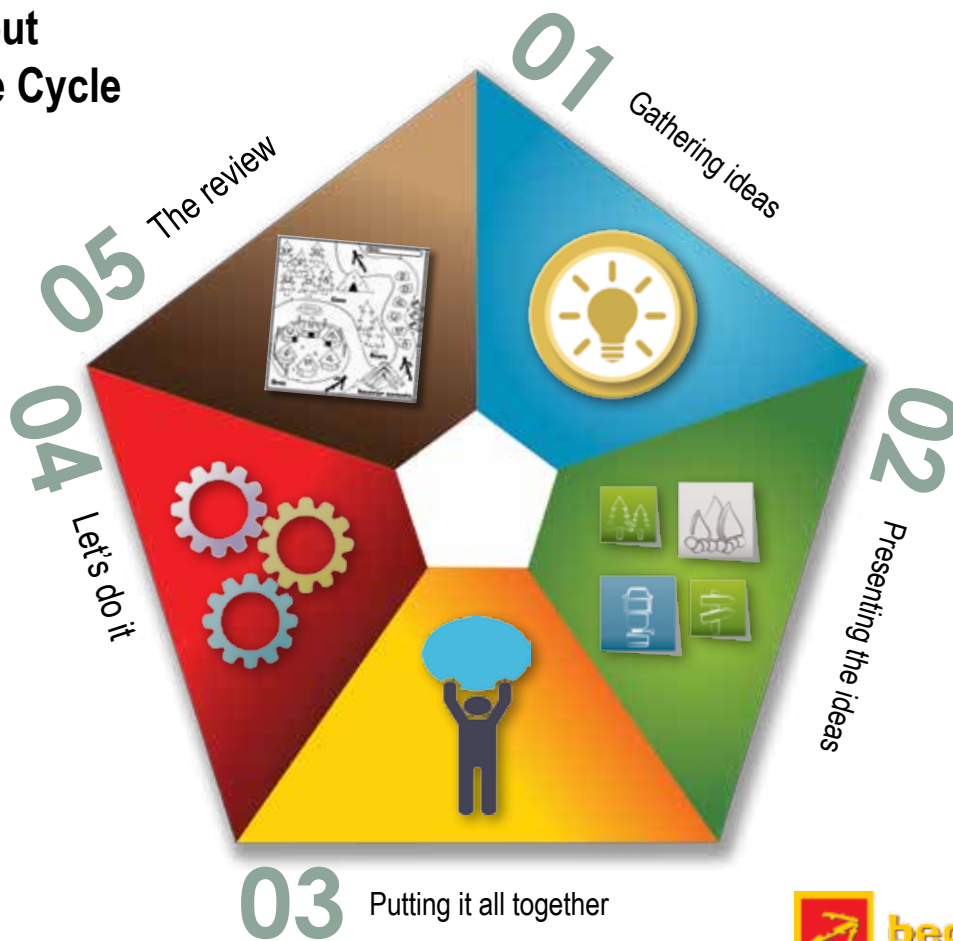




beaver scouts

# Beaver Scout Programme Cycle



# Creating the Programme

Firstly, we will outline the key steps in creating a programme cycle in the Beaver Scout Section then we will present the process through a practical situation to illustrate the process in action.

## Step One – gathering ideas

The planning of a programme cycle or cycles is best done about twice a year in the Beaver Scout Section. It is possible to have more planning sessions as required. The first part of the creation process is gathering ideas for what can be done.

A programme cycle is the period of time it takes to complete an adventure. This includes the Planning, Doing and Review of the adventure.

An adventure is the key highlight within the programme cycle – the camp for example and all other activities, meetings etc. focus towards the adventure.

The gathering ideas step is a 'catch all' of ideas of what can be done in the programme over a period of time. Some ideas will be adventures and others will be smaller elements. For example – 'let's go on a camp' – could be selected as a Colony adventure whereas 'let's learn how to light a fire' might be selected as a step or skill required to take part in the camping adventure and becomes a meeting activity perhaps)

The best method for gathering ideas is via Lodge discussions with a Scouter helping the process.

A special meeting is created to do the planning process. This should be a fun meeting interspersed with games rather than a sit down and talk meeting. In fact it might take two meetings to complete depending on how it might be approached.



