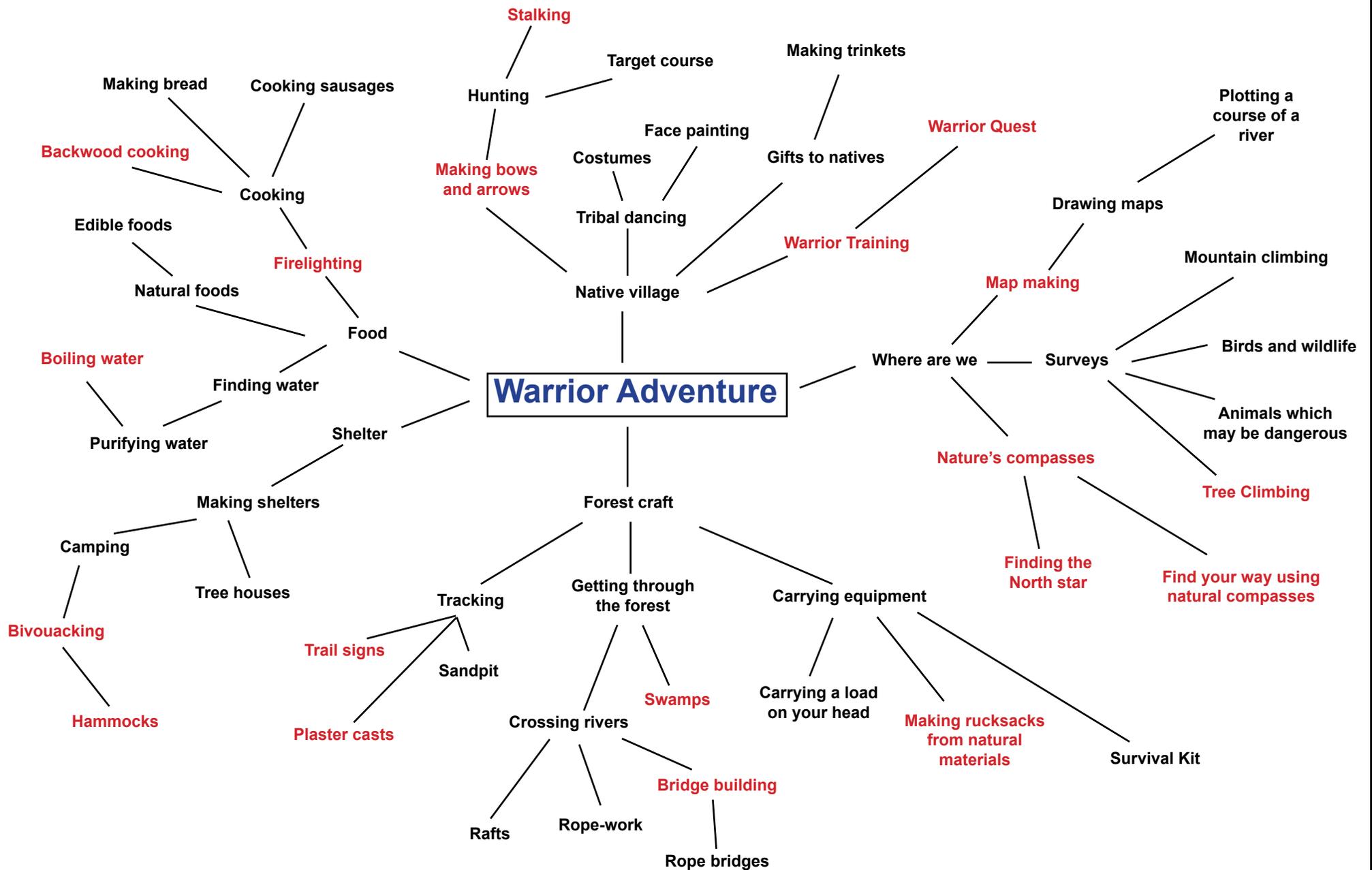


WARRIOR ADVENTURE



 **SCOUTING
IRELAND**
**ADVENTURES
BEGIN HERE**

Warrior Adventure





We present here a programme theme based around Warrior Skills. The symbolic framework for Beaver Scouting is set around the activities and adventures of the Tribe.

What is presented here is a collection of ideas and suggestions around the theme of 'Warrior Skills. A key feature of ONE programme is youth led programme and in creating any programme of celebration, for Beaver Scouting is gathering ideas. This resource will be a kick-starter to this process.

It is suggested that Scouters print off this resource and allow your Beaver Scouts to view it and discover some ideas they might like to include in their programme.

The 'Spider Chart' is only a first step and can be expanded with little effort to include many more ideas.

The resource sheets will help to fill in some of the detail and provide further information so that meetings and activities can be more fully realised.

In essence the Warrior Skills theme centers around a Warrior Adventure Camp. This would be a two night weekend camp, however it could also be developed as a one day or two separate day activities.

Get some help

It is suggested that each Colony seek the assistance of older scouts from the Scout section and Venture and or Rover Scouts to make this adventure a truly magical experience. Incident bases needs to be set up and manned and the Beaver Scout Scouter team will also have a lot to do to make the camp a success. Planning of course is key and keeping the programme tight and delivered in a safe and enjoyable way is vitally important.

Suggested Camp Programme

Friday Night Activity
Camping

Saturday Morning activity
Training trail - Becoming a warrior

Backwoods Lunch

Saturday afternoon activity
Incident trail - Warrior Quest

Saturday evening activity
Campfire - Jungle dancing, Jungle drums and beats

Saturday night
Hammock camping

Sunday Morning activity
The Big Hunt (Nature based Scavenger hunt)

Warrior Skills

Background

There comes a time in the life of the Tribe for young people to undergo training and take part in feats and quest to determine their qualities and skills to become warriors. The Tribe relies on its warriors and champions to defend their lands and waters from invaders.

Nature is all around them and the Tribe are 'with one' with this space. They know and understand life in the forest from the small ants to the dark and dangerous animals that live there. They hunt to survive and provide food for their families - they do not hunt for sport.

Their senses are well tuned to the forest and wild places around them, they are observant with a keen eye to detail and the slightest movement, they have razor sharp hearing and can hear the smallest animals crawling in the undergrowth. Their sense of smell is also well tuned and they can smell any slight change around them from the faint smell of smoke on the wind to the individual smell of animals and humans.

The village welcomes the newcomers friendships are made and new friends are also invited to take part in the Warrior Skills and Warrior Quest events of the Tribe. This is a rite of passage event - held yearly by the tribe- when young people can seek to become a warrior. If they pass all of the tests and feats they will have demonstrated that they are no longer children but can now survive in any environment - they will be Warriors of the Tribe.



