

## Bring-a-Buddy Jumpstart - Colony

			Theme: Team work	
<b>Date:</b>				
<b>Time</b>	<b>Duration</b>	<b>Activity</b>	<b>Program Details</b>	<b>Leader Responsible</b>
		Gathering Activity	Blanket Ball	
6:30pm	10 mins.	Opening Ceremony	As per colony traditions	
6:40	5 minutes	Ice Breaker Activity	Naming Circle	
6:45	20 minutes	Theme Activity	Obstacle Race Construction	
7:05	10 mins	Story	Friends of the Forest (condensed)	
7:15	10 min	Lodge Activity	Finger Print Friends	
7:25	5 minutes	Closing Ceremony	As per colony Traditions	
7:30		Dismissed		

### Hints and Tips:

If the weather is suitable, conduct as much of the meeting outside as possible. Define the boundaries you need with orange cones or chairs (grouped for the parents to sit on).

#### Gathering Activities

During drop off it can get very busy. Make sure there is an area visible as a greeting station. Have some Leaders greet people as they enter the play area. Have senior youth and Keos greet the youth and take them over to the gathering game. Make sure the instructions are explained and the youth are included in the game.

Leaders need to be available to facilitate the sign in process, explain to parents what is planned for the evening, what is expected of the youth and parents, what happens after this meeting. Many parents may be reluctant to leave their children with adults they are not familiar with. Provisions should be made for parents to also participate in the meeting activities or a place for them to observe.

By having the new parents sign in their children shows Leaders play an active role for their child's safety, responsibility and proper training and a contact list for future use by the colony. A sample is provided on page ?

Gathering activities for FriendFest meetings should be chosen carefully. The activity should accommodate any number of children. The rules/instructions should be intuitive so that very little time is spent explaining and more time is spent playing. It needs to be an activity with no defined beginning or end (new players can join at any point) and very little skill is necessary.

### Opening Ceremony

The current Beavers are expecting your opening ceremony as a trigger to signal the meeting has started. The new Friends should share in this tradition and should be welcomed into the tradition as part of the colony. The leaders responsible for opening the meeting should take the time to explain what is happening and why. Perhaps a seasoned white tail could be asked to explain why the Beavers are participating in “Feeding the Beaver”, “Building a Dam” or other opening traditions. Make sure the new Friends are welcomed, included and buddied-up with a current Beaver. Providing an explanation of the evening’s events may help alleviate some stress and build excitement with the youth.

### Closing Ceremony

It’s always nice to have a disciplined and orderly ending to the meeting. However, many of the new friends will not be familiar with the routine and many current Beavers will be too excited by the special evening to perform on queue. At this point many parents will be present and observing. Keep it friendly and less formal but in control. Take the opportunity to explain what is happening to everyone step by step. That way the current Beavers will be reminded and the new Friends will be included.

Thank the current Beavers for taking the time to invite their friends and the new Friends for joining the meeting. Let the youth know that information is available for them to take home if they are interested in joining. Make sure everyone has a craft or small gift to take home as a reminder of the meeting.

## Activity Details:

### Blanket Ball

*Equipment* – One large sheet, blanket or a parachute and one ball for every 6-10 youth.

#### *How to Play* –

The children stand around the blanket holding the edges. Place the ball into the centre of the blanket and tell them to make it hop. It takes a collective effort to make the ball hop and catch it on the blanket again. After they get good at it, add variations such as rolling the ball around the outside edge of the blanket, or from side to side. If they get really good, they can try to toss the beach ball from one blanket to another.

### Naming Circle

*Equipment* – none

#### *How to Play* –

Players get into a big circle and put their arms around one another’s waists. Each person finds out the names of the people on either side of them. The circle begins to shuffle very slowly to the left and keeps going until the first (predetermined) person shouts stop. That person calls out the name of someone else in the circle (that has not previously been chosen). And then starts the movement again by shouting Go. The newly selected

person shouts stop, names a new person and the game continues. The Leaders should also play the game or be ready to assist the Beavers to select some of the youth that have not been called upon.

### Obstacle Race Construction

*Equipment* – Each lodge leader should bring in 4-6 props to give their Lodge a selection to make their own obstacle track. Ie, Over sized shoes and clothes, tricycle, hoola hoops, broom stick (held low by assisting parents), old tires, ladder etc.