Lodge discussion – a Scouter sits down with the lodge and explores the ideas they have for the coming period...it might be spring, summer, autumn, winter for example.

The key role of the Scouter is to allow every Beaver an opportunity to present ideas. Ideally, the Scouter is looking for about three ideas from every Beaver. The discussion should be free and every idea should be explored and expanded by the Lodge. The aim is to have a collection of ideas that can be rounded and conceived and able to be presented to the wider Colony. So, a Lodge might have 18 – 20 initial ideas but these might be rounded to 10 ideas that are brought back to the large Colony meeting.

The process used can include direct discussion, compiling them boards based on pictures, drawing and painting. Often a visual will be easier for a Beaver to imagine an activity. If a Beaver sees a picture of other young people building a tree house or perhaps have seen an activity on a television programme or film they may easily want to live the same adventure – so a visual will be a prompt to what they would like to do



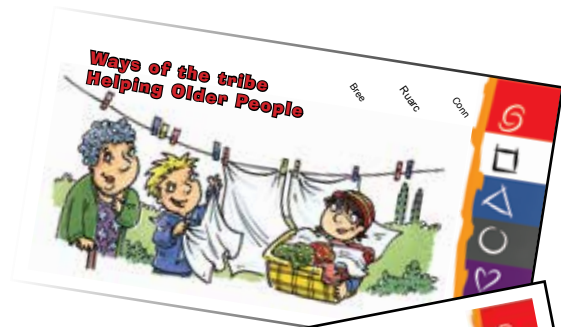
The Beaver Scout handbook - ( back to front) – presents 36 adventure ideas that are firmly based in the context of the Beaver Scout Programme. They are essentially visual cartoons with a simple title. They allow the Beaver to use their imagination to create the idea for the programme. Along the side of the pages the SPICES symbols can be seen and these indicate the 'weight' of each Spice within the context of the adventure idea. Those SPICES with a white background are generally not as obvious in this activity.

If the Beaver Scout Handbook is used as the start off of a discussion with the Lodge, the Scouter has available to them the backup resource sheets on the web to provide additional information about the idea presented.

The adventures in the handbook are also devised in such a way that every part of the Beaver Programme will be presented through the undertaking of these adventures. No adventure is fully formed so there is loads of space to include whatever ideas the Lodges dream up within the context of the adventure.

The discussion period should be about 20 minutes long. However, it can be longer if you include activities such as visual boards, painting and other activities related to finding ideas.

Within the lodge discussions the Scouter should also discuss the SPICES elements in the context of ideas presented. For example – ' Scout Olympics is a good idea with a lot of physical action in it, what about the other SPICES where do you think they are in this idea' and ask the Beaver Scouts to explore the idea in this context.



beaver scouts

## Step Two – Presenting the ideas

Each Lodge now presents their ideas to the Colony. It is best if this is done via the Lodge Leader or a nominated Beaver Scout rather than the Scouter who has worked with this Lodge in the gathering ideas session.

The Scouter in Charge of the planning session will then seeking agreement of the Colony for the suggested ideas by way of a show of hands majority.

Adventures should be selected or decided on first and then 'smaller ideas' attached to the adventures. Dates should also be decided on and placed on the calendar.



beaver scouts

## Step three – putting it all together

Step three is basically a job for the Scouter team – how to translate the ideas from the 'idea gathering' session and create the programme cycle for the Colony.

### Let's look at this process

An adventure is selected – this adventure represents the highlight of the programme cycle. Around the idea of the adventure there will be many possibilities to explore and it is within these possibilities that the Beaver Scout meetings and additional activities are created.

A programme cycle can last as long as the Section wishes...normally it will be 3 - 6 weeks but it can be longer or shorter or only relate to an event such as a weekend camp. In the steps below we will consider it as a month long process.

