

Being Creative - Autumn Term

Covering : **Creative Activity Badge**

Challenge Badge Parts:

Fit	Take part in a team game.	Week 1,3, 6 and 13
Fri	Raise funds for a good cause.	Week 7
Fit	Go on an accompanied walk.	Week 4
Cre	Act or mime a simple scene.	Week 3
Cre	Make an instrument and play it.	Week 14
Cre	Make a model.	Week 6, 12, 13

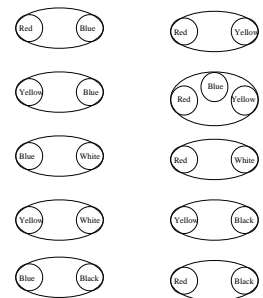
Week 1: Introduction to the Creative Badge and mixing Colours.

Game : *Ball Sort*

Empty a large ball of plastic coloured balls onto the floor. Split the beavers into teams of a colour ball. The children in relay fashion from the edge of the room, have to go and collect one ball of their colour and place it into their area/bucket. Then tagging the next player. The game stops when all the balls of a colour have gone, or after a time limit.

Activity 1: As it is the first week back after the summer holidays, straight after the Opening ceremony it would probably be a good idea to have a log chew. This is where the children sit around in a circle and discuss a topic given. This time it might be about an activity they have completed over the summer holidays. Whilst the children are talking about their experience see if you can get them to remember some of the colours they might have seen.

Activity 2: Explain that during this term we are going to be looking at completing a variety of art projects, ranging from drawing to painting and modelling. To start tonight we are going to look at what happens when we mix different colours together. Give a copy of the colour mixing sheet to every beaver. In any order they can mix their own colours together, seeing what happens.



Prayer

Dear God,

*Thank you for the world you have made. Thank you for the fantastic colours you gave us to look at. Help us to think more about different colours in our lives, and how it makes the world a brighter place.
Amen.*

Week 2: Mask making

Game 1: Animals in the hall. The beavers need to find a space in the hall. When you say go they have to move around the room. As you call out different animals they have to pretend to be that animal.

Examples might be.

a cheetah would run,

a snail would walk really slowly

a giraffe would walk on tip-toe with arms up stretched,

a snake would slither across the floor,

a kangaroo would crouch and jump

Activity 1: Give out the paper plates to all the beavers, and the different paints on every table. Beavers to now name the inside of their mask. It may be worth having a few pictures of different animals around the room, or on the tables for the beavers to copy. (You may decide to allow the beavers to mix their own paints, or have them already mixed.) The beavers then need to spend around 20-25 minutes painting their own masks, making sure they have a go at adding extra detail. Collect in the masks ready for next week. (*Worth making masks for those who are absent.*)

Game 2: As the adults are clearing up the mess from the painting. Sit the beavers in a circle. Choose one beaver, and whisper the name of an animal to them. They then have to act that animal in the centre of circle, without making any noise at first. After 20 seconds they can use noise. The other beavers have to try and guess. The one who does is the next to act, or choose another beaver if they have already had a go. For the less confident use the animals already talked about for the first game.

Prayer *Dear God,
Thank for the many animals which are on this world, right from the smallest ant, to the largest blue whale. Help us to think more about the nature around us, and be more caring towards all animals.
Amen*

Week 3: Using the Mask in a play.



Game :

Animals Sounds

Give out the pieces of paper with the names of the animals on. The beavers do not show anyone else. The beavers then have to go around making the sound of that animal, finding the rest of their group.

Activity 1: String the beaver masks before this activity. Give out the masks back to the correct beaver. Sit in a circle with the masks and ask the beavers to each explain what kind of animal their masks are. Someone will need to write these answers down for the next activity.

Activity 2: Tell a story using the different animal masks. Split the beavers back into their lodges. Each adult to then work with their lodge to make up a story which the beavers help to tell. (The groups may need to be larger according to the helpers present.) After 10 - 15 minutes the beavers come back together and each lodge shows their story.

