



ONE PROGRAMME – A guide to the beaver scout programme.



Principles

The colony is broken into small groups called lodges.

All parts of the scout method are equally important.

Log chews are used to Plan & Review.

The beaver scouts are offered choices to help plan the programme cycles.

The beaver scouts use characters to help identify the SPICES

Symbolic Framework

The Storyline behind the Beaver scout programme is along a tribal system.

The Beaver Colony is known as a Tribe, the tribe meets in the "Crannóg" (which is an island in the middle of a lake). There are three ranks in the Tribe, they correspond to the three stages of the beaver scouts journey: Bree meaning Noble (year 1), Ruarc meaning Champion (year 2) and Conn meaning Chief (year 3). They progress individually through the ranks of the tribe and through their own personal journey under the guidance of you the Scouter. The Scouters are the Elders of the tribe and are full of wisdom and knowledge.



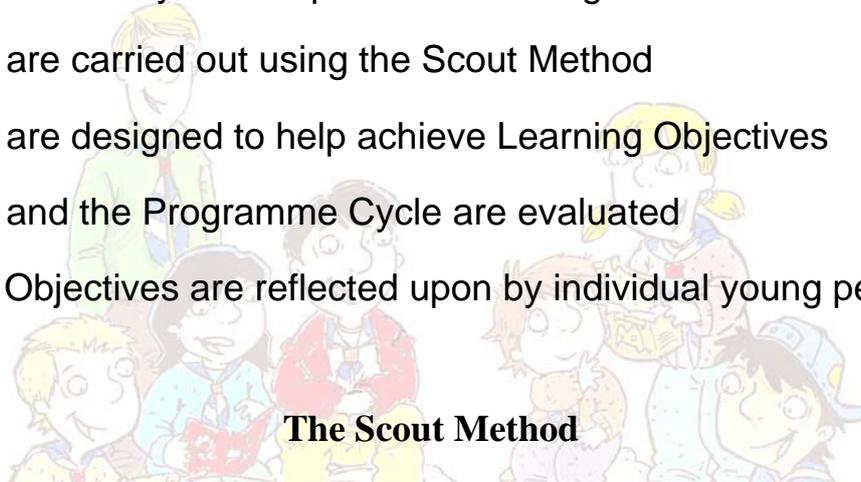


How the Programme Works

Young People plan their implementation of the Youth Programme in the form of Programme Cycles in partnership with Adults.

In simple terms the beaver scouts have an active say in what they do at beaver scouts. This is done in an age appropriate way giving the beaver scouts choices.

- The Programme Cycle is implemented through Activities
- Activities are carried out using the Scout Method
- Activities are designed to help achieve Learning Objectives
- Activities and the Programme Cycle are evaluated
- Learning Objectives are reflected upon by individual young people



The Scout Method





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Beaver Programme

The beaver programme is designed to be an age appropriate unique personal journey for each beaver scout. Therefore there is no prescribed method for completing the journey.

The beaver scout does not need to be aware of the learning objectives but should be aware of the six SPICES. The beaver scout should be aware of the character that represents each of the SPICES.

Example :

Area of Personal Growth – PHYSICAL

Educational Objective - Taking Care of Myself

Learning Objective - Understand what food is good for me

Character – Zena

Challenge where SPICE stamp can be earned

1. Market and trading

5. warrior training

6. the highland

12 festival

15 the sun

16 environment

17 water

28 backwoods

36 halloween



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Most scouting activities hold the potential to hit all thirty six learning objectives through various tweaks on the challenge or how the challenge is perceived.

The scouter should be aware of the learning objectives and should clarify when needed at a log chew.

A tool has been developed to easily identify what learning objectives can be achieved in each of the activity challenges. See below.

The beaver scouts should plan what SPICES they can achieve in an activity. While doing the activity the beaver scouts should be aware that they are doing a SPICE and place something in their memory bag. During the review of the memory bag the SPICE stamp should be placed on the map and book marked.