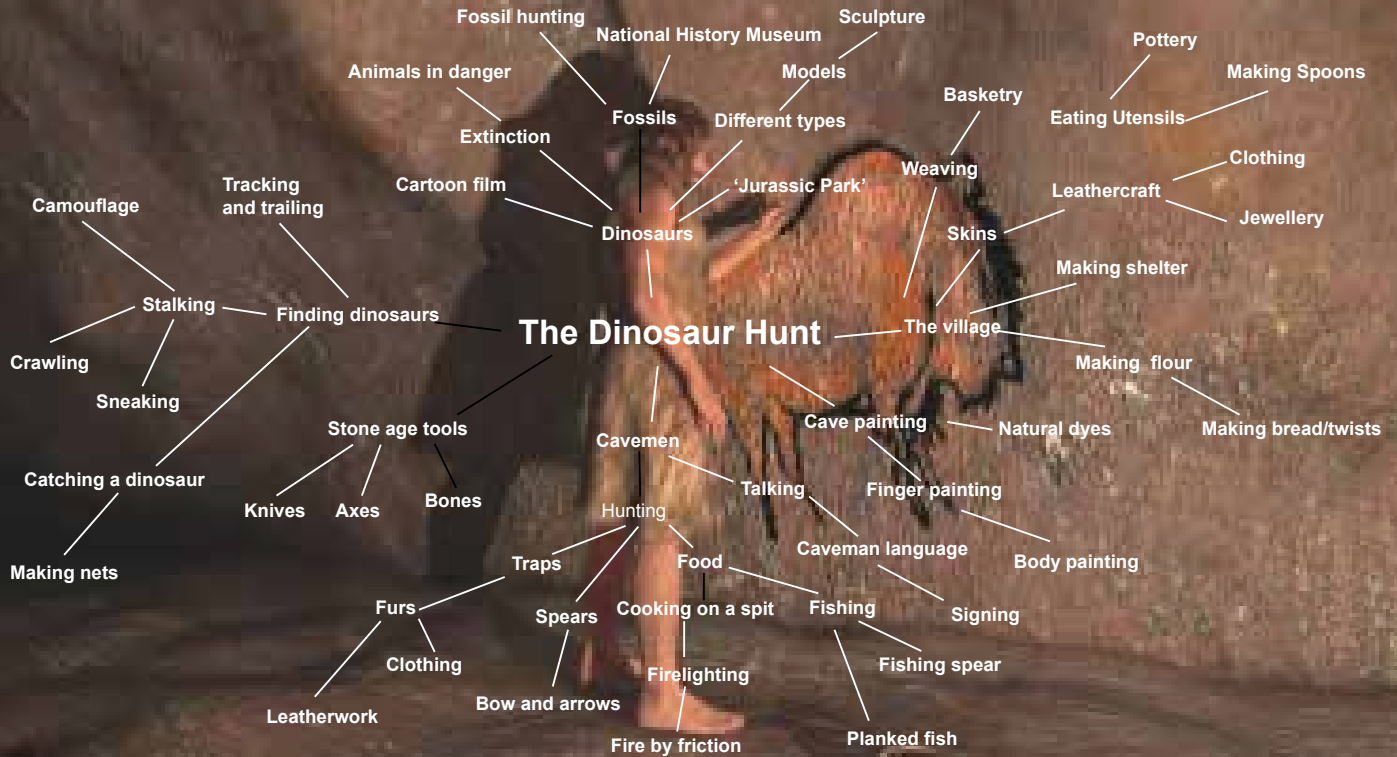
You will see below a 'spider diagram'. In the center is the adventure and stemming from this central point will be ideas associated with the adventure. Each of the associated ideas can become a weekly meeting challenge or an outdoor activity or part of the adventure programme. Also connected to this programme cycle we have the individual achievements and challenges presented via the 'Special Interest' badge considerations, 'Adventure Skills' levels and Nautical badges (if you use this programme).

So, the overall perspective for the programme will be great and expansive.

The job of the Scouter team is to drill down through all the possible elements and create the meeting and challenge structure.

There will be many jobs to do and Beaver Scouts can do some of them within the Lodges. The job of the Scouter is to support this process and not do all the jobs themselves.





## Objectives

When the plan is created the Scouter team and Lodge Leaders need to have a short meeting and agreed on the final plan.

The Lodge Leaders should be easily able to see how their ideas will become a reality in the programme presented. This meeting it is also the place to agree some objectives for the programme cycle. Decide on some objectives for the Colony, Lodges, and as individuals.