Base Suggestions

Observation 1

Place 40 objects on the ground and cover the objects with a cloth. Each Lodge are shown the cloth and the exercise is explained. The cloth is removed and the Lodge are given 30 seconds to observe the objects. The objects are covered again and the Lodge must list all of the objects they have seen.

Observation 2

Place a collection of different coloured stones on the ground. The stones are covered by a cloth. The task is explained to the Six. They will have 20 seconds to observe the objects then they will be covered again. The Lodge are then asked a series of questions about the stones - how many smooth stones, how many black stones etc.

Observation 3

The exercise is a spot the difference exercise. The Lodge are shown a series of pictures and they must spot the differences between them.

Observation 4

This exercise relates to camouflage and stalking. A mixed area is required with some cover, long grass and open area. A target is created in the middle of the play area. This is manned by an observer. The object of the exercise is for the Lodge to camouflage themselves with natural materials and starting from various positions creep up or get as near as they can to the observer position. The observer needs to move around to give the Lodge some chance of sneaking up on the target. Every time a Beaver Scout is seen they should gain a 'negative point' the Lodge try and get as low a point score as possible

Colour Palette

Each Beaver Scout is provided with a sticky label - name tag. The object of each Lodge is to collect as many colours as they can from the surrounding area. Each Beaver Scout can only collect a small speck of the colour and stick it on their palette. A petal from a flower, a piece of grass etc. The object here is to collect colours and not pick every flower they can see.



Touch

A collection is made of about 20 objects. The objects need to be recognisable to touch - for example a pin or a piece of sandpaper. It can also include items such as a spoon or a matchstick. So, a wide selection of objects.

The Lodge line up with their hands behind their backs - starting at one side the base leader passes the first object to the first Beaver Scout in the line and it is passed in turn to each member of the Lodge. This is done in silence and while looking forward. When the object reaches the end of the line the base leader takes the object back.

The Lodge must now list the objects they have felt passing through their hands. The Lodge should also be asked to say what was the fifth item and perhaps the tenth item. This exercise is harder than you think so it might need two turns for the Lodge.

Touch 2

Place a number of objects in a cloth bag that is tied closed. The objects can be big and small. The bag is passed around each member of the Lodge and they should try and identify each object they can feel.

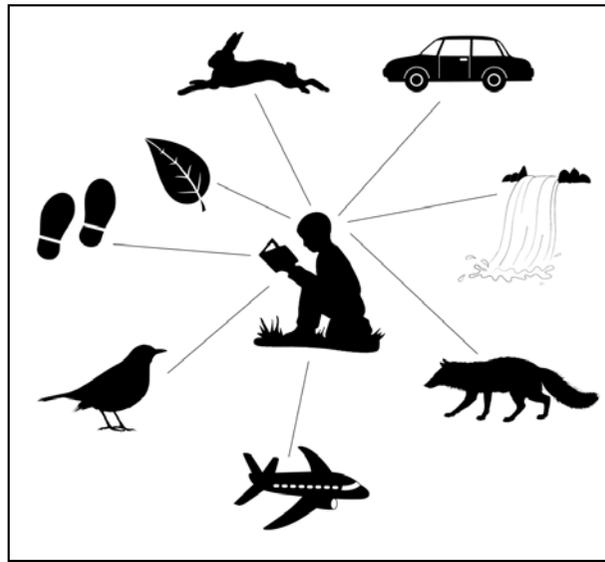
Braille Dominoes

A selection of dominoes are arranged on a board/table in a grid fashion. Another board/table is available nearby. The Beaver Scouts are taken to the dominoes blindfolded and they must touch gently - they cannot hold - like reading braille the dominoes. They then must go to the other table/board and recreate the dominoes in the same configuration. Beaver Scouts can return to the arranged dominoes to confirm the arrangement - within the time allowed.

Sound Map

This exercise is best set up in a wide area with undergrowth. Each member of the Lodge is provided with a pen and a postcard. In the middle they place an X. The Beaver Scouts are then brought in turn to a place in the play area where they must sit in silence for 5 minutes until they hear the whistle. During that time they must create a sound map by charting the position of each sound they hear. X is their position. So if they hear a bird whistle in the tree they should

make a mark on the postcard relative to their position. So X is the center of a clock-face so to speak. By combining all of the postcards after the exercise it should be possible to show all the sounds in the play area.



Sounds

A series of sounds should be recorded on a mobile phone or recording device. approx. 20 sounds. The Lodge must listen to the sound and state what they think they are - include a lot of common sounds but add in a few that require some hard thinking. You should also include some nature sounds in the collection of sounds.

Time bomb

You will need an alarm clock for this exercise - an old one that has a high ticking sound and a good alarm. The alarm is hidden in the play space and the alarm is set to go off in approx. 5 minutes. The Lodge are blindfolded so that they can not discover the alarm by sight but must use their hearing to detect it. The Lodge should be shown the play space - small open area with one of two obstacles before they are blindfolded, to give them an idea of the space. The clock is then set and the Lodge are set free to find it before it goes off.

Smell box

A collection of small boxes of 'smelly things' is created. Approx. 12 smells - orange peel, spices, burnt item, old sock etc. The Lodge are blindfolded and presented the smells that they must identify.

Smell trail

In this exercise the smelly object is placed in a small plastic box and buried slightly in the ground so that the Beaver Scout has to smell it through a small hole drilled in the lid or by lifting the lid slightly. The Beaver Scouts are brought around the trail via a string trail. They must note the smells in turn and recall them/list them on completing the exercise.

Taste Box

This exercise is similar to the smell box above but related to taste. A collection of foods is created and the Beaver Scouts blindfolded must identify them.



Estimation 1

This exercise is related to the passing of time - how long is a minute, how long is 90 seconds, 2 minutes etc.

The Lodge or the individual Beaver Scouts are asked to state when a certain time has passed.

Estimation 2

This exercise is related to the weight of objects. A number of weights are presented a half kilo, a kilo, a 100 grams, 5 grams etc. If possible use real object rather than parts of a kitchen weighing scale. So a rock weighing half a kilo, or a stick weighing 100 grams. The Beaver Scouts can use these weights for reference while determining the weight of other objects. For example a Beaver Scout can lift the kilo weighing stone - get a 'feel' of its weight then use this 'feel' to determine the weight of another object of unknown weight.

