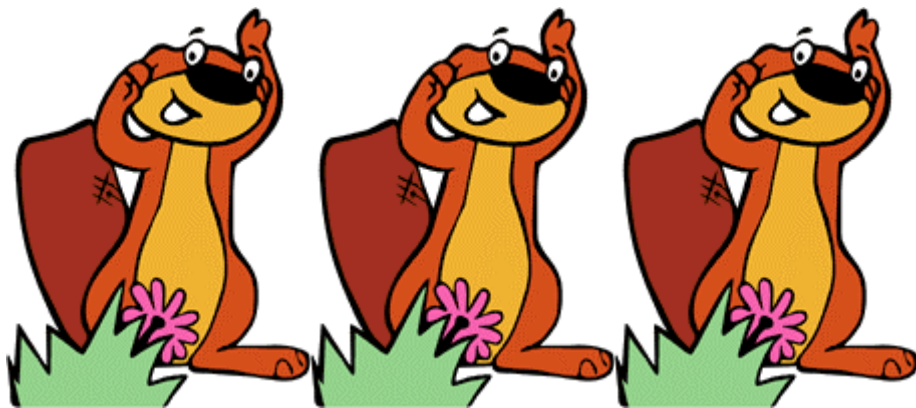




101
Games for
Beaver
Scouts



In order to play the games in this book your Games Box should consist of the following:

- Cardboard tubes
- Empty Matchboxes
- Pieces of card
- Felt Pens
- Large Dice (enough to have one for each Lodge)
- Whistle
- Tennis Balls
- Large Soft Ball
- Bean Bags
- Empty Pop Bottles
- Newspaper(s)
- Chalk
- String
- Plastic Cups
- Plastic Plate
- Paper and Pencils

For the games more suited to a party you will also need:

- Smarties
- Spaghetti (cooked)
- Chocolate Buttons
- Straws
- Balloons

There are also games for use with a parachute

Games

The Lost Boys

This game can be played as a whole Colony, or in smaller groups. The one who is "it" leaves the room. Everyone changes places and one child is chosen to be covered with a blanket. When "it" returns he/she has to guess who is under the blanket.

Crocodiles

Four Beaver Scouts are chosen to be crocodiles and the rest choose an animal they wish to be. Everyone circulates and, at a signal, the crocodiles seize their prey. The Leader calls out the name of an animal and if that animal is captured by the crocodile, they then become another crocodile.

Sticky Toffee

This is a game of tag. Everyone runs off and "it" chases them. As soon as "it" touches one of them they join hands and both try to catch the other players. Each time someone is touched they join the line, the chain becomes long and the last player is the new "it".

Rainbow Game

Have a collection of cards all colours of the rainbow, and put them on the walls around the room. The Leader then calls out an item and the children have to run to the card of that colour, for example, Leader calls "grass" and they all run to green, "sunshine" and they all run to yellow and so on.

The last person to reach that colour is out for one go and gets to call the next colour, then rejoins the game.

Sammy Smartie Game

Each lodge has a saucer with about six smarties on it. One player leaves the room and the remaining players select a specific smartie to be Sammy. The player then returns to the room and starts to eat the smarties, one at a time. When he/she touches the chosen smartie the others call out "Sammy Smartie" and the game stops. Start the game again until everyone has had a turn.

Build a Tower

Each lodge has a selection of identical objects, for example, cardboard tube, matchbox, piece of card and so on, and a dice. Shake the dice in turns and each time a six is thrown, an object can be selected and used to build a tower. The Beaver Scouts will learn that care is more important than speed.

Caterpillar Crawl

Leader calls out instructions and players respond to commands for example: Caterpillars crawl – the players all crawl, Butterflies – the players "fly" around the room arms out, Pupate (to become a chrysalis) - stop and curl up in a ball on floor and stay perfectly still.

Alarm

All the Beaver Scouts lie at one end of the room in one big line. Then they take off their shoes and neckerchiefs and woggles and place them at the top of their head. The Leader blows a whistle and each Beaver Scout must jump up, put on his/her belongings and run to the other end of the room as quickly as possible.