### *How to play* –

The equipment brought in for each lodge should be piled separately. Indicate to the Beavers where their lane is for the obstacle track. Ask them to work as a team to lay out an obstacle course using the equipment provided. Have them test the course and make adjustments.

Once all the tracks are ready have the Beavers rotate through the different tracks built by each of the lodges. Don't keep score.

### Story

Friends of the Forest (condensed version)

Written by Andrew Paterson, 7<sup>th</sup> Kanata, Colony A

### Introduction:

People live as families in houses. Our houses belong to a neighbourhood and a bigger community. A Beaver's family is called a colony and their houses are called lodges. These lodges are made of large sticks and mud and are assembled by the Beavers in a pond. To make sure the Beaver's have lots of water around their lodge they often build dams to block the water from leaving the pond.

Today we are meeting as a Beaver colony. In our Beaver colony are lodges or smaller group of beavers. (*Give examples of lodge names*)

In our story, there is a beaver colony. Big Brown Beaver, who is very wise and well liked in the forest, had a very important announcement to make. Big and little beavers (*just like you*), gathered around to hear the news. "Some people have come to live in the clearing by the river bank" said Big Brown Beaver. (*Did we make a river bank?*). **TIC TAC** the squirrel told Big Brown Beaver they were called the Jones family.

The beavers swam down the river to see the family of people. The beavers were very quiet (*just like we are now*). One of the family members saw the beavers first. Then the other five members turned around and saw the beavers (*has anyone seen a beaver?*). The beavers watched the Jones family carefully to see if they could pick names for them. The person, who saw the beavers first, they called **HAWKEYE**, because he had eyes like a hawk. They saw someone wearing many colours and called her **RAINBOW**. They saw a person who they thought was very smart and moved by using a wheelchair. They called her **RINGTAIL**, because she was as bright as a Raccoon. One of the Jones had sparkling

eyes and when she smiled, it made the beavers feel warm inside (what is a good name for this one). They called her **SUNSHINE**. Another family member was having fun splashing in the water, they named her **BUBBLES**. There was a boy who had red hair, so they called him **RUSTY** for the color of his hair. And so the names went.

That night as the beavers were getting ready for bed a storm was starting, (*what happens sometimes in a storm?*). We have **LIGHTNING** and **THUNDER** and lots of rain. The rain was so much it washed away their dam. Well the beavers did something very important; they worked very hard together and fixed the dam. This was their law. They always helped each other out. This is also our law (*does anyone know what it is?*) **BEAVERS HAVE FUN, WORK HARD, AND HELP THEIR FAMILIES AND FRIENDS.** (*Do we have fun at our Beaver meetings?*)

After the beavers had fixed their dam they were very hungry. They all went out, gathered food and brought it back to their lodge. **Malak** the owl, explained to **TIC TAC** that the beavers shared everything... and this is our motto: SHARING, SHARING, SHARING.

The long day of having fun, working hard, helping and sharing by the beavers, had shown the Jones family the ways of nature. As the beavers went to sleep, Big Brown beaver explained that this was the beaver promise: **TO LOVE GOD AND HELP TAKE CARE OF THE WORLD.**

### Finger Print Friends

*Equipment* – One Ink pad per lodge or tempera paint, paper, markers, pens or pencils, wet wipes for clean up.

#### *How to make –*

Provide a plain sheet of paper, or one prepared with clip art (see attachment) to every Beaver in the lodge. Make sure they all put their name on their paper. If using an ink pad, press your left thumb into the ink pad, and then press it onto the paper. Have the Beavers add details to make the print into a self portrait with eyes, hair, arms/legs. Have them label their finger portrait before exchanging papers.

If using tempera paint, pour a small amount onto a lid or plate. You may need to gently dab the excess paint off your thumb before printing.

Once all the Beavers have completed his/her paper have them rotate papers until each Beaver's paper has portraits from all their lodge friends. They can take this home as a reminder of their Bring a Friend meeting.

### Appendix:

Bring-a-Friend Attendance sheet

Decorated page for Finger Print Friends craft



# Friends I met at Beavers