Estimation 3

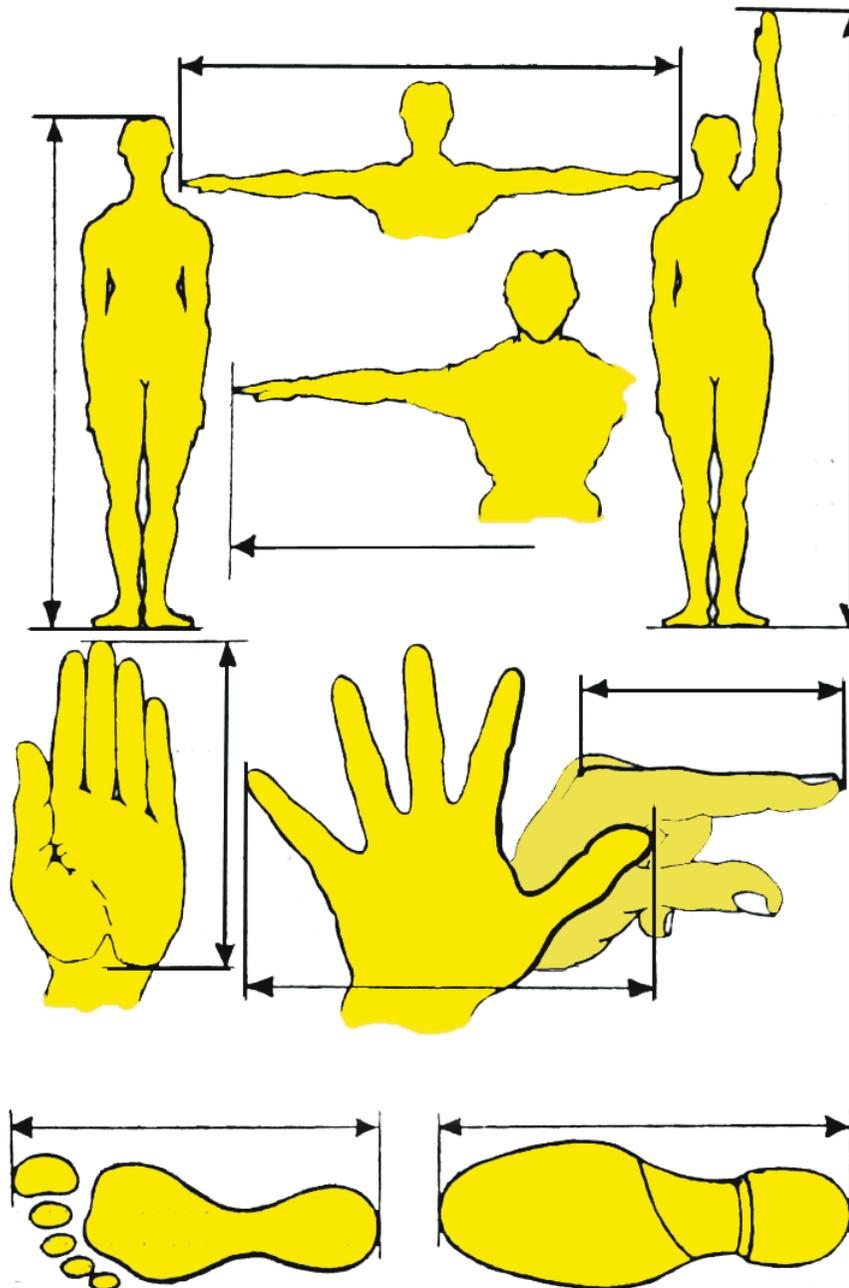
This exercise is related to distance - how far is something away from you and how long will it take to reach you or for the Beaver Scout to travel to. In essence this is an experimental exercise - the Beaver Scouts need to determine the things that they can see at various distances - the whites of someones eyes is 10 meters - the Beaver Scouts also need to determine what is a meter in terms of pace. How long does it take them to run 50 meters might be another experiment. How far can they throw a stone might be another. They should also experiment and know all of their body measurements - height, length of arm or span of fingers.

Tangram puzzle

This is a spacial awareness puzzle. the Lodge are give the tangram puzzle piece - seven pieces and also a series of shapes they must create using the all of the pieces provided.

Balance

This exercise is related to balance. The Lodge are presented with a number of balance exercises - stand on one leg for 30 seconds, walk the side of a plank, hop on the spot for 1 minute, walk a plank blindfolded, or balance a short plank on a log or ball.





Warrior Quest

The Warrior Quest is an incident trail whereby the Lodge must work together as a team to overcome all the obstacles and incidents they encounter.

Each incident will have a time limit and needs to be arranged in such a way that they don't create queues. Therefore space them well apart and use natural features such as streams, gullies, rocks and small woods to create atmosphere and games play.

The object in the incident trail is primarily fun but also teamwork. It is not a competition, the Lodges are presented with the problem, they come up with a solution. If they have difficulty then hints and clues and suggestions are made by the base leader.

The easiest way to set up the trail is in a circle which Lodges starting at one base and moving around to each base in turn till they return to their starting point.

The trail is important and should be considered as an obstacle course and a series of incidents/puzzles/challenges. Moving between the bases can include such things as Tarzan swings, walking along logs and climbing over obstacles such as would be found in a commando type course.

Each base should have a time limit of say 15 minutes. So in setting up the incident trail you will need a series of bases and time allowed to travel to each base.

Let's look at an example - if you have 6 bases of 18 minute duration this is 108 minutes. Then allow 5 minutes to travel between bases that is 30 minutes plus allow another 20 minutes. 158 minutes. This is a 2 and a half hour activity period. The bases have an allotted time of 18 minutes - this is comprised of 3 minutes explanation, 15 minutes activity and perhaps some reset time. The incident trail needs to be controlled by either a whistle/horn or perhaps a text message or agreed time-line. If a Lodge is finished their incident before the allotted time they should wait at that base till it is time to move to the next one. If this is done correctly then it is easy to control and also every Lodge has an individual experience and queuing for incidents and even watching an other Lodge doing an incident is avoided.

Get some help

In order for this activity to work well you need 'people' to man the bases and direct the Lodges over obstacles etc. As always you will need some basic first aid equipment to cover all the cuts and scratches that will no doubt result.

Safety and risk management should also be borne in mind. Swings, rope bridges and traverses need to be constructed properly and all necessary safety belts, rope and other equipment should be used.

Incident suggestions

River swing

This exercise requires the Lodge to get across a stream using a swinging derrick as shown. Once the first Beaver Scout is across the river the derrick can be controlled from both sides of the river.

