



## Beaver Meeting Schedule: Week One

### Theme: Halloween

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

| <i>Time</i> | <i>Activity</i>        | <i>Program Details</i>   | <i>Leader Responsible</i> |
|-------------|------------------------|--|---------------------------|
| 10 mins.    | Gathering Activity     | Costume wearing<br>Collect food bank donations                                 |                           |
| 5 mins.     | Opening Ceremony       | <i>Details can be found in the<br/>Beaver Leader's Handbook</i>                |                           |
| 10 mins.    | Game                   | Laughing Balloons, with<br>spooky laughter<br><i>See Detail Planning Sheet</i> |                           |
| 20 mins.    | Theme Activity         | Halloween Party:<br><i>Song and Treats</i>                                     |                           |
| 10 mins.    | Song / Story           | Costume Parade:<br><i>Prize for Every Costume!</i>                             |                           |
| 10 mins.    | Lodge Meeting          | Beaver Talk / Reminders  |                           |
| 5 mins.     | Spiritual Fellowship   | - Recite Law / Promise<br>- Prayer / Talk<br>- Thanks for Food Donations       |                           |
| 5 mins.     | Closing Ceremony       | <i>Details can be found in the<br/>Beaver Leader's Handbook</i>                |                           |
| 15 mins.    | Leader Discussion Time | Review Meeting and discuss<br>next week's plans                                |                           |

Meeting  
Notes:

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## **Beaver Meeting - Detail Planning**

### **Theme: Halloween**

#### **Games**

##### **Laughing Balloon:**

- Blow up a large balloon and gather all the Beavers into a circle.
- Toss the balloon upward.
- While it is in the air, everybody laughs.
- When it touches the floor or comes to rest anywhere, everyone must stop laughing.



## Beaver Meeting Schedule: Week Two

### Theme: Halloween

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

| <i>Time</i> | <i>Activity</i>        | <i>Program Details</i>   | <i>Leader Responsible</i> |
|-------------|------------------------|--|---------------------------|
| 10 mins.    | Gathering Activity     | Clothes Pin Bats<br><i>See Detail Planning Sheet</i>                     |                           |
| 5 mins.     | Opening Ceremony       | <i>Details can be found in the<br/>Beaver Leader's Handbook</i>          |                           |
| 10 mins.    | Game                   | "Touch Wood" Game<br><i>See Detail Planning Sheet</i>                    |                           |
| 20 mins.    | Theme Activity         | Pumpkin Carving and Decorating   |                           |
| 10 mins.    | Song / Story           | Costume Parade:<br><i>Prize for Every Costume!</i>                       |                           |
| 10 mins.    | Lodge Meeting          | Beaver Talk / Reminders  |                           |
| 5 mins.     | Spiritual Fellowship   | - Recite Law / Promise<br>- Prayer / Talk<br>- Thanks for Food Donations |                           |
| 5 mins.     | Closing Ceremony       | <i>Details can be found in the<br/>Beaver Leader's Handbook</i>          |                           |
| 15 mins.    | Leader Discussion Time | Review Meeting and discuss<br>next week's plans                          |                           |

Meeting  
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## **Beaver Meeting - Detail Planning**

### **Theme: Halloween**

#### **Games**

##### **“Touch Wood” Game:**

- Play this tag game near wooden fences, benches, trees and picnic tables.
- All Beavers, except the one chosen “IT”, stand touching something wooden.
- On a signal, they run from one wooden object to another while “IT” tries to catch them.
- If “IT” tags someone who isn’t touching wood, the two change places.



## **Beaver Meeting - Detail Planning**

### **Theme: Halloween**

#### **Crafts**

##### **Clothes Pin Bats:**

- Each Beaver requires a clothespin, eyes made from red, white or yellow construction paper, and black construction paper.
- Prepare a pattern of a simple bat shape for the Beavers to trace and cut out.
- Glue the eyes to the “business” end of the clothespin and glue the bat’s wings to the rest of the pin.
- These bats will clip to anything, and when ‘flocked’ together make quite a haunting sight.





## **Beaver Meeting - Detail Planning**

### **Theme: Halloween**

#### **Stories**

##### **Going on a Witch Hunt**

*This participation style of story allows lots of scope for scary sound effects and exaggerated gestures. The story-teller should sit in front of the colony and begin like this:*

“Would you like to go on a witch hunt? Okay let’s go. Watch me and do all the things I do and repeat after me all the things I say. Ready? Here we go!”