Skittles

The Beaver Scouts all stand in a line against a wall and the leader bowls a ball at them to try and hit them on the legs (Soft Ball). The Beaver Scouts have to jump to avoid being hit. No-one is out whether hit or not.

Clap and Catch

The leader is in the centre of the circle throwing the ball to each beaver Scout in turn. As the ball is thrown a number is called out and the Beaver Scout has to clap that number of times before catching the ball. If the ball is dropped the Beaver Scout has to run round the outside of the circle and back to their place.

Pasta Relay

You need a bowl of cooked spaghetti for each lodge and a fork or implement of some kind to pick up the spaghetti. On the word "GO", one team member at a time goes to the bowl of spaghetti and has to unravel one strand of the pasta and carry it back to their team without dropping it, but holding onto it is not allowed. To make the game more interesting, when cooking the spaghetti add a little food colouring to the water and you will end up with coloured spaghetti.

Bean Bag Balance

Use chairs or empty lemonade bottles and make an obstacle course for each lodge. The Beaver Scouts must balance a bean bag on their head and weave in and out of the course. If they drop the bean bag they have to go back to the beginning and start again. Winners are the first lodge with all Beaver Scouts back.

Hot potatoes

Sit down in a circle with one person in the middle, who is blindfolded. A hot potato (Bean bag or ball) is passed around the circle from one person to the next until the person in the middle yells out "hot potato" and a number up to twenty. The potato is passed along, with the players counting softly until the chosen number is reached. Then they all yell "hot potato" and whoever has the potato in their hands takes the place of the person in the middle, and the game continues.

Lot of Bottle

Players form a circle within which stands the bottles. A brave player is chosen to guard the bottles and he/she also stands inside the circle. On the word "GO", the football is thrown into play. The players outside the line must try to knock over the bottles which the chosen player may defend. See how long the defender succeeds before choosing a new one.

Newspaper Line Tear

Each player has a piece of newspaper and on the word "GO", they must try to tear as long a strip of paper as possible in the given time. See who can tear the longest unbroken strip in, say four minutes.

Blanket Volleyball

Teams of four to six players hold a blanket each. The team with the ball tosses the ball from their blanket to another team's blanket. A point is only scored if the other team catches the ball on their blanket.

Sharks (parachute game)

Hold canopy and start waving it like a gentle sea. A Beaver Scout is chosen to be "IT". He/she starts to wave with one hand over their head like a shark's fin under the canopy. The shark swims for a while and then grabs someone and pulls them under. That person becomes the shark and the old shark, takes their place holding the parachute.

Alligator Sweep (parachute game)

Like sharks but the players sit down on the floor with their legs stretched out under the canopy. At the start the alligator pulls the victim under the canopy by the legs. The two alligators then look for more victims, until everyone is under the canopy.

Escape

Beaver Scouts stand in a circle a little distance apart from each other. One Beaver Scout is chosen to be the escaper and one the jailer. The jailer sits in the middle of the circle. At the word "GO" the escaper runs in and out of the circle before returning to his/her place and then reaching the safety of the chair. During this time the jailer is trying to catch him/her by following them by the same route. If the escaper is captured a new escaper is chosen and, if the escaper is not captured they swap places for the next turn. The game continues until everyone has had a go.

Skittle Game

You need around 12 skittles (empty lemonade bottles will do). Split the colony into two teams, who are each placed behind a base line at opposing ends of the room. In front of each team base line, six or more skittles are placed at irregular intervals across the room. A large soft ball is supplied and given to the team which wins the toss. The ball must be thrown at the opposing teams skittles in an effort to knock them over. The opponents retrieve the ball and throw it at their opponents' skittles. This continues until all the skittles belonging to one team are demolished. If the game gets too easy with a large ball, try a smaller ball.

Moon Rock

Give each Beaver Scout a mat or a piece of paper to put on the floor, then they blast off into space, by running round the room. Leaders remove one mat. Beavers then return to their mats when the whistle is blown. This should leave one Beaver Scout out each time. The Beaver Scout who is out then blows the whistle for blast off and goes to stand on a mat. He/she then blows the whistle again for returning to the base. The next Beaver left out is given the whistle and the game begins again.

