

The World of Animals - Spring

Covering : Animal Friend badge - children also need to care for an animal.

and **Challenge Badge Parts**

fit	Take part in agility activities.	Week 1
fri	Find out about the job or interest of someone in the community.	Week 10
cre	Try some simple cooking.	Week 3 and 14
out	Help put a tent up.	Week 13
glo	Learn how to save energy.	Week 11

Week 1: Introduction to animals.

Activity Explain to the beavers that this term we are going to be covering the Animal Friend badge. Explain that they will be learning all about animals, completing crafts and meeting people who work with animals.

Activity : Agility activities. Use the *Colony Programme Plus page 23, Agility 12*. Explain that all animals are agile.

One of the activities is quite strange, and I would be quite worried doing forward rolls or cartwheels without some kind of safety matting or soft ground. I would personally change this to jumping over a rope. The beavers start one side and have to jump to the other side.

Also note that the times are way out. Expect the beavers to take about 8 minutes on each base, with a five minutes drink base in the middle. The 8 minutes will probably be made up with 3 minutes explaining and 5 minutes doing.

Prayer : Dear God.
Thank you for animals all over the world. Thank you for the jobs they do, such as guide dogs, bees and the animals which are our pets.
Amen.

Week 2: **Finding out where animals like to live.**

- Game :** *Around the world with Eighty Animals*
Label the ends of the room, either desert, polar, sea and grasslands. Then read through the list of the animals, the children have to run to that end of the room.
Polar bear, giraffe, whale, tiger, camel, penguin, dolphin, lion, fish, zebra, shark, gazelle, eel, scorpion.
- Activity :** Give out the map of the world, and a sheet of animals per a beaver. The beavers will need to cut out the animals, and stick them in the best places around the world. Some animals will be found in lost of places. It is a good idea to have some books which the beavers may be able to use to look up some of the animals.
Note : It might be worth blowing up the world map to A3.
- Game :** An Australian Kangaroo game. (*Old colony essentials*)
In Australia there is an animal called a Kangaroo. This animal when it has a baby, keeps it in a pouch in the front. This baby is called a Joey.
This game is played by the beavers running around the room. On the word "stop" the beavers have to curl up on the floor, with their eyes closed. The leader then walks around the room and covers one of the beavers with a blanket, or two for larger colonies. The beavers then are asked to decide who has gone into the kangaroo's pouch.
- Prayer :** Thank you God for all the animals around the world. Thank you for the ways that they brighten up the world, and help us to understand that they are all needed to help the world survive.
Amen.

Week 3: Bird Feeders

Game : *Game - Robin, Thrush, Blue Tit and Sparrow - Colony Essentials Plus - pages 68 and 69.*

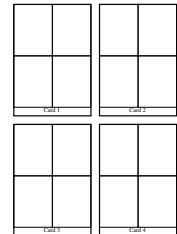
Beavers sit in a circle. Youngsters are labelled Robin, Thrush, Blue Tit, Sparrow, Robin, Thrush, Blue Tit, etc....

The leader in charge calls out one of the four birds. At that point every beaver who has been labelled with that bird, stands up and run around the outside of the circle, and back to their space.

Once beavers become really good, then the call "Birds Nest" may be used, where all the beavers stand up, run around the imaginary circle, and then sit back in their own space.

Activity : Use the making a bird feeder from the *Colony Programme Plus - pages 68 and 69.*

Game : *Bird Bingo - Colony Programmes Plus pages 68 and 69. You could use the one from the POL or from the resources.*

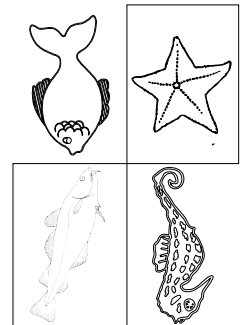


Prayer : If possible have a tape of bird sounds to play. Play the tape/MP3 to the beavers whilst they have their eyes closed. Then ask them what sounds they have just heard. Ask them o think about what our world would be like without bird song.

Week 4: **Magnetic fish**

- Game : The beavers run around the room, and different fishes are shouted out.
- Shoal number : The beavers need to get into groups of that number.
- Starfish : The beavers stand with legs apart and arms out.
- Eel : The beavers lie down on the floor.
- Sea-horse : The beavers pretend to be riding a horse.
- Shark : The beavers stand with their arms out in a 'v' shape.

