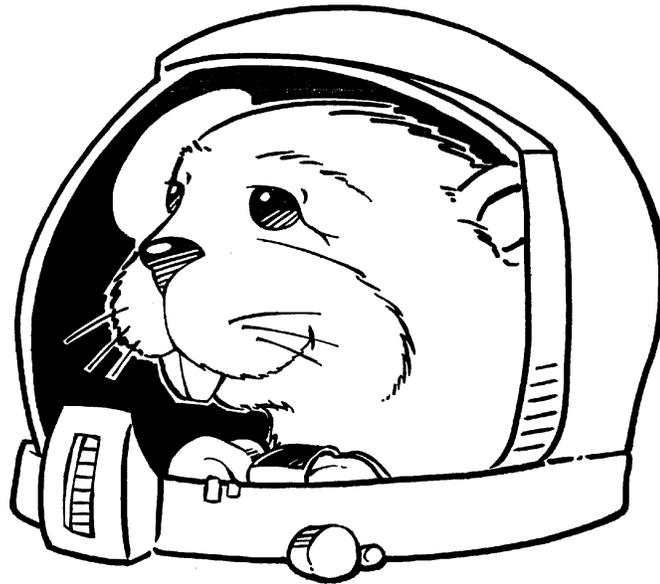
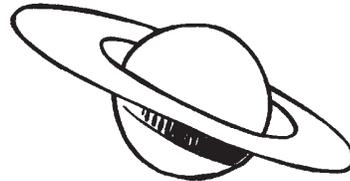
Off to Mars, off to the moon.

See the Star Trek spaceship,

Star Wars too,

Just count down, blast-off

ZOOM, ZOOM, ZOOM!



## Beaver Spaceman #2

*Tune: Junior Birdsmen*

*Chant:*

Oh my goodness, where have you been?  
Here comes the Beaver spacemen !

*Sing:*

Up in the air, Beaver spacemen (*Make thumb and forefinger goggles over eyes*)

Up in the air, upside down (*Bend head low*)

Up in the air, Beaver spacemen (*Goggles*)

With your noses to the ground. (*Bend over and then stand up*)

*Repeat chant.*

When you hear the grand announcement (*Cup hands to ears*)

That your wings are made of tin (*Flap arms like wings*)

Then you'll know you're Beaver Spacemen (*Goggles*)

So send your meteors in. (*Pretend to throw meteors*)

You need five meteors, (*Five fingers up*)

Four asteroids, (*Four fingers*)

Three stars, (*Three fingers*)

Two martians, (*Two fingers*)

One rocket ship. (*One finger*)

(*Shout loudly*) ZO00000MMMMMMMM!! (*Fly away around the room*)

## Recommended Stories

*Jed's Junior Space Patrol*, by C. Marzollo.

*Jed and the Space Bandits*, by C. Marzollo.

*Alistar in Outer Space*, by M. Sadler.

## Evaluation Form for JUMPSTART

Your comments, ideas and feedback are important to ensure that JUMPSTART will fulfil leader and youth needs. Please return this form with any suggestions, or further ideas to:

Scouts Canada - Beavers  
PO Box 5151, Station "F"  
Ottawa, ON K2C 3G7

# Beaver Meeting Schedule: One Month

## Theme: Outer Space

<b>Activity</b>	<b>Date: Week One</b>	<b>Date: Week Two</b>	<b>Date: Week Three</b>	<b>Date: Week Four</b>
Gathering Activity 10 mins.	Ring a Rocket	Space Station construction	Message Relay	Explore the Planets
Opening Ceremony 5 mins.				
Game 10 mins.	Space Flight	Balloon Rockets	- Tin Can Phones - Code Breaking	Star Wars game
Theme Activity 20 mins.	Astronaut Training	Finish making the space stations	Ham or CB operator visit	Space Station rotation
Song/Story 10 mins.	Beaver Spaceman #1 song	Space story	Beaver Spaceman #2 song	
Lodge Meeting 10 mins.	- Discuss space stations & the spaceman's needs. - Make a list for next week.	Beaver talk	Beaver talk	
Spiritual Fellowship 5 mins.	- Recite law - Prayer/talk	- Recite promise - Prayer/talk	- Recite law - Prayer/talk	- Recite promise - Prayer/talk
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: Outer Space

This meeting could be held outdoors. Date: \_\_\_\_\_

<b>Time</b>	<b>Activity</b>	<b>Program Details</b>	<b>Leader Responsible</b>
10 mins.	Gathering Activity	Ring a Rocket (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Space Flight (See detail planning sheet)	
20 mins.	Theme Activity	Astronaut Training (See detail planning sheet)	
10 mins.	Song/Story	Beaver Spaceman #1 song (See detail planning sheet)	
10 mins.	Lodge Meeting	Discuss space station needs. Make a list for 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: Outer Space

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

<b>Time</b>	<b>Activity</b>	<b>Program Details</b>	<b>Leader Responsible</b>
10 mins.	Gathering Activity	Space Station construction (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Balloon rockets (See detail planning sheet)	
20 mins.	Theme Activity	Finish making the space stations	
10 mins.	Song/Story	Space story (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	
<b>Meeting Notes:</b>			

# Beaver Meeting Schedule: One Week

## Theme: Outer Space

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

<b>Time</b>	<b>Activity</b>	<b>Program Details</b>	<b>Leader Responsible</b>
10 mins.	Gathering Activity	Message Relay (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
30 mins.	Theme Activity	Make Tin Can Phones and pass messages. Code Breaking can be worked on as well. (See detail planning sheet)	
		Invite a ham radio or CB operator to set up at the meeting hall. Allow each lodge to have a turn sending a message to a prearranged contact.	
10 mins.	Song/Story	Beaver Spaceman #2 song (See detail planning sheet)	
10 mins.	Lodge Meeting	Tell the Beavers that they will be going on a space expedition 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: Outer Space

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

<b>Time</b>	<b>Activity</b>	<b>Program Details</b>	<b>Leader Responsible</b>
10 mins.	Gathering Activity (See detail planning sheet)	Explore the Planets	
5 mins.	Opening Ceremony	(Details can be found in the Beaver Leader's Handbook)	
10 mins.	Game	Star Wars game (See detail planning sheet)	
30 mins.	Theme Activity	"Space Station" rotation, through various activities such as star charts and night skies, alien creature creations, zero gravity eating.  (See detail planning sheet)	
10 mins.	Lodge Meeting		
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>			

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

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

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

### *Medium Range*

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

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

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

### *Short Range*

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

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

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

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

## **DISCIPLINE IN THE COLONY: HELPFUL TIPS**

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

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

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

## **FURTHER PROGRAM HELP**

### *Theme Program Resources*

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

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

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

# JUMPSTART Video Now Available!



## Video for use with JUMPSTART theme packages.

### This video provides:

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

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

The video also highlights a variety of other themes.

 “Two Paws Up!” — *Big Brown Beaver*

 “A Wise Choice!” — *Malak*

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

## Videos Available at Your Local Scout Shop!