What are we trying to achieve by this adventure, what do we hope to learn,

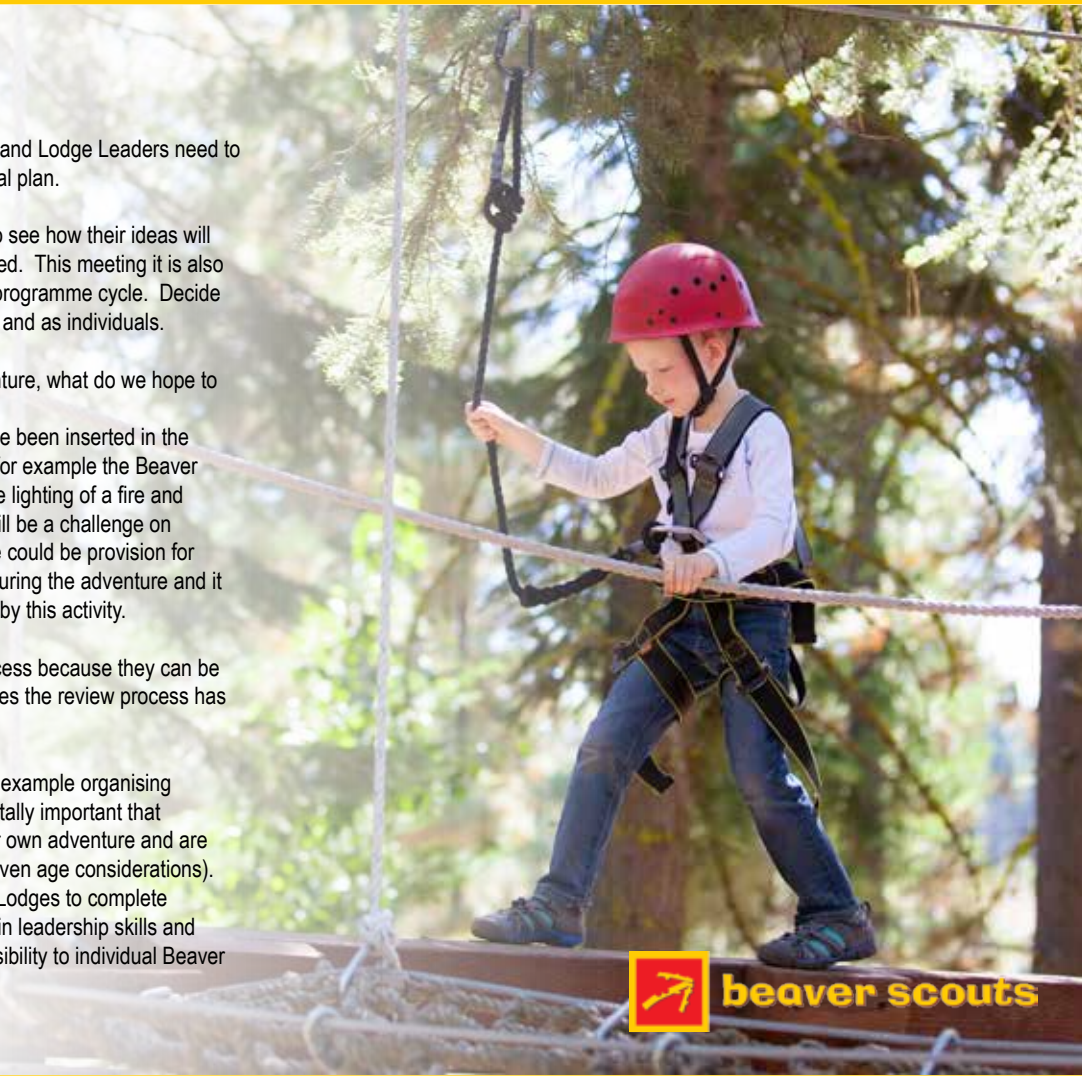
what are the key programme ideas that have been inserted in the programme to achieve certain outcomes – for example the Beaver Scouts might need to learn how assist in the lighting of a fire and cook a sausage on a stick because there will be a challenge on the adventure related to this. Likewise there could be provision for discovery time – finding out about nature -during the adventure and it needs to be defined what is to be achieved by this activity.

Objectives are important for the review process because they can be focused on and measured. Without objectives the review process has a less focused function.

