

What's the big idea

Forces of Nature



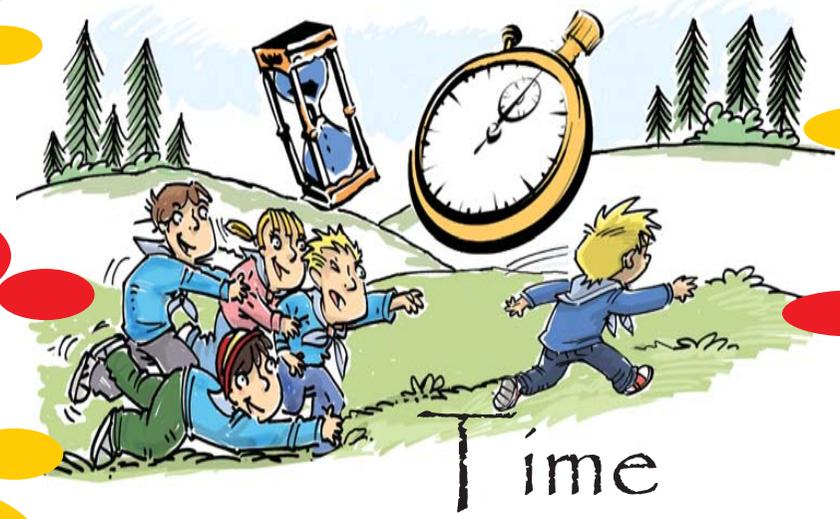
-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

Make a sand clock

Make a sundial

Make a "way of life" Clock

Play the "count a minute" game



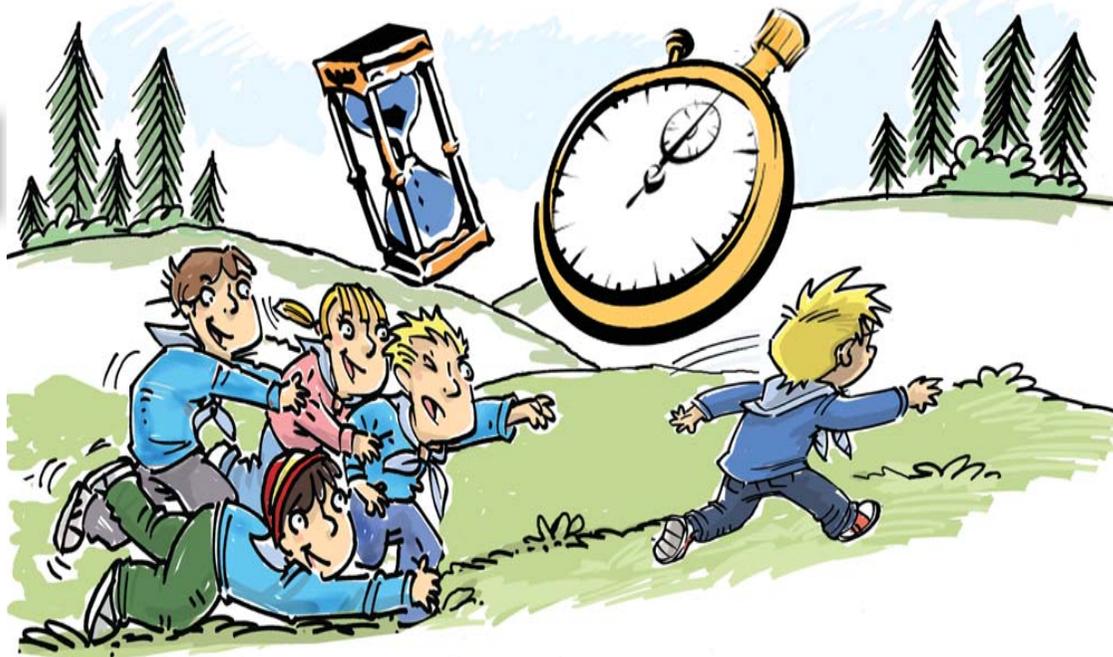
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This adventure is all about time - keeping time, speed, organising time, getting things done. Time is a force of Nature, the Sun rises and falls each day. So, there are many possibilities for adventure along these lines - time travel might be one for example. It can be a key theme to establish teamwork and getting things done on time and in an organised way.

From a 'Tribe' Theme point of view it is all about the 'warrior' who can move as fast as the wind or is quick and efficient at getting things done. The 'Tribe' also need to be able to tell the time so sun dials are important as are the moon and the planets.



Time

Ideas on what to do

Plan

Chat to the Beaver Scouts about keeping the time. Ask them about what time they do different things and if any of them have a watch.

Do

Get each Lodge to make an hour glass out of plastic bottles and sand. Use a straw surrounded by Play-Doh to join the two bottles together, put the sand in the bottom bottle and join the bottles. Set up a stop watch and check how long it takes for the sand to fall through the hole. Then hold time trails for all sorts of things.

Review

Do a time trial that each Beaver Scout tries to talk for exactly a minute and stops talking when they think a minute is up. They should talk about the recent activity for example.

Comments

Try to make a list of different things that it is possible to set a watch by like the postman or church bells...

Resources

2 plastic bottles. A straw. Any color play-doh you want. Scissors. Sand. Sturdy tape, and any decorations you would want to use.