- Activity : Give out the sheet of fishes to all the beavers, the beavers need to colour in the fish, and then cut them out. Once cut out the beavers need to put a paper clip on the nose of each fish. They can make a fishing rod with a small magnet on the end of a bit of cotton, tied to a short length of beanstick.



- Game : Use the magnetic fish in a magnetic fish relay.

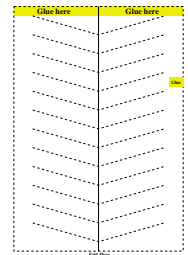
- Prayer : Thank you God for all the fishes of the sea. Thank you for those fish that we eat, and help us not to pollute the rivers and seas with rubbish.

Week 5: Chinese New Year

Game : *Chinese Pick-up*

Split the beavers into lodges, and line them up at the end of the hall. At the other end have a bowl of objects, and two chopsticks per a lodge. The aim of the game is a relay. The first beaver has to run up, move one of the objects from one bowl to the other and then run back, and tag the next player.

Activity : The activity could be to make the Chinese fortune cookie, as listed in the *Colony Programmes Plus, pages 52 and 53*. Though my choice would not be to follow the instructions which use a glue gun, however much it is being completed by the adult away from cubs. The other activity to make the lantern, is really good fun, and is an excellent beaver activity. Allow the beavers to decorate the template, before then cutting out, folding, and cutting down the lines. Open out and glue on the tabs. Once completed a piece of paper draped over produces the handle.



As an extra, you could invite the children to taste some Chinese food.

Story : If time it might be a good idea to explain how the animals, which the years are named after, arrived in that particular order.

Prayer : Dear God,
Thank you for all the festivals celebrated around the world. Help us to understand how these festivals are important to those people.
Amen.

Week 6: Noah's Ark

- Game :** As this whole day is based on pairs, then this game is based on pairs. Have a box of different objects which are pairs with the ones the beavers have been given. The beavers in relay fashion, run up and look in the box, and take out the item which is their pair. If you do not want to use a box of items there is a sheet in the resources section for you to cut up and use.
- Activity :** The idea behind tonight is working together. Split the beavers in pairs. They then have to complete all the tasks as a pair.
Activity 1: Feeding each other. Using something like jelly can be good fun, as well as being relatively clean.
Activity 2 : Throw and catch a ball between each other, as many times as possible, without dropping it.
Activity 3 : Pass a message to each other using mime.
Activity 4 : Wheel barrow race down a short distance.
- Story :** Find a copy of the story, and tell the children the story of Noah and the ark. If you cannot find a copy then a version of the story is in the resources.
- Prayer :** Dear God,
Please help us to be thoughtful of each other, and be kind to all of God's creatures.
Amen.

Week 7: **Pet Show**

- Game :** A quiet game this week, as there might be a range of animals within the room.
Sit the children around in a circle. Try and start the game with the younger beavers. The first beaver names a pet. The second one names the pet, and then add one of their own. (Similar to 'I went shopping.')
- Activity :** This will be when the children show their pets. I would suggest that any beaver who brings in a pet, also brings in an adult to look after the pet, whilst it is not being shown. The beavers one at a time show their pet and take any questions from the rest of the colony. *It may be worth allowing the beavers who cannot bring in a pet bring in a cuddly toy.*
- Prayer :** Dear God,
Thank you for all the animals which help to make our lives more fun. Help us to be thoughtful of them, and to look after them as carefully as we can, even sometimes when we do not want to.

Week 8: **Special Needs**

Game : *Silent handball.*

Set up two chairs, one at each end of the room. The ball starts off in the middle of the room, and the idea is that the beavers try and get it to their chair. A point is awarded every time the chair is hit. The ball then starts again from the centre. The beavers are not allowed to move whilst they are holding the ball. To help with the understanding of special needs the game this week will need to be play in silence. What would it be like playing games if we were not able to speak ? What would it be like if we were not able to hear ? What other senses did the beavers use instead of speech or hearing ?