Electric fence

An electric fence is set up using a fruit cage net or the netting used to protect newly seeded lawns. The problem is to get the whole Lodge over the net. As it is electrified it cannot be touched, and anyone that does so requires one minute's rest to recover. Some items to enable the task to be completed are available around the play area

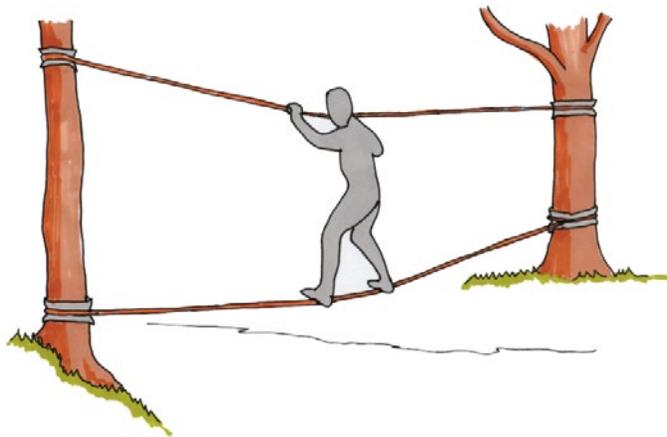
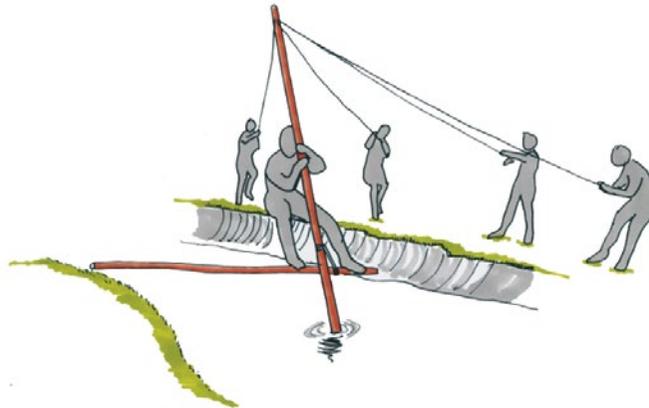
Mug Tree

Two buckets are connected via a single pulley. The bucket on the ground is full of water, the bucket up the tree is empty. Attached to branches so that they just reach the branch below are mugs. The top mug will reach the top bucket, and the bottom mug will reach the bucket on the ground.

The problem for the Lodge is to get the two buckets to balance exactly (meeting halfway) by transferring water up the tree from mug to mug. The Beaver Scouts should strategically position themselves up the tree so that it is possible to collect water from the bottom bucket and pass it up the tree to the empty bucket.

Variation 2

Set up a string trail which goes around trees, over branches, under logs etc. A number of mugs are connected to the



string through the handles of the mugs. A bucket of water is provided at the start of the trail and an empty bucket at the end of the trail. The Lodge are invited to carry mugs full of water over the string trail without spilling a drop and depositing it in the empty bucket at the end of the trail.

Blindfold string trail

There is little to beat a well planned blindfold string trail over various obstacles. All the Lodge should be blindfolded except the Lodge Leader who directs the Lodge around the course. An effective way of blindfolding the Lodge is to provide each member with a pair of swimming goggles smeared with 'Vaseline' - it is impossible to see out of them.

Variation (1)

is to suddenly declare the whole Lodge, apart from the youngest Beaver Scout, snow blind and the Beaver Scout

has to direct the whole Lodge across an ice flow one at a time using two icebergs (boxes) to walk on.

Snake pit

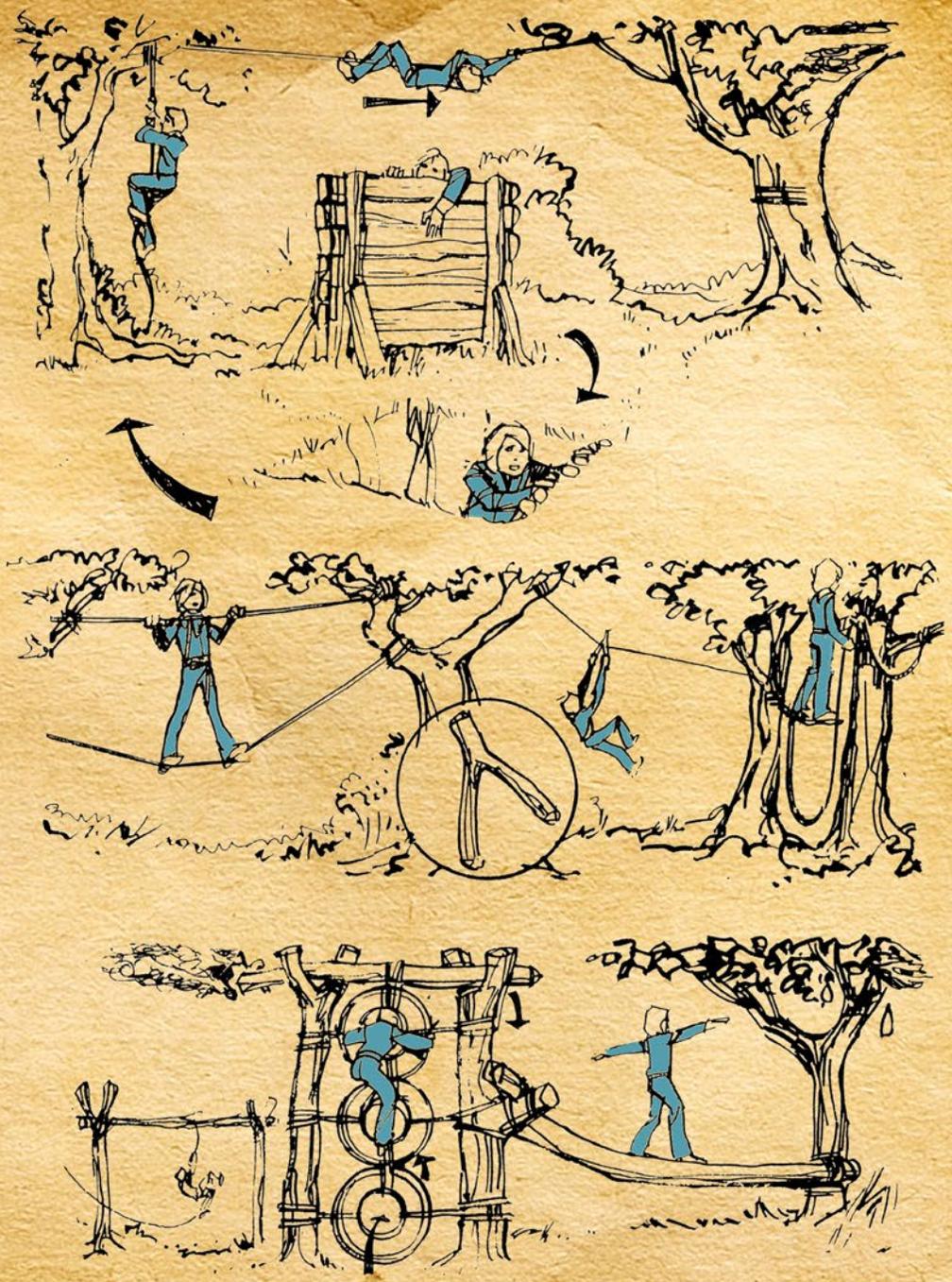
Your Lodge while retreating from a hunt because of injury to one of your Lodge have come across a swamp full of deadly snakes. You must cross the swamp to reach the hospital in time otherwise your Lodge member will die as a result of his injuries.