Lodge System: The beaver colony is the full group, using the scout method we break the colony into smaller groups called Lodges. Each Lodge has between 6 and 8 beavers. Each Lodge has a lodge leader that has small responsibilities to help with the running of the lodge, e.g tidying away the pens etc. There can be an assistant Lodge leader to help. The Lodge leader will wear an armband with the beaver logo on it. The armbands are transferable and the role is seen as fluid.

There is also a leadership neckerchief available, this can be given to a beaver scout if they are leading a hike etc.

Personal Progression scheme - In the Beaver Handbook on the back pages, there are 36 challenges arranged in suitable adventures for the Beavers to partake in. These are derived by the learning objectives. The learning objectives are shown below. Each learning objective has been adapted in a child friendly and appropriate manner into a picture with the only text being the heading. The pictures have been selected so as to encourage creativity and discussion. The idea is to hold a log chew on meeting planning, the beaver scouts can be guided to view certain pages and are asked to come up with ideas that they feel can be done at the meeting or activities around that picture. If





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the beavers are struggling for ideas the scouters can help and suggest ideas. The scouters can get some ideas from Scouts.ie if required.

Each picture outlines the particular SPICES associated with that adventure. It is up to the Scouters to help the Beavers to choose the challenges to cover all the spices. Each adventure can be visited once each year with a different slant taken each year. The challenges should be progressive. During the planning stage the beavers should be aware of what SPICES that they are working towards. They should know what they did to achieve the challenge and when reviewing understand what they learned.

Once the adventure has been reviewed the beaver colours in the triangle in their handbook to show that they have covered that learning objective in that area as a Bree, Ruarc or Conn. The beaver will have covered one or more SPICES and will have earned the right to colour in the next space on the map for that SPICE. When they have the full box completed they get you a stamp in the box. All six boxes should be completed before moving to the next stage. It is possible with a little planning that several learning objectives can be completed at the same meeting or on activities.

The memory bag is used to help review at the log chew.

Adventure Skills: This is covered in a separate handbook, there are 9 adventure skills and 9 stages in each skill. Level 1 & 2 are the most appropriate to beaver age groups and ability but in theory a beaver scout can achieve level 9.

Special Interest Badges: There are five Special Interest Badges. They can take up to three challenges in their time in beavers per section and they must have completed all challenges in section 1 before they can move on to any of the challenges in section 2. A special form can be downloaded to help with special interest badges.

Activities - It is through challenging events and activities that the beaver scouts can demonstrate their skills.



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The Beaver Scout Handbook .

The beaver scout handbook is a small handbook designed to fit into beaver hands. It has hard cardboard pages similar in design to a colour chart. It is fun , colourful and unique.

The front 36 pages explain the story of beaver scouts , introduce the characters and explain about the various challenges along the way.