Prayer

Dear God,

As we pretend today to be different animals, help us to think about the trouble some animals are in around the world. Help us to do more to look after the world we are in.

Amen.

Week 4: **Colour Walk.**

Game : **Colours**

As per game - *Nature's Colour Chart -33 - page 59.*

Activity 1: Slightly different to the *Nature's Colour Chart 33*, only because it is easier to organise. Before the evening make some 5 inch (10 cms) by 1 inch (2 cms) strips of card. Onto the card one side cover with double sided sellotape. On the walk the children have to stick as many different colours as they can, by breaking off finger nail sized bits of plants they see. Once back from the walk see how many of the colours they have found.

Did anyone manage to find a red, blue, yellow, orange, green, yellow, brown, white and black ?

Did anyone manage to make theirs into a rainbow ?

Prayer

Dear God

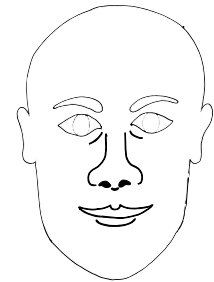
Thank for the colours in the world. Help us to enjoy the natural colours around us.

Amen.

Week 5: Face Paining Designs

Game : This is quite an long activity, and therefore a game would be better at the end if there is time, and one which does involve too much explaining. Sit the beavers in a circle, and give each a part of the face. When you call out the body part they have to jump up and run around the circle before going back to their space. As an extension to this you might alter nose to smell, eyes to sight, mouth to taste and ears to hearing.

Activity 1: This one is all about how you wish to run the night. If you are using face paints, make sure you warn parents beforehand, and take into consideration any allergies. The first activity is the beavers design their own faces on the design sheets.



Activity a: Once the beavers have completed the design sheets they then work in pairs to transfer their partners design onto their partners face. Making sure that an adult is around when they paint around the eye area. It is quite an intensive activity, and extra CRB adults may be needed, especially if they have face painting experience.

Activity b: If you do not want to move the designs onto the face then let the beavers try to make their own hands into different animals, or people. Using face paints sticks can help her with the mess.

Week 6: **Modelling**

Game : **Junk modelling skittles.**

Split the beavers into two teams, and place two chairs one at either end of the room. Number off the beavers on each team. As their number is called they run to their chair. Pick up the 3 balls/beanbags and start to throw them at the different junk in the middle of the room. The game stops when they hit down 1 object. The junk in the middle of the room could be pringles tubes, plastic milk bottles, or any other junk brought in by the children which is quite large and stands up.

Activity 1: This can be quite a long activity and can take a variety of different forms, from clay / plasticine to junk modelling. Which ever it is going to be, make sure you have enough for the beavers to make mistakes, and start again if needed.

Be careful if using clay that you use air drying clay, or the models will become very fragile after a couple of days, and start to fall apart.

If you are doing junk modelling do not forget to remind the parents a couple of weeks before so they have time to collect enough junk, and be quite descriptive about the kind of junk you want, otherwise you will just end up with a lot of other people's rubbish. You may also want to limit it to 1 carrier bag per a beaver.

If you are doing junk modelling you may have time to paint the models.

Prayer

Dear God,

Please help us to think about recycling or re-using all the rubbish from our homes to help not waste the world resources.

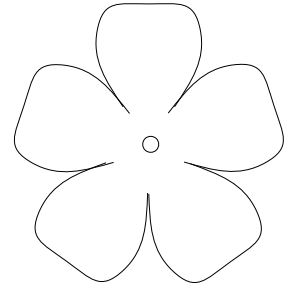
Amen.

Week 7: **Poppies - *The Poppy* - 1 - page 6**

Game : **Captains Coming.** *The Poppy* -1 - page 6

Activity 1: Talk about the poppy, explaining how they help to raise money. - *The Poppy* -1 - page 6

Activity 2: Make the poppies using the template printout. Use the instructions from the book, though you could print out onto red paper, or colour them in using felt tips/crayons. Allow each of the children to make around 5 poppies. (You may wish to cut out some of the poppies beforehand.) At the end of the evening the beavers take their poppies home, and try and raise some money by selling them to friends or relatives, which they bring in next week.