“We’re..... going on a witch hunt. Everyone tiptoe. (*Tiptoe fingers across hand.*)

“Shhhhhh!” (*Finger across mouth.*)

“I can see a house..... a haunted house. We can’t go around it (*stretch around*). We can’t go under it (*crouch down*). We can’t go over it (*stretch up*). I guess we’ll have to go in it!” (*Pretend to open a very creaky door.*)

“Shhhhhh!” (*Finger across mouth.*)

“I see the stairs..... long, dark, steep stairs. We can’t go around them (*stretch around*). We can’t go under them (*crouch down*). We can’t go over them (*stretch up*). I guess we’ll have to climb them!” (*Pretend to climb stairs; shade eyes and look around; continue tiptoeing.*)

“I see a cobweb..... a great, big, slimy, cobweb (*yechy noises*). We can’t go around it (*stretch around*). We can’t go under it (*crouch down*). We can’t go over it (*stretch up*). I guess we’ll have to go through it!” (*Wave hands to get through the cobweb; make faces and yechy noises; continue tiptoeing.*)

“I see a room..... a huge, dark room. We can’t go around it (*stretch around*). We can’t go under it (*crouch down*). We can’t go over it (*stretch up*). I guess we’ll have to go through it!” (*Open very, very creaky door; feel in front to find the way in the dark.*)

“Whheww! It sure is dark in here. I feel something! (*Go through the motions of feeling.*) It’s big! It has a crooked nose! It has a pointed hat! It has stringy hair! I think it’s a witch!!!”

“It IS a witch!!”

“Lets get out of here fast! (*Slap knees to make a running sound.*) Open door (*creaky sound*); through the cobweb (*wave hands*); down the stairs (*slap knees*); out of the house.” (*Continue to slap knees.*)

“Whhhew!” (*Wipe brow*)

“Did everyone get home?” “Want to go again?”



## Beaver Meeting Schedule: Week Three

### Theme: Halloween

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

| <i>Time</i> | <i>Activity</i>        | <i>Program Details</i>   | <i>Leader Responsible</i> |
|-------------|------------------------|--|---------------------------|
| 10 mins.    | Gathering Activity     | Paper Plate Owls<br><i>See Detail Planning Sheet</i>                     |                           |
| 5 mins.     | Opening Ceremony       | <i>Details can be found in the Beaver Leader's Handbook</i>              |                           |
| 10 mins.    | Game                   | Pumpkin Hunting<br><i>See Detail Planning Sheet</i>                      |                           |
| 20 mins.    | Theme Activity         | Pumpkin Seed Masks   |                           |
| 10 mins.    | Song / Story           | Spooky Story<br><i>See Detail Planning Sheet</i>                         |                           |
| 10 mins.    | Lodge Meeting          | Reminder of Food Bank Donations and Costume Wearing for the next week.   |                           |
| 5 mins.     | Spiritual Fellowship   | - Recite Law / Promise<br>- Prayer / Talk<br>- Thanks for Food Donations |                           |
| 5 mins.     | Closing Ceremony       | <i>Details can be found in the Beaver Leader's Handbook</i>              |                           |
| 15 mins.    | Leader Discussion Time | Review Meeting and discuss next week's plans                             |                           |

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## **Beaver Meeting - Detail Planning**

### Theme: Halloween

#### **Games**

##### **Pumpkin Hunting:**

- Hide lots of paper pumpkins around the pond.
- Organize the Beavers into lodges, and give each lodge leader a length of string and tape or paper clips for attaching pumpkins to it.
- Each lodge chooses a special signal for calling their leader (*barking, clapping, chirping*), because *only* the leader can pick up the pumpkins.
- On a signal, the Beavers search for the pumpkins.
- When they find one, they place a finger on it and signal their leader by their special call
- The leader can then pick up the pumpkin and attach it to the string.





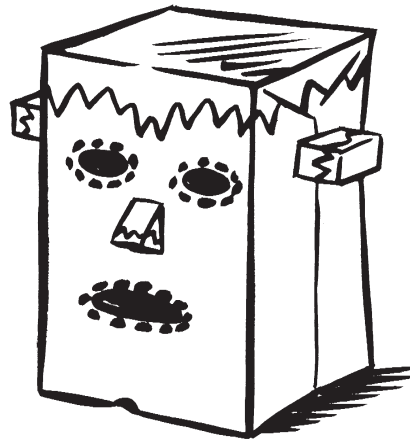
## **Beaver Meeting - Detail Planning**

### Theme: Halloween

#### **Crafts**

##### **Pumpkin Seed Masks:**

- The masks will require dry pumpkin seeds, paper bags painted orange, and glue.
- Ask your Beavers to draw faces on the bags.
- They can glue down pumpkin seeds for decorations or to highlight facial features.
- Let them add small boxes for nose, ears and eyes.
- Cut holes for the eyes and nose.
- Voila! The masks are ready to wear.





## **Beaver Meeting - Detail Planning**

### **Theme: Halloween**

#### **Stories**

##### **Spooky Story**

*Dim the lights to tell this funny, spooky story. Other leaders can make the sound effects for the footsteps, the creaking door, and the ghost's voice (booming it out through a long paper tube makes a loud, hollow sound). The silly ending will release any fears the atmosphere and sound effects might build.*

When I was in Europe on a holiday, I went to visit a friend who lived in a castle. I found a note pinned to the door. "Away for a couple of days", the note said. "Walk right in and make yourself at home." So I did. It was kind of hard to feel at home in a castle, but finally I found a nice cosy bedroom and went straight to sleep.