Lodges should also be given jobs to do, for example organising equipment or making a simple menu. It is vitally important that Beaver Scouts are involved in creating their own adventure and are responsible for its creation (within reason given age considerations). By 'passing on' small jobs and tasks to the Lodges to complete we are actually training the Lodge Leaders in leadership skills and responsibility as well as layering on responsibility to individual Beaver Scouts in the process.



**beaver scouts**



## Step four – let's do it

The Colony collectively live the adventure through the meetings, other activities, Lodge life and interactions and finally undertaking the adventure. During this time there will be small review sessions and many new things will be learned.

Scouters also have to be observant and watch what is going on in the Lodges and with individual Beaver Scouts. Everyone will benefit from the experience and a Scouter will quickly spot progress within the Colony at all levels. This information will prove very useful in the review process.

The memory bag is a tool for Beaver Scouts to collect physical items to aid in their learning and memory process. Beaver Scouts should be encouraged throughout the programme cycle to place items in their Memory bags to be explored later at the review sessions.



**beaver scouts**

## Step five – The review (the reviewing handbook – Beaver Scout handbook –Memory Bags – Beaver Scout maps, skills handbooks)

The review is the place where all the collective learning of the Colony is assessed. The review process has a number of steps. Firstly, small 'on the spot' reviews can take place at any stage in the programme cycle. These might be in the Lodge setting at the end of each challenge undertaken or as a collective 'straw poll' at the end of a meeting perhaps.

The formal review session takes place at the end of the programme cycle and it should be with reference to the objectives that have been agreed before the programme cycle began in step three.

The object of the review session is to understand what has happened, what we learned along the way and to 'mark up' and acknowledge how every Beaver Scout has progressed.

The reviewing handbook has suggested games that can be used in this process.

The review session should be short and by using the review games – interactive and fun.



At the end of this session Beaver Scouts progress should be recognised.

The Beaver Scout maps are used in this process and agreement to plot an 'achievement point' on a Beavers Scouts map is normally agreed with their Lodge Leader during this process.

Scouters should direct a Beaver Scout to mark up an achievement dot on the map based on learning and achievement during the Programme cycle.

The Beaver Scout Map relates directly with the Stage Badges and the progress of a Beaver Scout on their personal journey related to the SPICES.

The achievements regarding skills and learning are also acknowledged with the awarding of skills badges or special interest badges.

Once the review is completed it is now time for the next adventure to begin. There is usually a bit of an overlap to ensure that there is no 'downtime' or lull in the programme of the Section.



# Have Fun on your Journey!

In beaver scouts we play a game called 'Tribe'. We use this book, our memory bag, and the map to play. When we play the game we are part of a small Tribe that live in a Crannóg, which is an island fort in the middle of a lake. When we take part in games and adventures we learn new things.

We join the dots on the map to show what we learn on our adventures and earn special stamps. When we earn six stamps we get a badge and start a new adventure. We each have our own journey and many friends in the Tribe to help you.

The Village Elders, who are full of wisdom and knowledge, will also help.



# Three stages of the Game



## **Bree**

After you join the tribal adventure you will learn how to be kind, honest, and how to be a friend.



## **Ruarc**

On your next adventure you will learn to respect others and their views.



## **Conn**

On your final journey you must show leadership and then you will be ready for a bigger challenge.

**At a Log Chew you will choose what challenge to do from the following pages.**

You do these challenges each year

1st year - Bree

2nd year - Ruarc

3rd year - Conn



# SPICES -

- You can gain SPICES points when you do a challenge.
- On the side of each challenge page the coloured flags show that you can earn one SPICES point.
- No colour on the flag means no SPICES points to be earned.
- You will agree with your scouter when the challenge is finished and collect your points.
- Your Scouter will help you fill in the SPICES points you have gained on your map.