Equipment: Two sets of rough stilts (or gear to make them) some light rope.

Alligator Swamp

You have arrived at a swamp which is infested with alligators. Within the swamp is a number of small islands created by tufts of grass. On the ground beside the swamp is a short plank which originally belonged to a bridge that crossed the swamp. The problem is to get your Lodge to safety at the other side of the swamp. You can only stand on the tufts of grass and cross between them by means of the plank. You cannot jump between the tufts, nor can you throw the plank across the swamp, therefore you must bring the whole Lodge across as one group.





Water transfer

A 'channel' about three meters across. In the middle, two tin cans without lids, one containing water. Big rubber bands and sisal are provided.

Instructions - Working from both sides of the channel, pour water from one tin to the other without spilling a single drop.

Rope ladder

Using a rope ladder get your whole Lodge up into a tree or platform.

Cross cut

Working from outside a circle approx. 3 meters in diameter created by pegging out sisal on the ground cut a stake with a bow saw. Lodges are provided with a bow saw and sisal.

The Spider

A spider web is created as shown. Jingle bells can be attached to the web if available for extra fun. The object is to get your Lodge through the spider web using one opening for each member of the Lodge without touching the web.

Catch The Snapper

Create a play area 6 meters on each side. 'Set' a spring-loaded mousetrap on a flat surface in the middle. Give the Lodge lashing lengths and poles. They must retrieve the mousetrap, without setting it off, and without crossing over the line

Giraffe legs - (see image)

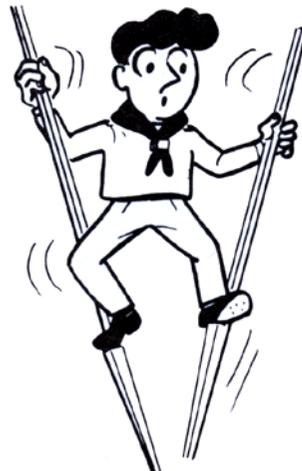
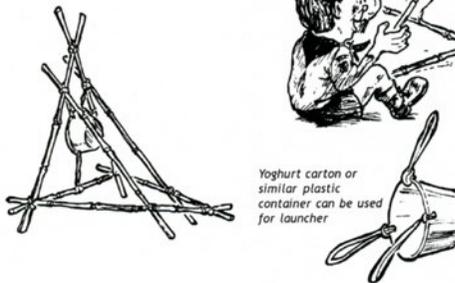
Using a sheer legs (Giraffe) the Lodge have to make the giraffe walk along a path.

Catapult

Using the Catapult provided knock down as many targets as possible within the time span. Targets can be rebuilt after each Beaver Scout has their turn.

Log climb

Create a log climb devise by connecting a number of logs together. The log climb is then attached to a branch on which a small bell is attached. Beaver Scouts have to climb the frame and ring the bell in turn.



Around the triangle

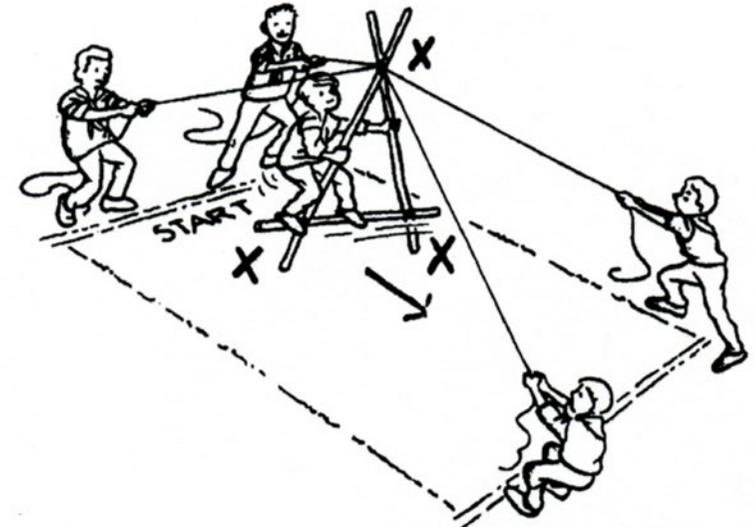
Create a low level rope obstacle around a number of trees. The object is for the Lodge to move between the trees using the rope as a foot guide. Hold on ropes are attached to each tree to aid balance.

Rope cross

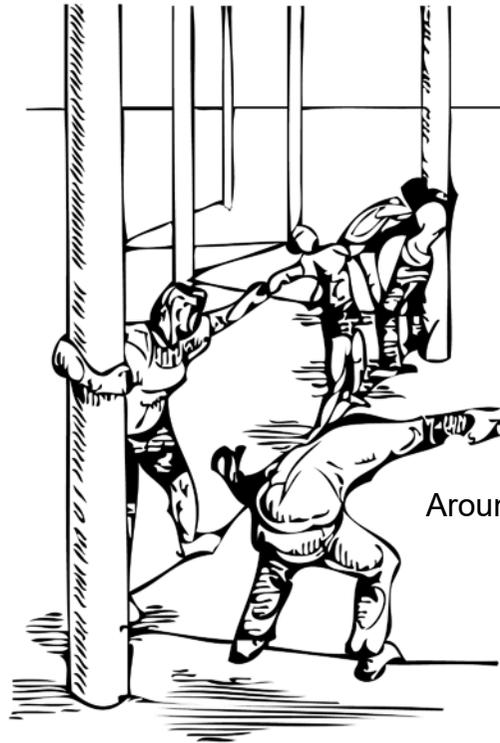
A single rope or series of ropes are placed at a low level. A rope is attached to each tree - just long enough to reach half way across the distance between each tree. The Lodge is divided in to two groups and each groups starts at opposite ends of the obstacle and have to assist and aid each other so that the whole team can transfer positions without falling off the rope. Rope is set at step off height.