Suddenly I woke up with a start. I heard big *heavy footsteps* coming along the hall towards my room. My door *creaked open* and a big hollow voice said, "*Tomorrow it is 100 years ago!*" The door closed and the footsteps moved away.

I was so scared I couldn't sleep any more that night. When the sun came up in the morning, I couldn't wait to get out of that room. But I got more and more curious. I decided I just had to know what happened 100 years ago, and so, that night, I slept in the same room again.

Just like the night before, I was awakened by *heavy footsteps*, and the door *creaked open*. The big hollow voice boomed, "*Tonight, it is 100 years ago since I last washed my feet!*"



## Beaver Meeting Schedule: Week Four

### Theme: Halloween

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

| <i>Time</i> | <i>Activity</i>        | <i>Program Details</i>   | <i>Leader Responsible</i> |
|-------------|------------------------|--|---------------------------|
| 10 mins.    | Gathering Activity     | Pop-Up Ghosts Puppets<br><i>See Detail Planning Sheet</i>                    |                           |
| 5 mins.     | Opening Ceremony       | <i>Details can be found in the<br/>Beaver Leader's Handbook</i>              |                           |
| 10 mins.    | Game                   | Beaver Soup<br><i>See Detail Planning Sheet</i>                              |                           |
| 20 mins.    | Theme Activity         | Halloween Mobiles  |                           |
| 10 mins.    | Song / Story           | Song: Three Little Witches<br><i>See Detail Planning Sheet</i>               |                           |
| 10 mins.    | Lodge Meeting          | Reminder of Food Bank Donations<br>and Costume Wearing for the<br>next week. |                           |
| 5 mins.     | Spiritual Fellowship   | - Recite Law / Promise<br>- Prayer / Talk<br>- Thanks for Food Donations     |                           |
| 5 mins.     | Closing Ceremony       | <i>Details can be found in the<br/>Beaver Leader's Handbook</i>              |                           |
| 15 mins.    | Leader Discussion Time | Review Meeting and discuss<br>next week's plans                              |                           |

Meeting  
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## **Beaver Meeting - Detail Planning**

### Theme: Halloween

#### **Games**

##### **Beaver Soup:**

*Beavers should stand along one wall of the pond. Leaders form a circle in the centre of the room, pretending they are stirring a giant pot.*

With Keo as prompter to help them ask the questions, the Beavers call, "What are you making?"

The leaders shout back, "Beaver soup!"

Then the Beavers ask, "What are you putting in it?"

Leaders reply "Baboons".

Beavers ask, "What else?"

Leaders reply, "Bacon".

This continues until the leaders reply, "Beavers!"

At this point the Beavers race to the other side of the room and leaders try to catch them.

Tagged Beavers join the leaders in making the soup

Play continues until all the Beavers are in the soup.

If "B" words are the only words used, a list might be helpful.

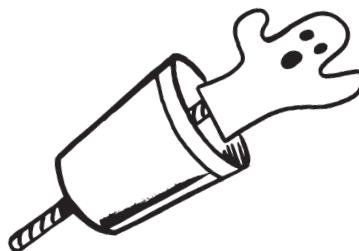
Or, use the names of any foods and catch the Beavers off-guard when leaders shout, "Beavers!"



## **Beaver Meeting - Detail Planning**

### **Theme: Halloween**

#### **Crafts**



#### **Pop-Up Puppets:**

- The Beavers will need paper cups, straws, construction paper, and glue or tape. Draw goblin or monster faces on the
- Construction paper, or cut out pictures of witches and ghosts from magazines.
- Make the pictures small enough to fit inside a paper cup.
- Glue or tape a picture to the end of a drinking straw, then, with a pencil, poke a hole through the bottom of the cup.
- Push the straw into the hole.
- To make the puppet pop up and down, move the straw sticking out from the bottom of the cup.
- Voila! The masks are ready to wear.

#### **Halloween Mobiles:**

- Each mobile requires black, white and orange construction paper, three cocktail straws (food dealers sell them), and kite string.
- Cut out Halloween shapes (pumpkins, witches, cats, bats, crescent moons) from the construction paper.
- Punch a hole in the top of each.
- Attach lengths of string, and tie the cutouts to the straws — one straw at the top and two suspended from it.
- Tie a piece of string in the middle of the top straw and hang the mobile from the ceiling.



## **Beaver Meeting - Detail Planning**

### Theme: Halloween

#### **Songs**

##### Three Little Witches

*(Tune: One little, two little, three little...)*

One little, 2 little, 3 little witches  
*(Hold up fingers one by one)*

Ride through the sky on a broom  
*(Hold hands as if riding a broom)*

One little, two little, three little witches  
*(Repeat action for the first line)*

Wink their eyes at the moon!  
*(Wink one eye and make a circle with arms)*