# Ways of the tribe

## Market and Trading



# Ways of the tribe Helping Older People





## Ways of the tribe Bridge Building



# Ways of the tribe Making Music





# Ways of the tribe Warrior Training



# Ways of the tribe The Highland





# Ways of the tribe Stone of Destiny



# Ways of the tribe Helping Others

Bree Ruarc Conn





# Ways of the tribe

## Chariot Racing



# Ways of the tribe

## Art and Totems





# Ways of the tribe Tree House



# Ways of the tribe Festival





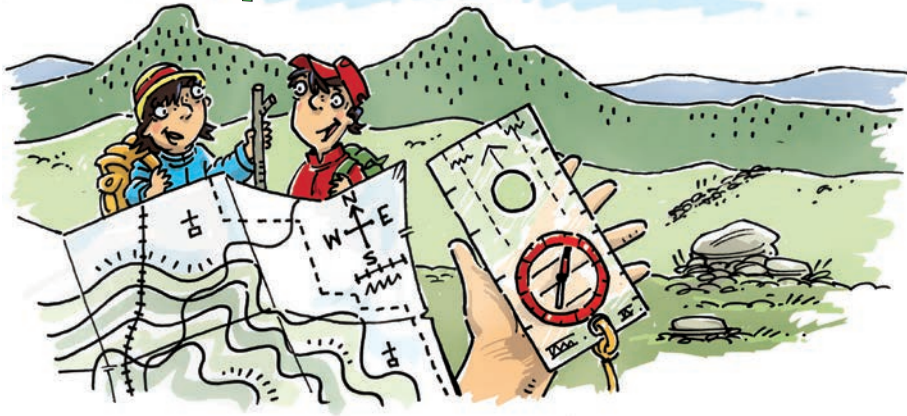
# Forces of Nature

## Wind



# Forces of Nature

## The Compass





# Forces of Nature

## The Sun



# Forces of Nature Environment

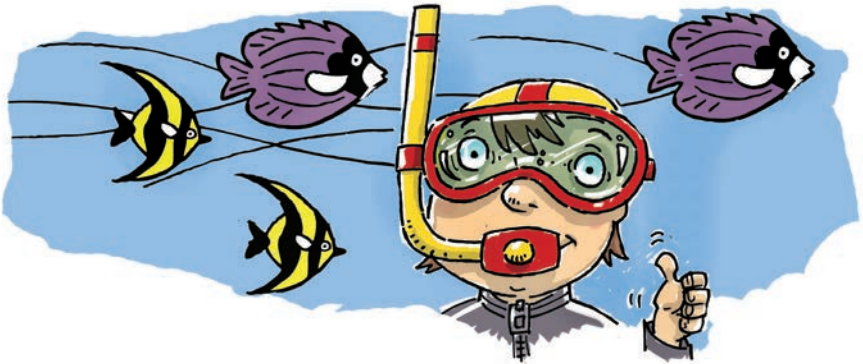
Bree Ruarc Conn





# Forces of Nature

## Water



# Forces of Nature Stars and Planets





# Forces of Nature

## Friends of the forest

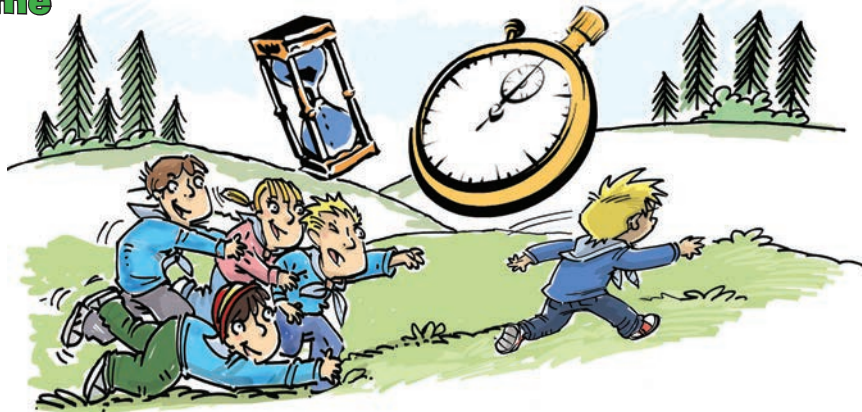