Shape communications

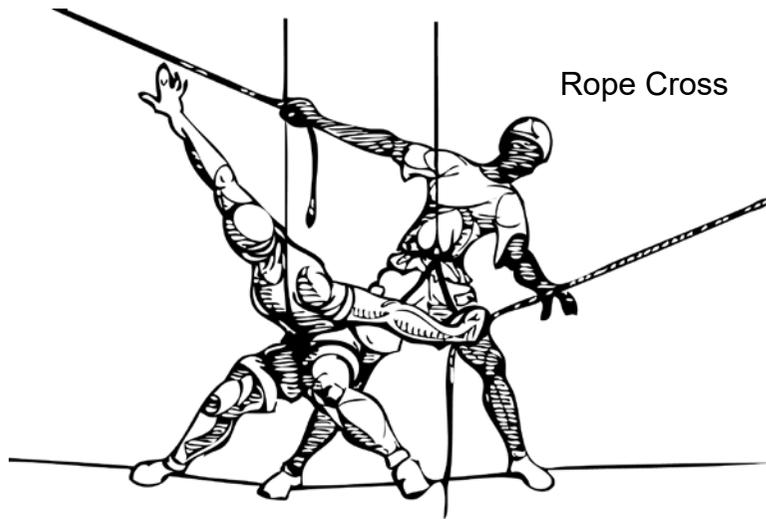
The Six is divided in two and placed at least 5 meters apart. One group is given a drawing - a series of connected shapes. The group of Beaver Scouts must now communicate with the other group from their position in such a way that they allow the other group to draw the image. The drawing cannot be shown or held up. This is a communication exercise. Accuracy is also important.



Log Climb

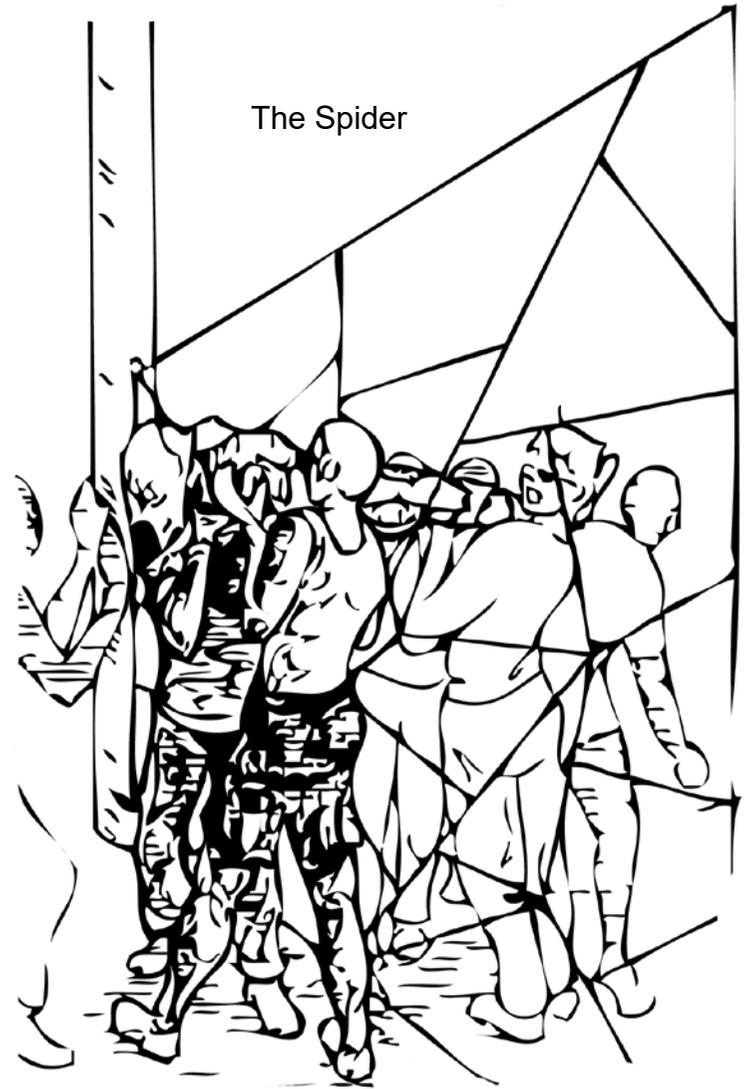


Around the triangle



Rope Cross

The Spider



Scout Tracking Signs



Follow this trail



Turn Left



Turn right



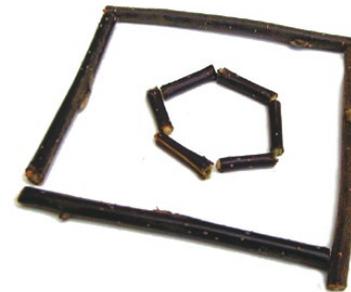
Group has split up
four have taken this
trail and two the
other trail



Do not follow
this trail



Message hidden in
a place (number of
paces away)



Gone Home



Troubled Waters



Five engineers are exploring a possible route for a railway through the jungle regions of Brazil. They find themselves on the bank of a river with five cannibals on the other side.

They agree to help each other but both parties are cautious.

The only method of crossing is a canoe and only one engineer and one cannibal can paddle.

The boat can hold three men.

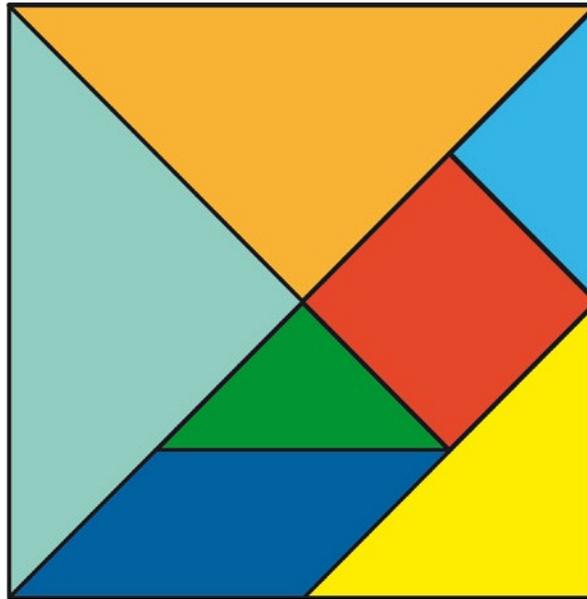
The engineers do not trust the cannibals, and are unwilling to be outnumbered either in the boat or on either shore for the time it takes the boat to cross.

What is more, the cannibals feel exactly the same way about the engineers!

