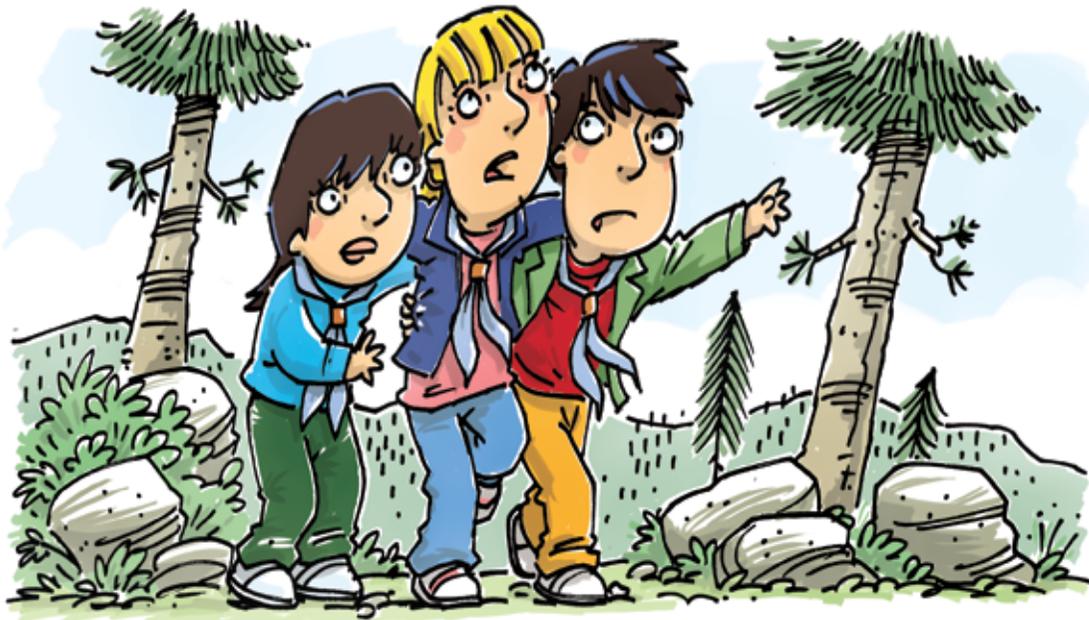




## What's the big idea

The idea of the help and rescue adventure is to allow Beaver Scouts to explore how they would deal with emergencies and get help. Backwoods skills and survival are key elements but also the skill to stay calm, assess the situation, make themselves safe and get help. How do they signal for help and how do they help the rescuers.

The 'Tribe' Theme is again at play if you use a story line that the 'Warriors' are out hunting for food or exploring the forest and an accident happens or they cannot return to the safety of the cannog before nightfall.



# Help Rescue

## Ideas on what to do

### Plan

Talk to the Lodge about what they would do if they got lost or needed to be rescued. Ask them do they know of any stories of people needing to be rescued. It could be stories of shipwrecks. As part of the planning they could make simple survival kits.

### Do

Run a scenario games where the Lodge goes to a quiet wood or any area away from towns. Come up with things that they could do like making signal flags or SOS signs on the ground. Kites can also be used for signalling. This could also be turned into a game of finding a lost Lodge and another Lodge tries to find them.

### Review

Messages in a bottle are ways of letting people know where you are. Why not do messages in a bottle to say how you got on in the activity or put things from their memory bags in them?

## Comments

Try to show them what they could do while they are waiting to be rescued like building a shelter

## Resources

Survival kits consisting of mirror, whistle, plastic bag for carrying water, piece of sisal etc...