

Beaver Meeting Schedule: Week One Theme: Beach Party

Date:		
Date.		

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Beach Blanket Toss See Detail Planning Sheet	
5 mins.	Opening Ceremony	Details can be found in the Beaver Leader's Handbook	
10 mins.	Game	Beach Ball Cooperation See Detail Planning Sheet	
20 mins.	Theme Activity	Sun Hats and Headbands See Detail Planning Sheet	
10 mins	Song	The Swimming Hole song	
10 mins.	Lodge Meeting	Discuss what Beavers need to bring to the beach, and why they need to wear sun screen and hats.	
5 mins.	Spiritual Fellowship	- Recite Law / Promise - Prayer / Talk	
5 mins.	Closing Ceremony	Details can be found in the Beaver Leader's Handbook	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	
Meeting Notes:			



Theme: Beach Party

Gathering Activities

Beach Blanket Toss

- Use a beach blanket and beach ball for every 8 10 Beavers.
- The groups should stand around the blanket holding the edges.
- Place the ball into the centre of the blanket and tell them to make it "hop".
- The children must work together to make the ball hop and catch it on the blanket again.
- After they get good at it, add variations such as rolling the ball around the outside edge of the blanket, or from side to side.

Games

Beach Ball Cooperation

- Let Beavers choose partners, then leaders should give each pair a beach ball.
- Ask the pairs to move around the room carrying the ball between them, but without using their hands.
- Challenge Beavers to try as many different ways to carry the ball (without hands) as possible: Head-to-Head; Side-to-Side; Belly-to-Belly.
- For variation, ask your Beavers to form a circle and pass the ball around the circle without using their hands.



Theme: Beach Party

Games

Sun Hats and Headbands

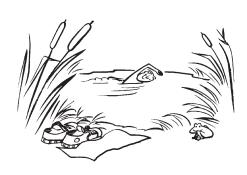
- Create sunny headbands out of blue and yellow construction paper.
- Have the Beavers cut out a strip of blue paper.
- Staple the sides together the ends of their band to fit their head
- Cut out a big yellow sun, give it a happy face, and glue it over the staple.

JUMPSTART: Beavers: Beach Party 3



Theme: Beach Party

The Swimming Hole (Song)



Swimming, swimming, in the swimming hole.

When days are hot, when days are cold, in the swimming hole.

Sidestroke, breaststroke, fancy diving too,
Don't you wish you never had anything else to do?
Oh!

Actions for the Song:

- Sing the song with actions once.
- Then do the motions for each phrase of the song and omit the words until the entire song is pantomimed except for the word "Oh!"



Beaver Meeting Schedule: Week Two Theme: Beach Party

Date:			
Date.			

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Frisbee Toss Game See Detail Planning Sheet	
5 mins.	Opening Ceremony	Details can be found in the Beaver Leader's Handbook	
10 mins.	Game	In the Pool, On the Sand See Detail Planning Sheet	
20 mins.	Theme Activity	Paper Plate Whales	
10 mins	Song	Down by the Bay	
10 mins.	Lodge Meeting	Send home a letter to families inviting them to the colony's Beach Party!	
5 mins.	Spiritual Fellowship	- Recite Law / Promise - Prayer / Talk	
5 mins.	Closing Ceremony	Details can be found in the Beaver Leader's Handbook	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	
Meeting Notes:			



Theme: Beach Party

Gathering Activities

Frisbee Toss

- Form the Beavers into a circle.
- Let them toss a frisbee back and forth, trying to keep it in the air as long as possible.

Game

In the Pool, On the Sand

- Beavers gather in a circle and a leader begins the game by calling,
 "In the Pool!" a signal for everyone to jump into the centre of the circle.
- The call, "On the Sand!", is the signal to jump out of the centre of the circle again, or stay put if you were already on the sand.
- The faster and more mixed up the calls, the more fun.



Theme: Beach Party

Theme Activity

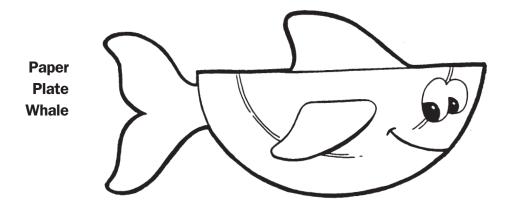
Paper Plate Whales

Each Beaver Requires:

- 1/2 a paper plate
- Selection of black, white and coloured construction paper
- Ideas for fin and tail shapes (or patterns for the youngest Beavers to trace)
- Scissors
- Glue
- Black or Red marker.

Directions:

- Use the straight side of the half plate as the top of the whale
- Cut out and glue on big eyes (white and black)
- Glue on a tail, and side and top fin.
- To finish the whale, draw on a big happy smile.