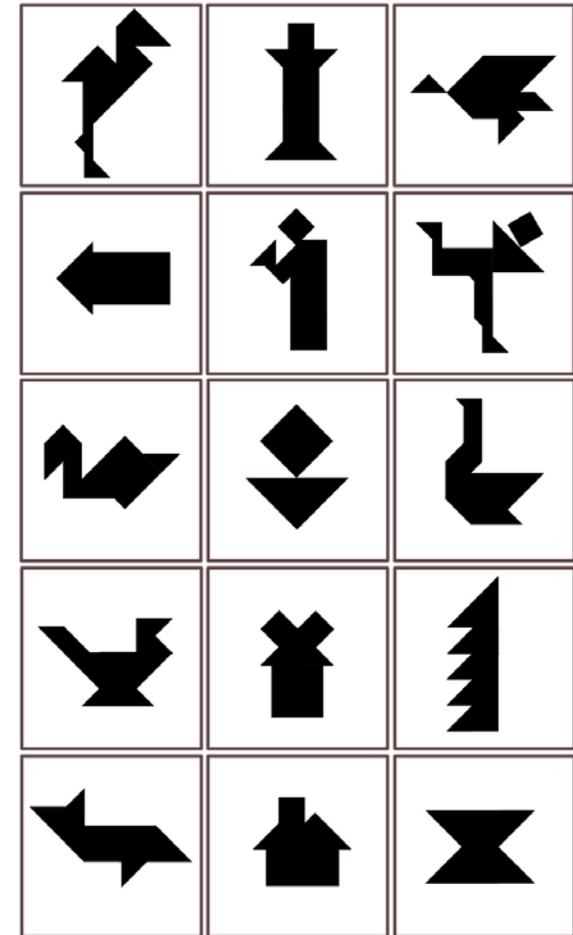
Is it possible for both groups to cross safely?

The Tangram

The tangram is a seven piece puzzle. It can easily be made by cutting up a square piece of card

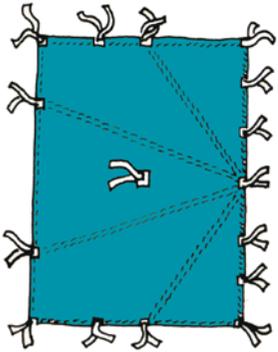
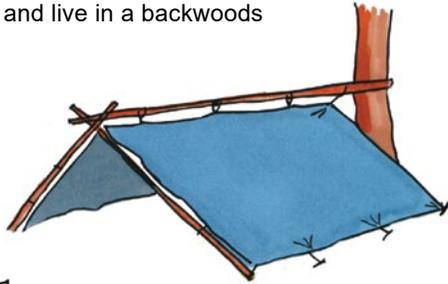


Using all the pieces create the following shapes

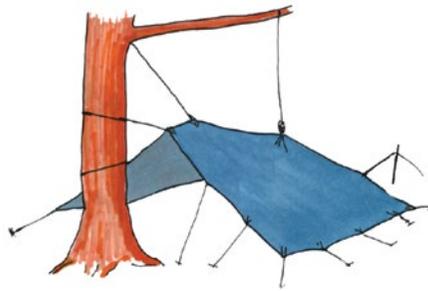
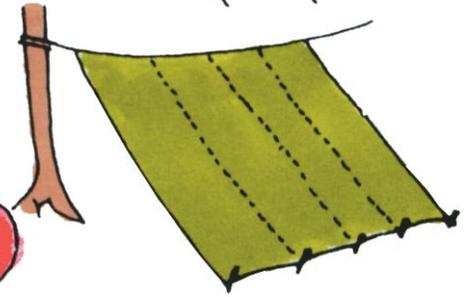
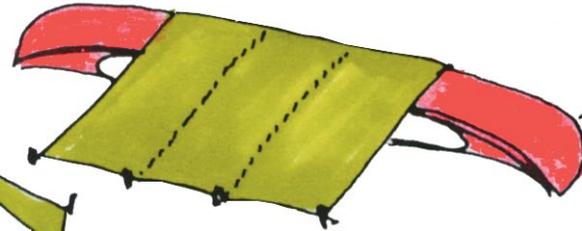
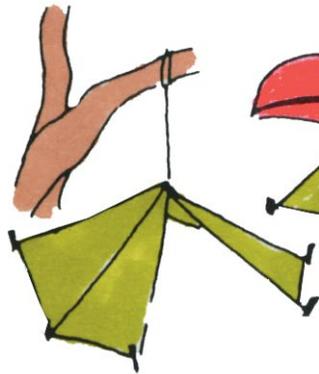
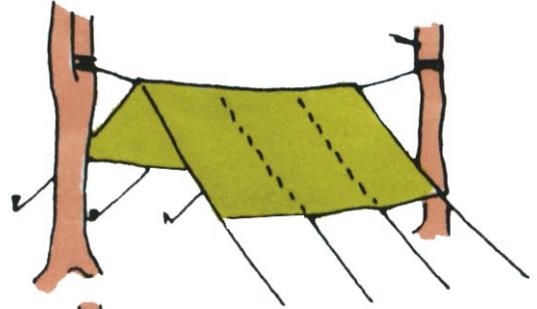
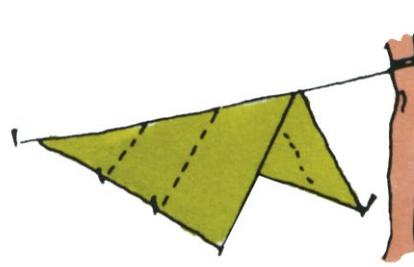
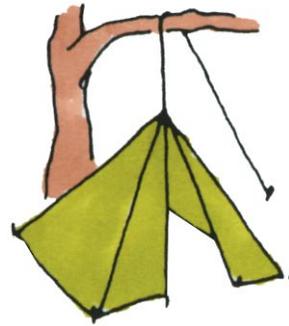
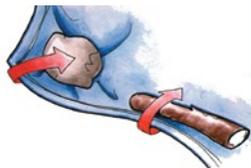
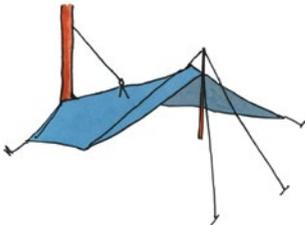
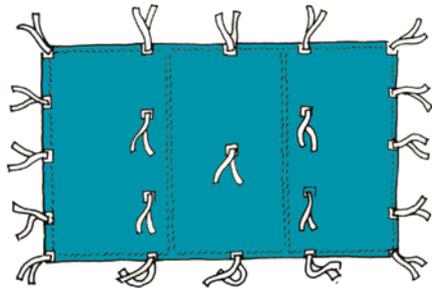


Bivvy Shelters

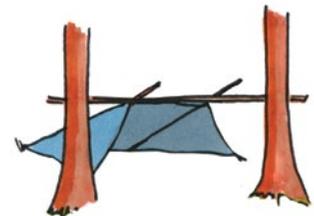
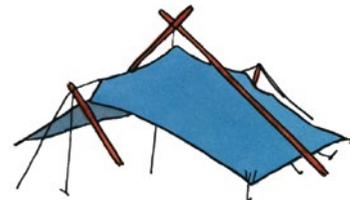
Bivvy shelters are a lightweight and handy way to travel and live in a backwoods environment.