# Forces of Nature Magic





# Forces of Nature Time



# Forces of Nature Ropes and Fibres





# Forces of Nature Secrets of Healing



# Forces of Nature Growing Things



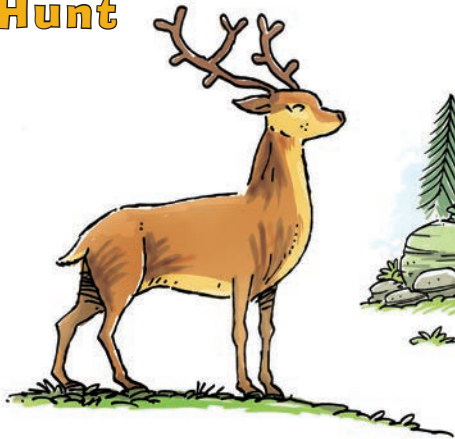


# Forest life Tracking



# Forest life

## The Hunt





# Forest life

## Caring for our Friends



# Forest life Backwoods Cooking





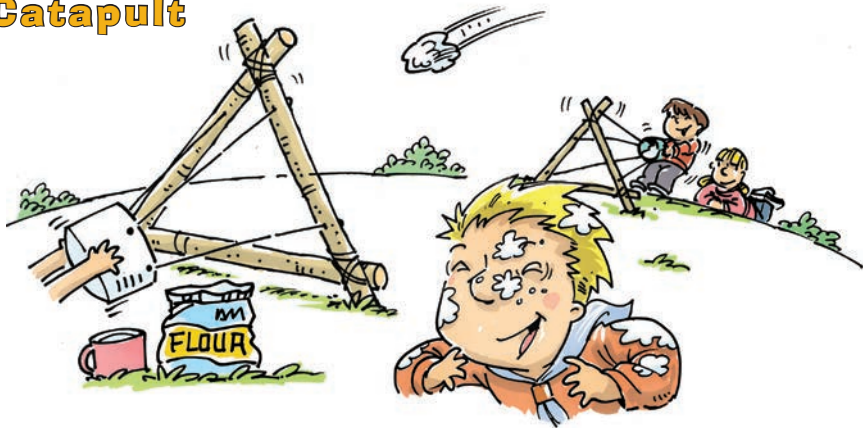
# Forest life

## Treasure Hunting



# Forest life

## Catapult

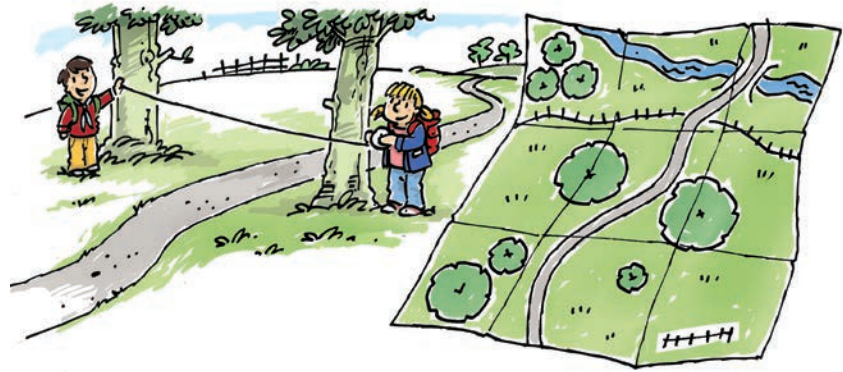




# Forest life Field Sports



# Forest life Map Making





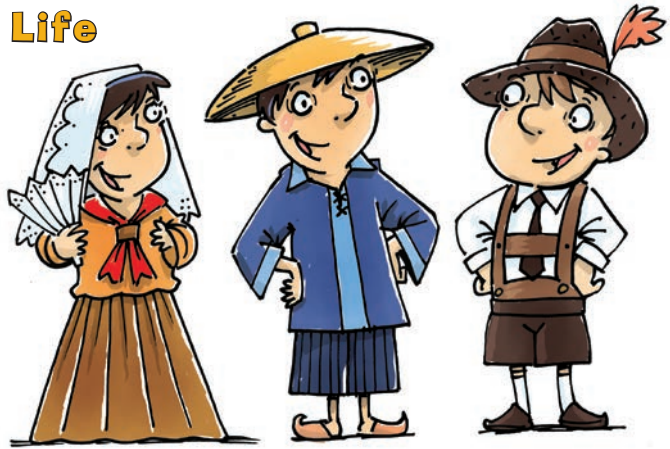
# Forest life

## Visiting the King's Land



# Forest life

## Tribal Life





# Forest life

## Help! Rescue



# Forest life Halloween

