

Bourton Beavers (Example)

29/09/2020

06:00pm – 07:00pm

Running time

06:00pm. Welcome game - Animal Charades

06:10pm. Welcome!

06:15pm. The leafy hedgehog

06:35pm. Snack break

06:40pm. 20 questions

06:45pm. Game - Run, Rabbit, Run!

06:55pm. Goodbye

Equipment

The leafy hedgehog

- A4 paper
- Glue sticks
- Scissors
- Natural materials (for example, leaves, twigs, feathers)

20 questions

- Pens or pencils
 - Scrap paper
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Session notes

This week: - Adult 1 to Welcome and Goodbye. - Adult 2 to Run game (Animal charades). - Adult 1 to explain Leafy Hedgehog activity. - Adult 3 to

Bourton Beavers (Example)

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Run game (Run, Rabbit, Run). - All adults support small group of 5- 7
Beavers with Leafy Hedgehogs. - Adult 4 to talk to parents as they arrive &
leave, help prepare squash & biscuits

Welcome game - Animal Charades

🕒 10 mins

A game as Beavers as arrive Beavers sit in circle as they arrive, one is chosen to do the clue. They stand in centre of circle, think of an animal and must mime it so the others can guess. They cannot use words, but if it is not being guessed they can make the noise of that animal. The Beaver who guesses correctly swaps with them. If you notice some Beavers are not getting a go, nominate them. If they struggle to think of different animals you could suggest: - Elephant, Giraffe, Horse, Dog, Cat, Mouse, Rabbit, Kangaroo, Lion etc...

Welcome!

🕒 5 mins

A chance to say hello to the Beavers and explain what we are doing this evening.

The leafy hedgehog

🕒 20 mins

Value the outdoors

Enjoy being outside, feel comfortable in nature, and feel connected to the natural environment.

Be independent

Learn to make your own decisions, succeed without adults' help, and achieve things for yourself.

Get crafty with natural materials and use the hedgehog template to create a leafy hedgehog of your own.

Equipment

- A4 paper
- Glue sticks
- Scissors
- Natural materials (for example, leaves, twigs, feathers)

Before you begin

- To create the leafy hedgehogs, you'll need to collect plenty of leaves (and leave them to dry if they're damp). Each hedgehog will need between 15 – 20 leaves, depending on the size of the leaves. You could collect these before the meeting or you could ask everyone to collect leaves during a visit to their chosen natural area, in order to link this with requirement 2 of the Naturalist Activity Badge. Remember to only collect fallen leaves, don't pick leaves off living plants.
- Leaves of any colour can be used but autumn leaves would work best for this activity. Just ensure they are dry and not too dirty before creating the hedgehog.
- Print enough hedgehog templates for everyone.
- To increase the flexibility of this activity those leading the game could cut out the templates in preparation of the meeting. This will give young people more time to decorate the hedgehogs and remove the use of scissors.

The leafy hedgehog

⌚ 20 mins

Craft your leafy hedgehog

1. Before starting the activity gather the required equipment. There should be enough equipment for everyone or to share in small groups: brown colouring pen or pencils, scissors, glue and 15 – 20 leaves per young person. As well as a hedgehog template each. If you do not have access to a printer young people could be supported to draw a simple outline of a hedgehog on a piece of plain paper.
2. The person leading the game should ask everyone to sit at the tables, and hand out the required equipment.
3. They could introduce the craft activity by explaining how hedgehogs love to explore and sleep in big piles of leaves where it's nice and warm on cold autumn days.
4. To make a leafy hedgehog, cut out the hedgehog template with the scissors. Try and stay as close to the lines as you can.
5. Write your name on the back of the hedgehog so you know which one is yours.
6. Colour the hedgehog's face and belly brown, using the colouring pen or pencil.
7. Using the glue, cover the area of the hedgehog's back where it says 'glue here'. This is where the hedgehog's prickly spikes would be.
8. Gather some leaves and carefully place them on the hedgehog's back where the glue is.
9. Put the completed hedgehogs to one side and wait for the glue to dry.
10. Whilst waiting for the glue to dry, give your hedgehog a name and think about what special talents or skills they might have. You could also discuss why Bonfire Night is such a dangerous time for hedgehogs and what we could do to help them; such as finding them somewhere else to hibernate and making sure they have access to enough food and water.

The leafy hedgehog

🕒 20 mins

Reflection

During a reflection moment or throughout the craft activity, ask everyone to take a closer look at the leaves. Using their new identifying skills learnt for requirement 1, can they identify what type of tree the leaves may have come from? Why do hedgehogs love big piles of leaves so much? (It's warm and cosy.) What does this tell us about their habitat and where they like to live? (They like to be in warm, quiet places.)

Snack break

🕒 5 mins

A chance for the Beavers to grab a cup of squash (or water) and maybe a biscuit!

20 questions

🕒 5 mins

Communicate

Learn to express your own views, listen to others, and understand what they're trying to tell you.

Problem solve

Find it easier to understand challenges, consider your options, and find solutions.

Guess the animal, vegetable or mineral in 20 turns by working together and asking the right questions.

Equipment

- Pens or pencils
- Scrap paper

Before you begin

- You could prepare some cue cards with simple questions on them (eg 'Are they human?' 'Are they smooth?' 'Can you eat it?'). This is in case anyone can't think of a question to ask during the game.

Run the activity

1. Everyone should get into groups of between two and five people.

If you're playing this game at camp or any night away, you may wish to have larger groups. Smaller groups work better at weekly meetings.

2. Choose a volunteer to go first. That person should think of an animal, vegetable or mineral.

The 'animal' may be any creature, living or dead, and may include well-known humans (e.g. Nelson Mandela). The 'vegetable' may be any plant or tree. The 'mineral' may be any natural object that is non-living (e.g. any element from the Periodic Table of Elements). Players should try to be specific. For example, if they want to choose a mineral and that mineral is a stone, it should be a type of stone like 'chalk,' 'granite' or 'limestone.' Players may ask the person leading the activity for the right word, if they aren't sure about their choice.

20 questions

🕒 5 mins

3. The person who has chosen should tell the rest of their group whether the thing they've thought of is an animal, vegetable or mineral.

You could encourage everyone to think of something that connects to Scouts or Scouts activities, to narrow things down and fit the game to your programme.

4. Between them, each group should take turns to ask the person who chose the object a question, until 20 questions have been asked. Each question should have a 'Yes' or 'No' answer. In this time, everyone in the group should use the information to try and guess the animal, vegetable or mineral.
5. Each round lasts until 20 questions have been asked or the object is guessed. If someone guesses correctly what the animal, vegetable or mineral was, they can choose the next object. If no-one guesses correctly, the chooser can have another turn.

Reflection

It was important for those asking the questions to think carefully about what they asked. With a limited number of questions, what information did you need to get out of the chooser? What kind of questions did you ask first? Remember that every problem has a solution and that you just have to be creative to find it. Can you think of any people who might have to ask questions in this way as part of their job?

Game - Run, Rabbit, Run!

🕒 10 mins

A fun, energy burning game (Played safely of course) How to play: -Divide group into 2 and name half them as "Rabbits" and half as "Foxes". The "Rabbits" stand on one side (their warren), the "Foxes" spread around the room. - Adult chooses a leader rabbit and they have to take their brood out for a walk. - When the adult calls out "Run, Rabbit, Run", the "foxes" give chase trying to catch the rabbits as they go back to their Warren. - Any "Rabbits" that get caught become a "Fox" - When all the Rabbits are caught, swap and repeat.

Goodbye

🕒 5 mins

Say goodbye to the Beavers and each other, give out any important information and "see you all next week!"