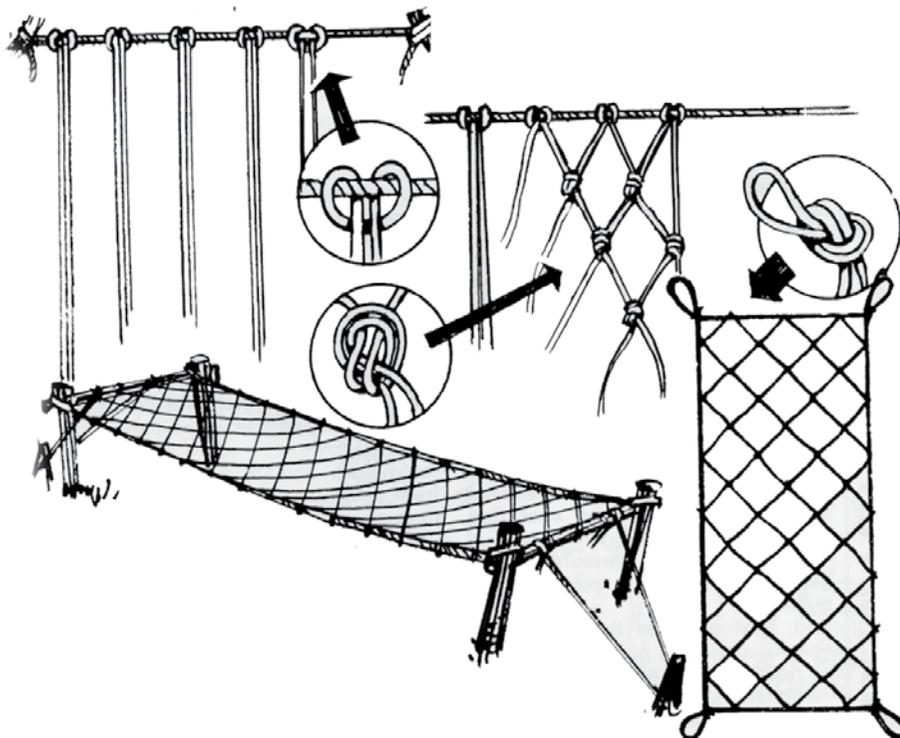
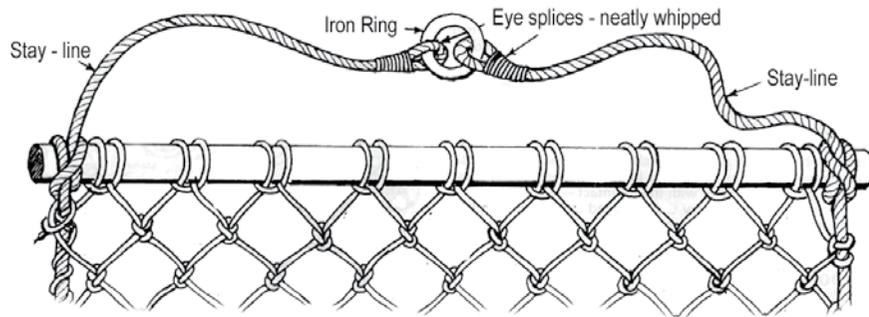
You need to have a bivvy sheet. This can be a piece of canvas sheeting or you can buy a plastic tarpaulin sheet from a local hardware shop.



If you are using plastic sheeting, wrap a small rock or piece of wood at the guy point and tie your cord around it. This will give you something to grip and will prevent the plastic ripping or your guy slipping off under tension.



Camp Hammock



A camp hammock is a fun activity on camp and the preferred way to camp in the 'jungle'. The knots used are simple - the larks head knot, the reef knot and the overhand knot. The construction of the string hammock will take some time. However, you might like to try an easier method using an old bed sheet or piece of canvas. You need to click on the video icon below which will bring you to a 'youtube' video showing instructions.



Always ensure your hammock is safely secure before you use it



Good Deeds and kindness to others

Beaver Scouts should be like watchdogs - constantly on the look out for opportunities to help people. In our communities there exists many potential actions and projects that your Beaver Colony can undertake or be involved in.

beaver Scouts should be encouraged to do their daily good turn and perhaps keep a log of what they have achieved. Bigger acts of kindness and action will need the whole Colony working as a unit.

What can you do - every community have 'things that need to be done'. The first step therefore is to identify and find likely and worthwhile actions your Colony could undertake.

An important consideration is the fact that your Beaver Scouts are doing something for other people - a worthwhile good deed or action. Be careful therefore that your Colony are not seen as a collection of 'slaves'. For example picking up litter might be considered as such a task. People in a community underestimate the potential of young people and 'litter pickup' is a handy suggestion but in real terms it has no lasting value for the Beaver Scouts who undertake this activity.

Direct observation and conversations with local community groups and people of all sorts will provide some pointer to what the needs of your community are. Remember also the 'hidden' opportunities - such as sick people or old folks.

Once a collection of possible actions are identified you can choose the 'best one' for your Colony or perhaps a joint Section or Group action. All of the Colony should be involved in this decision and planning process.

Some popular ideas that other Colonies have completed

- Taking part in the Peace Light distribution at Christmas
- Community clean up assisting Tidy Towns Group
- Helping out at a local campsite
- Creating Shelter boxes with Rotary Club

- Creating Shoeboxes with Rotary Clubs
- Recycling project - collecting batteries
- Plant a tree or a forest
- Creating a vegetable plots for old people home
- Reading newspapers and books for the elderly
- Exploring local history through old people's photographs
- Cleaning up old graveyards
- Logging information from old gravestone for local history group
- Collected used books for a book swap project
- Help out at an animal rescue centre
- Construct and place bird feeding tables in your community
- Make window boxes to beautify your community
- Talking to lonely people
- Collect toys for orphans and poor/homeless young people
- Recycle old bicycles for Africa
- Working with a charity in your community
- Shoveling snow from a neighbours driveway
- Set up a share/swap a toy service
- Help someone learn something
- Carol Singing for local charity
- Create a habitat for wildlife
- Clean up a beach or riverbed
- Plant trees or wildflowers.
- Put on a play at your school, a fair or festival about local environmental or human needs issues.
- Collect items for a time capsule.
- Make treats for a local senior home.
- Collect food, warm clothing, toys, or personal care items for the needy.
- Participate in a charity walk/run.



NATURE EXPLORER SCAVANGER HUNT

You and your team must explore the local area and discover and bring back samples of the following items

- Something slippery
- Something pretty
- Something stinky
- Something brown
- Something with veins
- Something smooth
- Something green
- Something scented
- Something twisted
- Something an insect or bird has eaten
- Something that looks like a 'Y'
- Something sharp
- Something hairy
- Something alive
- Something that is dead
- Something brittle
- A piece of bark
- Something rough
- Something smooth



- Something with a hole in it
- Something that lets light shine through it
- A seed pod
- A feather
- Something straight
- Something curved
- Something shiny

Team Name _____

Number of items collected _____