

# **Beaver Scout Meeting Schedule**

# **Theme: Friends**

A useful program when you have a lot of new members or lots of children from different schools. These different activities help the Beaver Scouts make friends in the Colony and get to know a little about each other. These are also useful when you have several colonies meeting together for an event or function.

Time	Activity	Additional Information	Run by
0:00	Welcome Ceremony		All
0:05	Game – getting to know each other	This is an activity that leaders can join in with, to get to know the members of the Colony	
0:15	Friendship stick	Allows the Beaver Scouts to chat to each other as they work. Print out the colour order.	
0:35	Exchange of friendship sticks	Make sure that each Beaver Scout has someone else's friendship stick.	
0:50	Game – My Friends	Make sure that you tell the Beaver Scouts not to throw the ball too hard. Some will undoubtedly try to and should be discouraged.	
0:55	Closing Ceremony		
Meeting Notes:			

Methods	Meet new people, Make things; Follow themes; play games	
Preparation Time	Approximately 60 minutes to prepare the friendship sticks	
Location	Indoors	

#### You will need:

- paper
- · pens/pencils
- popsicle sticks
- · Felt tipped pens
- · String or wool
- drill
- ball

# Game - Getting to know each other

- Either use the sample sheet (opposite) or create a sheet specific to your Colony (one per Beaver Scout and Leader)
- 2. Give each person a sheet and pencil.
- 3. Everyone must walk around the group, asking the other Beaver Scouts and Leaders if they "have a younger brother" etc and fill in the sheet. They must try to have a different person's signature in each box.

## **Friendship Stick**

- Before the meeting drill a small hole at one end of each Popsicle stick. Divide each stick into 10 even sections using a black felt tipped pen.
- 2. At the meeting ask the Beaver Scouts to colour the stick in from top to bottom in the order listed (the top is the end with the hole in it).
- 3. Thread the string/wool through the hole and tie so it can be hung around the neck.

# **Exchange of friendship sticks**

- Swap the stick with another member of the Colony; Beaver Scouts should try to pick someone that they don't know very well to swap with and then spend a few minutes chatting to get to know them.
- 2. Ask the Beaver Scouts to sit quietly and think about the person to whom they have given their friendship stick and what they have just learned about their new friend.

### Game – My Friends

- Stand the Beaver Scouts in a circle, and give one Beaver Scout a ball.
- 2. The Beaver Scout with the ball throws it to one of the others, but before they throw it they say the name of the person they are throwing it to.
- 3. This game is good to get to know everyone, particularly the new Beaver Scouts.

### **Prayer:**

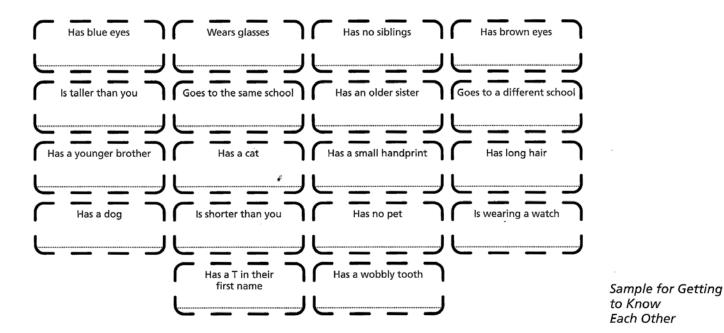
Dear God,

Help us to play and make friends,

To say hello and learn people's names

And make a friend happier if they are sad and crying.

Amen



blue eye smile red lips green yellow brown white black - red blue brown

#### Colour order on the stick and what each means

- 1. Blue band represents the blue sky under which we all live
- 2. Face: two eyes and a smile
  - a. Blue eye represents life
  - b. Black eye represents death: we all have to die
  - c. Smiling face is the trademark of a friend
  - d. Red lips, with an upward curve, means joy. May the smile never be false.
- 3. Green band is for purity in thought, word and deed and a natural life
- 4. Yellow band. This represents the various races making up the people of the world
- . Brown band. This represents the various races making up the people of the world
- 6. White band. This represents the various races making up the people of the world
- 7. Black band. This represents the various races making up the people of the world
- 8. Red band means hope. Whatever happens, there is always hope
- 9. Blue band represents water, the source of life
- Bottom brown band is symbolic of the earth on which we tread, standing steady and strong each day

Friendship stick