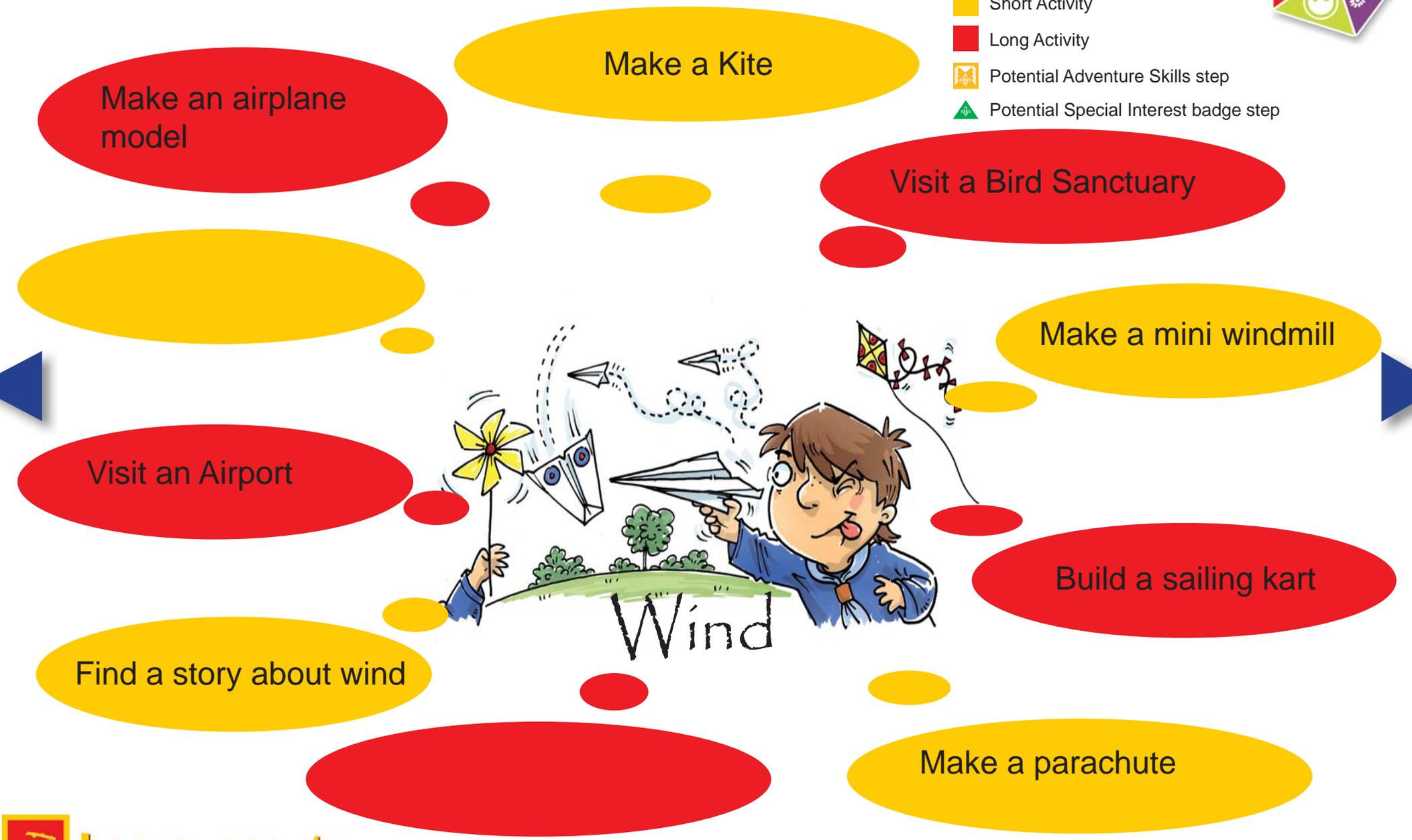


What's the big idea

Forces of Nature



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



What's the big idea

The wind is a vital and recognisable force of nature and every present. This adventure is concerned with all things associated with wind - windmills, kites, planes, hot air balloons, parachutes. In presenting the idea of wind as an adventure theme encourage the Beaver scouts to think creatively. The Beaver Scouts should create a solid adventure and then include skills and knowledge into the meeting leading up to the adventure. Kite flying days or perhaps some air scouting.

The wind is important to the 'Tribe' because it is an every present force of nature. The 'tribe' use the wind to power the sails on their canoes and turn the wheels of some of the machines in the village.

Forces of Nature



Ideas on what to do

Plan

Talk with a Lodge about the things they need to do to make a kite and to fly it. Chat about the different things that fly and these things come in all different shapes and sizes

Do

Plan with the Lodge what kind of kite they would like to make and go about making it. Some of the best materials to use are old pillow cases and iron wire hangers. Test out your designs and see how high up it can go.

Review

Afterwards sit down around the kite and write a message on the kite from everyone about what the thought and try to get it to fly again...

Comments

Why not build a sail for a kart and see is it possible for the wind to push the kart along

Resources

Old Pillow cases. Wire hangers. Fabric markers.



Wind