Activity 1 : The beavers are going to first find out what it is like to paint without using their hands. They could try to use the paint brush between their toes, or with a bit of cling film they could use their mouths. For an easier activity the children could use their opposite hand. What would life be like if we could not use our hands ? How many other things would it be really hard to do ?

Activity 2: The children have to identify objects just by touch alone. Either use a bag which they have to put their hands into, or use blindfolds. If using bags, they can be labelled. What would life be like if we could not see ? Which senses did we have to use more ?

Activity 3: Children hold their noses and taste some food, to see if they can identify them. Does smell help us taste our food ? What might life be like if we could not smell ? *Need to check about food allergies before attempting this activity.*

Game : *Pick up*

The beavers have to pick up objects with their feet, and place them into a bowl. The objects could be something like dried peas, though any objects which can be picked up will do.

Prayer : Dear God,

Thank you for all our senses. Our eyes to see, ears to hear, noses to smell, mouths to talk, hands to work, and feet to walk.
Amen.

Week 9: Mini beasts

Game : Minibeast relay.

The beavers get themselves into relay teams. The first beaver starts to move up and down the hall, and tag the next person., who then goes. As they move the leader shouts out insects, which the beavers have to act out as they move.

Caterpillar : They walk on all fours.

Butterfly : They put out their arms, and gently flap.

Worm : They lie on the floor and pull themselves along.

Grasshopper : They jump along.

Bee : They making a buzzing sound, and flap arms quickly.

Start by talking about how important insects are. The fact that the pollinate the plants, which then provide us with food, such as apples. Some minibeasts like worms mix the soil, making it better for us to plant seeds in. Other insects like ladybirds eat other insects which cause us problems.

Activity 1: Using egg boxes and pipe cleaners, with googly eyes, the beavers make their own insects. Tissue paper could be used to wings, and paint could be used to colour.

Activity 2: The children fold the paper in half, and paint half a butterfly on one side, and then before the paint dries fold it over to produce the other half of the butterfly.

Activity 3: The beavers have a look at some real minibeasts under magnifying glasses and try to identify them using books. This will take some preparation to find the minibeasts.

Game : *Insect Pairs*

At the far end of the room, a selection of cards are laid out face down. The beavers sit in relay form, and one at a time run to end of room. Turn over two cards. If they are the same they bring them back to their team and tag the next player. If not, they turn them back over and run back and tag the next player.

Prayer : Dear God,

Thank you for all the creatures on the earth, however large or small. Thank you for all the jobs they do, such as the bees working so hard every day to pollinate the flowers.

Amen.

Week 10: **Visit by vet**

Game : Animals sounds game : Resource sheet to cut up.
Children go around making the sound of the animal on their piece of paper. They keep making the sound up they find all the animals of the same type.

Activity : Talk by the vet.

Game : Beavers sit in circle. Name them cat, dog, rabbit, canary, hamster, cat, dog, rabbit, etc... The leader calls out one of animals. At which points all the beavers which are that animal stand up and run around the circle, and back to their place. If 'Vets' is called all the beavers stand up and run around the circle, and back to their place.

Prayer : Dear God.
Thank you for everyone who helps look after animals. Help them to complete their jobs successfully, looking after all of the world's creatures.

Week 11: Energy Saving

Game : Saving water.

Have some plastic cups around the room. Half of them turned up the right way, and the other half turned upside down. The number of cups should be twice the number of the beavers playing. Split the beavers into two halves. One half need to turn the cups up the right way. These are trying to save water. The other half have to turn them up the wrong way. These are the wasters.

At end of the game explain to the beavers that we also waste energy by wasting water. Every litre of water tastes a lot of energy to clean and put to the house.

Activity : Talk through with the beavers about the different things in their homes which use electricity. Think about how many of them the beavers use each day. The beavers first of all try to complete a sheet of which devices within the home use electricity. They then have a go at making a poster which shows how they might save energy.

Game : Different ways of making energy.

Beavers run around the room, until one of the following is called.

Wind farm : Children stand still and wave their arms in circles.

Wave power : Take two steps forward and two steps back; repeat.

Solar : Lie down and pretend to sunbathe.

Coal power : Pretend to shovel in the coal.

Nuclear power : Stand still, jump up and shout shout bang.

