

Getting started with the Beaver Scout Personal Journey.

Before working on the challenges presented in the Beaver Scout handbook, the 'game' of *Tribe* should be explained to the Beaver Scouts. The starting point for this is to introduce the *Fox Lodge*, the sample Beaver Scouts presented in the handbook (pages 11 to 16) who represent each of the six SPICES. Once the Beaver Scouts are familiar with the six characters, the 'mechanics' of the badge scheme can be explained (filling in dots on the maps, collecting stamps and ultimately being presented with a badge), after which a start can be made on the challenges themselves.

Meeting 1

The Scouters should introduce the handbooks to the Beaver Scouts, explaining that the book tells them all about being a Beaver Scout, and the game played in Beaver Scouts, which is called *Tribe*. They should explain that the challenge cards (pages 44 to 79) show them pictures of the type of things they might be doing during their time in Beaver Scouts, but that before they can start doing the challenges they need to know about the Fox Lodge.

A good idea would be for one Scouter to sit with each Lodge and go through pages 11 to 16 in the book. It should then be explained to the Beaver Scouts that when they come to the next meeting that they will have some games based on the Fox Lodge, so they should read over the pages again before the next meeting.

Meeting 2

For this meeting the *Fox Lodge Posters* should be put up on the walls around the meeting room. At the start of the meeting the posters should be identified to the Beaver Scouts.

Each Lodge should be presented with their set of *SPICES Matching Cards* and a race takes place to see who will be the first Lodge to put the cards into the six correct groups. Ideally one Scouter should work with each of the Lodges while they match the cards. When all the cards have been matched one Beaver Scout should explain about one Fox Lodge member to the rest of the Lodge. For example ...

"This is Fionn. His colour is red, and this is his symbol (holding up the SPICES symbol for social). He is friendly with everyone and likes playing with his friends."

After the matching game is complete a second game is played. For this all the Beaver Scouts should stand in the middle of the floor. A Scouter calls out questions relating to specific members of the Fox Lodge from pages 11 to 16 in the book. The Beaver Scouts should run to the appropriate poster on the wall. For example ...

"Which member of the Fox Lodge likes to solve puzzles?"

(Star, Intellectual)

"Which member of the Fox Lodge has this symbol?"

(hold up the SPICES symbol for Zena, Physical)

"Which member of the Fox Lodge is the colour purple?"

(Moon, Emotional)

Meeting 3

Replay the question game from **Meeting 2**. After the initial questions, the Scouter should ask questions about which member of the Fox Lodge would like certain Beaver Scout activities. Again the Beaver Scouts should run to the appropriate poster on the wall. The Scouter should bear in mind that there may be more than one correct answer for these questions, so rather than telling the Beaver Scouts that they are right or wrong, he/she should ask a few Beaver Scouts why they chose their particular member of the Fox Lodge. For example ...

“Which member of the Fox Lodge would like to go for a hike in the woods?”

(Zena likes doing exercise, Fionn likes to be with his friends, Casper likes discovering nature)

“Which member of the Fox Lodge would like to learn how to put up a tent and sleep in it for a night?”

(Star likes to learn new things, Fionn likes to be with his friends, Spike is afraid of the dark but wants to give it a go)

Meeting 4

The first challenge from the handbook should be carried out. This activity (chosen by the Scouters) should be fairly simple, and should leave plenty of time for a review afterwards. In preparation, the six Fox Lodge Posters should be put up in a row on one wall of the meeting room in a prominent position. Based on the challenge selected, some of the posters should be turned back to front (those whose flags on the side of the challenge page in the handbook are not coloured in). For example ...

Ways of the Tribe – Markets and Trading ... the posters for Emotional and Spiritual should be turned back to front, while the other four should remain visible.

Before the activity begins, the Scouters (one to a Lodge), while referring to the posters on the wall and the challenge page in the handbook, should explain that the Beaver Scouts can gain four SPICES points, one each for Fionn (Social), Zena (Physical), Star (Intellectual) and Character (Spike), if they complete the activity.

The activity is then carried out, after which the Scouters sit again with the Beaver Scouts in their Lodges. They have a quick chat about what the Beaver Scouts liked about the activity and what they might have learned while they were playing the activity. They then introduce the maps and bags to the Beaver Scouts and ask them to identify the SPICES symbols on the map. They can explain that the Beaver Scouts can earn one badge each year if they collect enough SPICES points (ideally the Scouters would have samples of the badges to show the Beaver Scouts). To illustrate this they colour in the first four dots (for the ‘Markets and Trading’ activity) for each Beaver Scout in the Lodge.

Meeting 5

A second challenge from the handbook should be carried out, following the same approach as for **Meeting 4**. At the end of the meeting the meeting the Lodge Leaders should be asked to look through the challenge cards for the following week and to pick one challenge that they want to undertake.

Meeting 6

During this meeting one Scouter should sit down with each Lodge and the Lodge Leader should explain what challenge card they have picked. The Lodge should suggest some things to do based on the card. The Scouter should note down the ideas presented by the Beaver Scouts on a chart. At the end of the meeting these charts (one per Lodge) should be displayed on a notice board and it should

be explained to the Beaver Scouts that over the following weeks they will be carrying out challenges based on the ideas they came up with.

Some considerations

- In allowing the Lodge Leaders to pick challenges, the Scouters may want to narrow down the choice. So for example, each Lodge Leader may be asked to choose one challenge from a selection of three picked by the Scouters. This will allow the Scouters to put some thought in advance to the type of activities that the cards suggest.

- Another way of choosing a challenge is to put a number of **Challenge Posters** on the walls. The Beaver Scouts are given some time to look at the challenges and then on a signal must run in their Lodges to the challenge they most want to do. A Scouter can then sit with each Lodge and ask the Beaver Scouts what ideas are suggested by the challenge card that they have picked.

- It is during the review of each challenge that the Scouters will determine whether or not learning in the various SPICES took place. However, Scouters should initially simply concentrate on finding out what the Beaver Scouts liked (or disliked) about the challenge and what general things they have learned, rather than trying to determine if learning has taken place in each of the SPICES covered by the challenge. That can follow later on when the Scouters have become comfortable with the whole process.

- Some consideration should be given as to how the Beaver Scouts will earn their SPICES points during the challenge. Initially it makes sense to keep this as simple as possible, so points may be earned for simply taking part in both the activity and the review. Where all the Beaver Scouts taking part in a challenge are working towards the same badge then this is relatively straightforward. Where there are Beaver Scouts working towards the three badges (Bree, Ruarc and Conn), some thought should be given to the different degrees of participation required to earn the SPICES points.

So for example, the challenge being undertaken might be 'Ropes and Fibres', for which the Beaver Scouts are being taught different knots after which there will be a knot tying race. The following might be expected of each group to achieve their SPICES points:

- Bree: Beaver Scouts should learn the basic knot such as a reef knot.
- Ruarc: Beaver Scouts should learn the advanced knot such as a clove hitch.
- Conn: Beaver Scouts should help the others to learn their knots.

In general the idea is that while all the Beaver Scouts take part in the same challenge, their role of what they must achieve during the challenge will be different based on which of the three badges they are working towards.



Fionn



Zena



Star



Spike



Moon



Casper