Theme: Beach Party

Stories & Songs

Down by the Bay

Chorus:

Down by the bay, where the watermelons grow, Back to my home, I dare not go, For if I do, my mother will say:

Did you ever see a flea with a sunburnt knee? Down by the bay.

Repeat the chorus, each time substituting a different line.

Did you ever see a bear wearing purple underwear? Did you ever see a moose with a front tooth loose? Did you ever see a goose wearing yellow boots?





Beaver Meeting Schedule: Week Three Theme: Beach Party

Date:		
Date.		

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Sand Castle Building See Detail Planning Sheet	
5 mins.	Opening Ceremony	Details can be found in the Beaver Leader's Handbook	
10 mins.	Game	Raise the Water See Detail Planning Sheet	
20 mins.	Theme Activity	Make palm trees or scenery for the party next week. See Detail Planning Sheet	
10 mins	Song	Practise the last two week's songs.	
10 mins.	Lodge Meeting	Reminder to wear beach party clothes next week; Remind Beavers to bring their families to the beach party with them.	
5 mins.	Spiritual Fellowship	- Recite Law / Promise - Prayer / Talk	
5 mins.	Closing Ceremony	Details can be found in the Beaver Leader's Handbook	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	
Meeting Notes:			



Theme: Beach Party

Gathering Activities

Sand Castle Building

- If possible, place a child's wading pool filled with sand outside for making sand castles (*This depends on what arrangements can be made for permission to do so and arrangements for clean up*)
- Provide various-sized containers and have the Beavers create a sand village!
- **Note:** If you cannot use real sand, create a seaside village using different shapes of boxes and cardboard tubes.
- The Beavers can colour doors, flowers and windows on their houses, if they like.

Games

Raise the Water

- Leaders hold the end of a rope while Beavers line up in front of it.
- At first the water is low because the tide is out (rope lies on the floor);
- Beavers jump over it one by one.
- As the water rises, the Beavers keep jumping until no one can successfully jump over the rope.
- Another variation is to jump over the rope and swim back under it to tag the next Beaver to start.



Theme: Beach Party

Gathering Activities

Palm Trees and Sea Shore

- Hang a huge smiling sun from the ceiling.
- Decorate one wall with sea wave-shaped coloured cardboard pieces.
- Spread beach blankets on the floor and play "summer" music from a tape recorder.
- You can make palm trees from tall cardboard boxes and newspaper.
- The boxes are the trunks, and strips of newspaper can be attached for leaves.
- If there is time, the Beavers can paint the trunks brown.

JUMPSTART: Beavers: Beach Party 3



Beaver Meeting Schedule: Week Four Theme: Beach Party

Date:		
Date.		

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Dodgeball See Detail Planning Sheet	
5 mins.	Opening Ceremony	Welcome guests to the <i>Beach Party</i>	
10 mins.	Game	Shake the Rope See Detail Planning Sheet	
40 mins.	Theme Activity	Fish on a Rope See Detail Planning Sheet	
		Songs: Sing the songs that the Beavers have been practising. Have a short <i>Beach Party</i> Dance.	
		Picnic: Have each lodge put down the beach blankets and have some snacks with their families.	
5 mins.	Closing Ceremony	Details can be found in the Beaver Leader's Handbook	
15 mins.	Leader Discussion Time	Review meeting and discuss next week's plans	
Meeting Notes:			



Theme: Beach Party

Gathering Activities

Dodgeball

- Beavers gather in a circle around one Beaver with a beach ball in the middle.
- The Beaver in the middle rolls the ball along the floor to try to hit someone in the circle.
- When a Beaver is hit, he replaces the person in the centre.

Game

Shake the Rope

- Organize the colony into two groups: Shakers and Stompers.
- Give each shaker a length of rope.
- The Beaver holds one end between thumb and first finger and dangles the other end on the floor.
- On a signal, shakers run around the room squiggling their ropes along the floor, and stompers try to step on a rope to pull it out of the shaker's fingers.
- When a stomper successfully liberates a rope from the shaker, the two change places.



Theme: Beach Party

Theme Activity

Fish on a String

This combines a craft and game.

- From heavy paper or card, each Beaver cuts out a fish shape about 15cm long.
- Using a paper punch, make a hole in the fish's head. (Provide a fish pattern for younger Beavers to use.)
- Fish can be as decorative as the Beavers wish.
- Line up a row of chairs (one for each Beaver), and attach one end of a 3m length of string to each.
- A member of the Beaver's family can sit on the chair to hold it steady.
- Stretch out each string to meet a Beaver, who threads the loose end of the string through the hole in his fish and pushes the fish up the string to the chair.
- The Beavers then return to the far ends of the string and, on a signal, jiggle their lines to make the fish move towards them.
- How many Beavers can land their fish?

JUMPSTART: Beavers: Beach Party 3