Prayer : Dear God,

Thank you for all those things which use electricity which make our lives easier and more fun. Please help us to remember to turn off the lights when we leave a room, and to turn things off when we are not using them. Maybe be thinking about these things we can help to save the environment.

Week 12: **Pebble Pets**

Game : Plate of feather race (*Old colony programmes.*)
The beavers split into relay teams. A plate of feathers are placed in front of each team. On the word go the beavers have to carry the plate to the end of the hall and back, without any feathers falling off. They then give it to the next beaver.

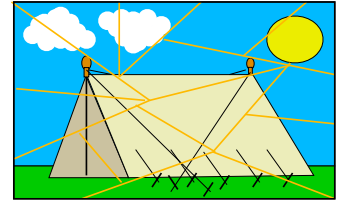
Activity : There two choices to decorating pebbles with paint. Either use acrylic paint, or put PVA glue in normal paint. Either way the paint will be hard to remove from clothing, tables, etc.
This can be a very quick activity for those beavers who just throw a bit on and splash on a bit of paint. Spend some time discussing with the beavers how it will be better to take care to make a better effort. It would be a good idea to paint the pebbles first with a base colour, such as white or black. This will then allow the beavers to paint on top.
Googly eyes and PVA glue could be used to make the eyes, as with any other junk modelling bits to make legs, arms or wings.

Bring the beavers back into a dam, and they can explain what pebbles they have made, and describe what their animal is like.

Prayer : Dear God,
Thank you for all the creatures, however large or small, those which live in the sky, swim in the sea or walk on the land.
Amen.

Week 13: **Making a den - Tent pitching**

Game : Split the beavers into relay teams. The beavers have to run up to end of the hall. Take a piece of puzzle, and then run back to their team where they can try and make it. The first team to get all the pieces into the puzzle wins. To keep the puzzle to use again, laminate before cutting up the puzzle.



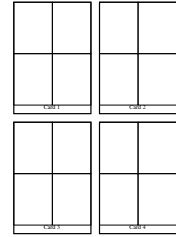
Activity : This activity may need the help of some scouts, as pitching tents, however easy they are, can be difficult with loads of beavers. Sometimes just using beach tents can provide a very cheap and easy way of tent pitching, especially if being held inside.

Activity : Remember to give the beavers a reason for pitching the tents, this could be either to have their drink and biscuits inside the tent, or to give them a activity to do inside the tent.

Prayer : Get the beavers to think that they have just been sleeping in their tents. Get them to think about what they would like to see first when they open up the tent door. Older beavers could then explain their choices, and maybe some discussion.

Week 14: **Birds and Nests**

Game : *Bird Bingo - Colony Programmes Plus pages 68 and 69. You could use the one from the POL or from the resources.*



Activity : For this activity you will need to make chocolate nests, as per the directions sheet. I would suggest that the majority of the work is completed in front of the beavers, with limited beaver help, and they have to just separate the mixture up, and add the eggs. Though fluffy small chicks can be used.

Game : *Into the nest*

Lay out some newspaper on the floor. The beavers have to fly around the room, and when the leader shouts 'fly home' the beavers have to go to one of the pieces of newspaper. Any beaver without a piece of newspaper is out. Then one or two pieces of paper are taken away. If the leader shouts 'cuckoo' the beavers are not allowed to touch the paper, anyone who does so is out.

An explanation to the beavers to explain that cuckoos don't build nests, they lay their eggs in another bird's nest.

Prayer : Dear God,

Thank you for all the homes which live in. Please help us to respect the homes of all the animals around us, such as bird's nests, and stay away from them when they have eggs or young birds in.
Amen.

Week 15: **Badge presentations**

Game : The beavers could play pin the tail on the donkey.

Game : Dead Lions or Sleeping Lions. The beavers lay still, and as they move they are out.

Game : Camouflage.

The beavers run around the room whilst the music is playing. When the music stop the beavers have to stand as still as they can pretending to be tree. Anyone who does not look like a tree, or moves is out. Flexibility can be given to this game, according to how quick you need the beavers to get out.

Food and drinks. This could be animal biscuits, jelly teddy bears, penguin bars.

Activity : Badge presentations, and explanation about the work the beavers have covered this term.