Prayer “*We remember those who died because of the war, thank you for the peace we enjoy in the United Kingdom.*”
Have a period of silence.
The Poppy -1 - page 6.

Week 8: **Night of Tricks**

Game : **The Vanishing newspaper.**

Lay the same number of sheets out around the hall as beavers. On the word go the beavers have to walk around the room making sure they do not tread on the newspaper. On the word stop the beavers have to close their eyes. on the word go they have to open them again and run to a piece of newspaper, and stand on it. Whilst the beavers have their eyes closed take one of the newspaper pieces away. There are two ways of playing this game, either the beaver with no newspaper is out, and they have to share with someone else. Of course you can build this game up with the beavers not knowing where the newspaper is going.

Activity 1: Pick up some cheap magic tricks from different shops, including charity shops and car boot sales. There are also quite a few tricks which are available to make from the internet. Allow the beavers some time to practise these tricks with each other in their lodges.

Activity 2: Prepare a stage area for the beavers to perform their tricks to the rest of the colony, or maybe ask parents back earlier.

Prayer *Dear God,
We do not understand the whole of our world, and why some things happen. Help us to listen to those around us, when we do not understand.
Amen.*

Week 9: Firework Pictures

Game : **Fireworks**

The beavers walk around the room. When the leader calls out the name of the a firework they have to stop and pretend to be it.

Banger : Jump up and shout bang.

Rocket : Run three spaces and star jump.

Catherine Wheel : Spin around three times.

Roman Candle : Stand up tall, and wobble around both hands.

Bonfire of ___ : Stand in groups of that number.

Activity 1: Give out large sheets of dark coloured paper, such as dark blue, brown or black. You can then either use paint and toothbrushes, or chalk/pastels, or a mixture of the two. The beavers should enjoy this activity for about 20 minutes.

Activity 2: Sit the beavers down and have a log chew about firework safety.

Fireworks will scare your pets, so keep them safely indoors.

When you are watching fireworks, always stand well back.

Only adults should light and hold fireworks.

Never go near a firework when it has been lit. Even if it hasn't gone off, it could still explode.

You have to be 18 years old before you are allowed to buy fireworks in the shops.

Never play with fireworks, they are dangerous and can hurt you.

Sparklers

When a sparkler goes out, DO NOT TOUCH IT ! It could still burn you, so put it in a bucket of water, hot end down.

Never give sparklers to a child under five.

If you are given a sparkler, always wear gloves.

Always hold sparklers at arm's length.

Prayer

Dear God,

Help everyone to stay safe this year when using fireworks. Also help us to remember to keep our pets indoors.

Amen.

Week 10: **Still Life**

Game : Musical statues, or whistle statues. Beavers move around the room. When the music stops or the whistle is blown the beavers have to stand still. Any beavers out are sent to one half of the room, though they can still continue. The winner then will be chosen from the winning side of the room.

Activity 1: Choose some really distinctive objects, maybe laying them out in a pattern, or maybe keeping them apart allowing the beavers to draw one and then move on. You may want to allow the beavers only pencils, or maybe other mediums such as felt tips/crayons.

Activity 2: Beavers come back in a circle, and each explain the part of their picture that they like.

or

Game 2 : The beavers have to stand in a circle, or circles. The leader in the middle has a variety of colour of balls. Without seeing the leader chooses a colour, and throws it towards the beaver, saying a colour just before it is released. If it is the correct colour the beavers should try and catch the ball, if not they should get out of the way.