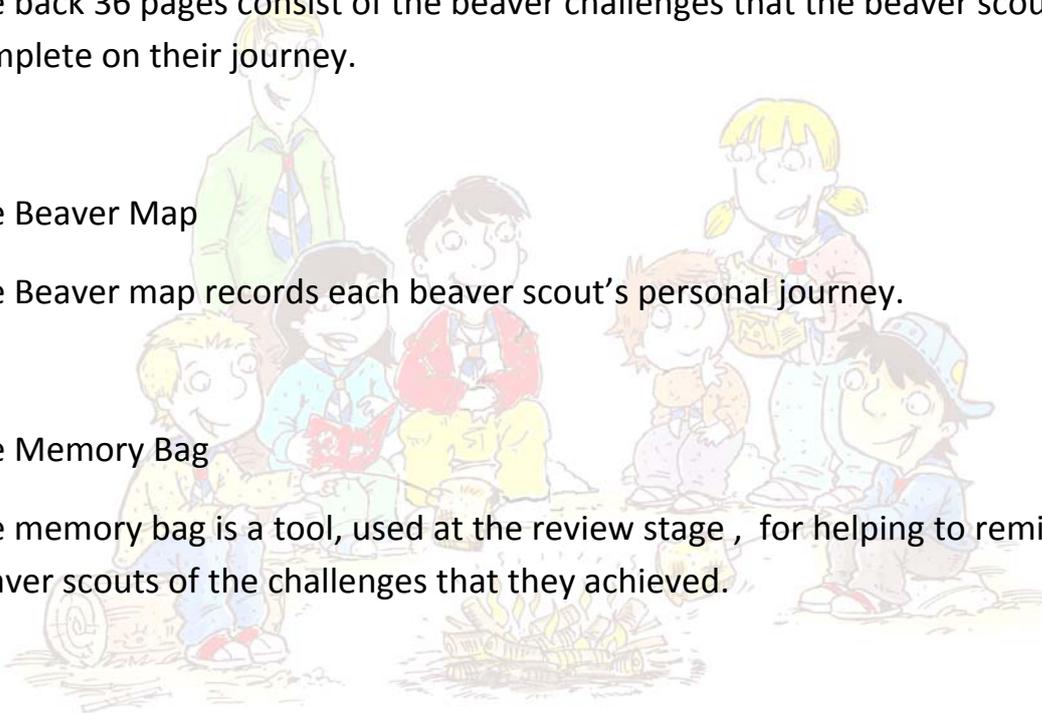
The back 36 pages consist of the beaver challenges that the beaver scouts complete on their journey.

The Beaver Map

The Beaver map records each beaver scout's personal journey.

The Memory Bag

The memory bag is a tool, used at the review stage , for helping to remind the beaver scouts of the challenges that they achieved.



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Example of Learning Objectives as Outlined in Document

Physical

Understanding my body and my physical capabilities, while developing skills through appropriate physical challenges.

Taking Care of Myself			
Pre-Adolescence	Early Adolescence	Adolescence	Post Adolescence
Understand what food is good for me	Demonstrate that I know the benefits of good nutrition & a balanced diet	Demonstrate that I play an ongoing & active role in maintaining my own dietary health	
Know the importance of cleanliness	Take responsibility for personal hygiene and the impact it has on others		
Be active & exercise regularly	Explore & understand the benefits of a healthy and active lifestyle	Protect and maintain my health through my choice of a healthy balanced lifestyle. Be responsible for my physical development	



The Learning Objectives were developed across all the Stages of Development .

The following are all the learning objectives developed for the age range of beaver scouts.

<h2>Social</h2>							
<h3>Fionn</h3>							
Be Welcoming and include others in the things I do	Explore how others communicate	Understand that it is important that I am considerate and help others	Be a Friend	Understand that everyone is different	Understand & demonstrate how I use the Promise in my everyday life	Demonstrate my understanding of my own culture	Explore the traditions & cultures in my own and other societies

<h2>Physical</h2>					
<h3>Zena</h3>					
Understand what food is good for me	Know what affects my body	Identify people, places and situations that may threaten my safety and know how to keep safe	Be active and exercise regularly	know my body and how it works	know the importance of cleanliness



<h1>Intellectual</h1>						
<h2>Star</h2>						
Be open to Challenging myself	Be imaginative and creative	Explore	Be an active participant in a small group	Find out how learning can be fun	Question	Learn to make choices and decisions

<h1>Character</h1>						
<h2>Spike</h2>						
Identify the things that I do well and those that I don't do so well	show that I always try to do my best	Learn about respecting others	understand what injustice, inequality and conflict are .	Experience the power of imagination and dreams	Know the scouting spirit	understand the ideas of right and wrong
Be kind to others and don't do harm						





Emotional

Moon

Know that it is OK to talk to people I trust about how I feel.	Understand that other people have feelings.	Understand that everybody is unique and important.	Understand what makes me feel the way I do.	Be aware that my feelings are normal and can change.	Know that my feelings can affect what I do	Explore what is important to me	Be able to understand what things are challenges to me.
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Spiritual

Casper

Participate in an expression of faith.	Experience the beauty of nature.	See God in the world around me.	Be aware in the wonder of God.
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