

back into action!

BEAVER SCOUTS – BACK INTO ACTION - PRINTABLES

1. ARRIVAL & GAME CARDS

Cut these into cards and keep them in the Beaver box. Each one should take 5 -10 minutes.

NAME BOUNCE NAMES / ARRIVAL Stand in a circle. Say the name of the person you are throwing to before you throw the beanbag. Once everyone has had it, add a second beanbag. TIME: 5 mins KIT: 1-2 beanbags	FOUR CORNERS CHOICE / PROGRAMME IDEAS Put up CAMP / WOODS / WATER / COOKING. Beavers move to the one they would most like to do. Ask each corner for one idea. TIME: 5 mins KIT: 4 signs
ISLANDS CO-OPERATION Spread hoops around the hall. Beavers move until "ISLANDS" is called, then everyone must fit into the hoops. Remove one hoop each round. TIME: 5-8 mins KIT: Hoops	SQUIRRELS ENERGY / LODGE TEAM Each Lodge has a hoop as its store. Beanbags begin in the middle. One Beaver at a time carries one item back. Run for 60 seconds, count and reset. TIME: 5-8 mins KIT: Hoops + beanbags
CROSS THE CAUSEWAY LODGE CHALLENGE Each Lodge gets three stepping stones. Get the whole Lodge across the "lake" without touching the floor. If they solve it quickly, remove one. TIME: 10 mins KIT: 3 hoops/mats per Lodge	KIM'S KIT BAG QUIET RESET Show 10 items for 30 seconds, cover them, then Lodges draw or list what they remember. Reveal and check together. TIME: 5 mins KIT: 10 items + cloth
SILENT LINE-UP TEAMWORK / RESET Without speaking, line up by birthday month, height, first-name alphabet or number of people in the family. Run it by Lodge or as a Colony. TIME: 5 mins KIT: None	PACK THE TRIBE BAG HIKE PREP Put a rucksack beside a mixed pile of useful and silly items. One Beaver at a time adds one item. The Lodge then gets one minute to swap anything. TIME: 10 mins KIT: Rucksack + mixed items

2. LODGE STARTER KIT

The aim is to make Lodge life visible straight away: a small identity, a rotating responsibility and a task that matters.

CUT-OUT LODGE JOB CARDS

EQUIPMENT LEAD Collect the Lodge kit. Count it before the Lodge moves on. Return it at the end.	ROUTE LEAD Carry the trail card or simple map and help keep the Lodge together on the route.	REPORTER Bring one Lodge idea back to the Colony or answer for the Lodge at review.
DEMONSTRATOR After a Scouter shows a simple skill, show it again for the Lodge.	SET-UP LEAD Check the Lodge station is ready and reset it for the next group.	WELCOME LEAD Buddy with a new Beaver and make sure they know where to go and what the Lodge is doing.

LODGE IDENTITY – 10 MINUTES

OUR LODGE Lodge name: _____ Our sign / symbol: Our cheer (one line): Today's Lodge Leader: _____	FIRST TEAM TASK 1. Make a shape from one long rope without letting go. 1. Get the Lodge and one supply bag across the flooded causeway. 2. Sort 10 items into TAKE / LEAVE for a short woodland walk.
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3. LOG CHEW CHOICE KIT

Use these cards when the Colony needs ideas for the next programme cycle. One card per Lodge is enough. Five minutes of choosing is usually more useful than a long brainstorm.

GO Where could the Tribe go? A Woods, park, campsite, hill, water activity centre, local place or somewhere new?	MAKE What could we make? Food, shelter, craft, map, trail, flag, simple gadget or something for another person?	TRY What have we never tried before? A new game, skill, journey, food, way of travelling or challenge?
LEARN What would be useful or fun to learn? Tracking, first aid, tents, rope, maps, cooking, nature, water or another skill?	HELP Who could the Tribe help? Someone at home, another Section, the Scout Group, a local project, wildlife or the community?	OUTDOORS What can we do outside? Follow a trail, explore, build, cook, notice wildlife, play a wide game or go on a short journey?

LODGE DECISION MAT

OUR CARD	
THREE IDEAS	1. 2. 3.
OUR FIRST CHOICE	
WHAT WOULD MAKE IT AN ADVENTURE?	

4. CRANNÓG SKILL MISSIONS

FIONN'S TRAIL HOME FOREST LIFE • TRACKING Fionn has gone ahead to the Crannóg and left signs so the Tribe can find the way. Show three simple trail signs. The Lodge follows the trail, finds the message and then supplies to the Crannóg without touching the “water”. TIME: 15 mins KIT: Twigs/stones/chalk + message MISSION COMPLETE: The Lodge follows the trail and explains one sign.	ZENA'S FLOODED CAUSEWAY FORCES OF NATURE • MOVEMENT The causeway is underwater. The Lodge has three stepping stones and one bag of Tribe supplies. Get everybody and the supplies to the Crannóg without touching the “water”. TIME: 10 mins KIT: 3 hoops/mats + light bag MISSION COMPLETE: Everyone and the supplies reach the Crannóg.
STAR'S LOST MAP FOREST LIFE • NAVIGATION Star's map is missing four landmarks. Give the Lodge a simple picture map of the hall or grounds. Hide a token at each marked place. Find all four, then add one landmark of your own. TIME: 15 mins KIT: Simple map + 4 tokens MISSION COMPLETE: The Lodge uses the map to find all four places.	SPIKE'S SUPPLY LINE WAYS OF THE TRIBE • ROPEWORK A light supply bag is stranded beyond the bridge. Show one simple joining knot. The Lodge joins two short ropes and uses the line to pull the bag across a marked no-go area. TIME: 15 mins KIT: 2 short ropes + light bag MISSION COMPLETE: The ropes are joined and the bag is brought back.
MOON'S HELP CALL WAYS OF THE TRIBE • EMERGENCIES A Fox Lodge friend has fallen and grazed a knee. Using a mascot as the casualty, the Lodge must get a Scouter, reassure the casualty and bring the first-aid kit. Then practise a simple clean pad/bandage with guidance. TIME: 10–15 mins KIT: Mascot + first-aid kit MISSION COMPLETE: They know to get adult help and can show calm, simple care.	CASPER'S STORM SHELTER FORCES OF NATURE • BACKWOODS A storm is coming across the lake. Build a low shelter for the Fox Lodge mascot or two Beaver Scouts. Put newspaper underneath, give the outside a light spray, then allow one change before the second test. TIME: 15–20 mins KIT: Small tarp/sheet + rope/pegs + spray MISSION COMPLETE: The shelter stands and the inside stays reasonably dry.