Prayer *Dear God,
Thank you for the objects we have in nature, and the objects we are able to make and use. Help us to to treat both with care and respect.
Amen.*

Week 11: **Origami**

Game : **The Vanishing newspaper.**

Lay the same number of sheets out around the hall as beavers. On the word go the beavers have to walk around the room making sure they do not tread on the newspaper. On the word shark attack the beavers have to stand on one of the islands. Once the beavers start moving again one of the pieces of paper are removed. There are two ways of playing this game, either the beaver with no newspaper is out, and they have to share the island with someone else.

Activity 1: Let the beavers have a go at making their own paper aeroplanes. Once built they could decorate them with felt tips or pencils. If the beaver finish they could make a plane from a different design.

Game 2: Lay out a large circle and see if the beavers can make their plane land in the circle.
Another twist could be which beaver can make their plane go the furthest.

Prayer *Dear God,
Thank you for those people who fly planes around the world,
allowing people to go on holiday or meet friends and family.
Amen.*

Week 12: **Mobile 1**

Game : As there are four pictures on the mobile, then this game will be based on the four corners of the room. Stick a picture or words on each side of the room. The beavers run around in the middle of the room, and on the word go choose one of the sides. An adult then picks out of a hat one of the words/pictures, the people on that side are then out. They sit in the middle of the room with the adults, making a roundabout for the beavers to run around. The ones sitting well will be allowed to choose the side out of the hat.

Activity 1: Give out a Mobile design sheet to each beaver. (There is a choice for a quicker option of already coloured in version.) The beavers then colour them in, if using the line art version. Once coloured in, cut them into their pairs and fold them down the lines before sticking. Once allowed to dry for a few minutes, make a hole in middle at the top of each pair. Then tie a piece of wool through each hole. You may want to use glitter at this point to brighten the pictures up.
Keep these then safe ready for next week.

Week 13: **Mobile 2**

Game : Again this week a game based on the number four, as there are four pictures on mobiles. Split the room into 4 equal sections, and place 10 balls / newspaper balls / balloons in each section. On the word go the beavers have to throw the balls into one of the other sections. On the word stop the beavers have to drop the balls. A count is then made to how many balls are in each section. The losing team is the won with the highest score, and the winning team, the lowest score.

Activity 1: Each beaver will need two coat hangers, preferably wire. Also each beaver will need around 3 metres of tinsel. Beavers will need to first of tie the two coat hangers together in a cross formation. Once joined, they can then wrap the tinsel around them. Once wrapped around and secured, the pictures can be tied on, one at each end. A centre picture can be drawn ready for the middle of the mobile for the ones who finish quickly.

Game : **Musical passing.**

Sit the beavers in a circle. Give out a ball to one fifth of the beavers present. When the music plays the beavers pass around the balls. When the music stops the beaver with the ball is out and turn around to face outwards. The last beaver to turn around is the winner.

Activity 1: Making a shaker - *Making Music - 20 - Page 38.*

Instead of using plastic cups, it is much easier to use plastic bottles. Using PVA glue in the paint will allow you to paint plastic.

Activity 2: Pluckers - *Making Music - 20 - Page 38.*

Activity 3 : With enough adults you can also use the musical glasses idea.

You can also make a miniature drum set using pringles tubes and skewers, without sharp ends.

Activity 4 : Once finished get the children to play allow to some music, or make one of the beavers a conductor of the band.

Conductor codes :

Points at person - That person plays.

Move point upwards - That person plays louder.

Move point downwards - That person plays quieter.

Moves both hand upwards - The whole group plays louder.

Moves both hand downwards - The whole group plays quieter.

Folds arms - everyone stops playing.

Prayer

Dear God,

Thank for the pleasures of sound and how much sound plays and important part in our everyday lives and for enjoyment.

Amen.

Week 15: **Party followed by Presentations.**

- Game : This could be any short party games, such as musical statues, pin the tail on the donkey, etc.
- Activity 1: Some party food, this could be biscuits decorated by the beavers as this is the creative badge.
- Activity 2: Invite the parents back about 20 minutes early. Explain to the parents what the beavers have completed during the term, and then present the badges. Other badges can also be presented here, such as challenge badges, investitures or joining in awards.