Beaver Pond

You will need four fairly large signs reading: Dam, Lodge, Cottage, Forest and they you will need to put them where they can be seen. The leader calls out one of the four names and all Beaver Scouts run to the correct sign and do the appropriate action.

Dam – bend over one behind the other to represent a dam

Lodge- form a circle with arms above heads to represent a lodge

Cottage – stand in a square linking arms

Forest – stand in a circles swaying back and forth to represent trees

When the leader calls DANGER, the Beaver Scouts all slap their hands on the floor to represent danger. Instead of eliminating Beaver Scouts, the last one down on the call DANGER could be the caller next time.

Mr Beaver

Beaver Scouts join hands and make a circle with one sitting in the middle. The Beaver Scouts march round him/her saying "Hey Mr/Mrs Beaver sitting on a log, you can't catch me". They then break hands and run away until one is caught by the Beaver Scout sitting in the middle. The one caught becomes Mr/Mrs Beaver and the game continues.

Heads and Tails

Divide the Beaver Scouts into two teams. Each Beaver Scout grasps the waist of the person in front. The "HEAD" (first in the team) has to catch the "TAIL" (last in the opposing team), by dragging everyone with him/her. Anyone letting go of the chain becomes the "TAIL". If the "HEAD" touches the "TAIL" that team wins a point and all players change places until everyone has had the chance of becoming a "HEAD" or a "TAIL".

Sweet Pick Up

Line the Beaver Scouts up in their lodges, give each a plastic straw. At the end of the hall pile chocolate buttons on a plate, one pile for each lodge. Each Beaver Scout must take it in turns to run up to the plate and pick up a button with the straw. He/she must run back to his/her team line and the next one can go. Once he/she has returned, they can eat their button. This continues until all buttons on the plate have gone.

Beavers

All the Beaver Scouts have a straw and a paper Beaver about 30cm long. They all line up in their lodges at one end of the room. When the whistle is blown they first one in the line must go down on all fours and with the straw, blow the paper Beaver up to the other end of the room and back again. This continues until all Beavers in the lodge have had a turn.

Birthday Cake

Give each Beaver Scout the name of an ingredient of a cake (Fruit cake is good as it has many ingredients). The leader reads out a story of someone making a cake and each time an ingredient is read out the Beaver Scout with that name runs to the opposite end of the room

and back again. When the leader calls out "CAKE" all Beaver Scouts runs to the end of the room and back again.

Train Game

Make a circle of chairs facing out, with one chair for each Beaver Scout, less one. The Beaver Scout without the chair is the engineer. He/she runs round the circle and taps Beaver Scouts on the shoulder, at random, who must join the train until they are all up. Then the leader calls out various instructions to them: SLOW TRAIN – they all walk slowly, FAST TRAIN – they all run, REVERSE they all walk backwards, STATION – they sit on the chairs. The one left standing is the new engineer and off they go again.

Stop the Ball

Divide your hall into four quarters, by chalk lines or rope on the floor. Divide the Beaver Scouts into four teams, and put each team into "their corner". Enter with a soft ball and each team has to try to "stop the ball" landing in their corner.

Secret Weapon

All the Beaver Scouts are divided into two teams and given numbers. A secret weapon (a ball, bean bag etc) is placed in the middle of the floor. When a number is called the two Beaver Scouts with this number have to run up and try to get the secret weapon to prevent it falling into enemy hands. Ensure no pushing and fighting takes place, the first one to the secret weapon takes it back to their team. A simple points score can be given.

Fishing for Dinner

Cut a number of fishes sufficient to give one to each person and place them around the hall, whilst the Beaver Scouts are out of the room enjoying another activity. Before allowing them back into the room explain that they must catch as many fishes as possible to feed to their lodge. After a short time blow whistle and count how many each lodge have caught.

Balloon Sweeping

Two teams are formed who are lined up at one end of the room. Then place a line of four or five chairs down which each team will have to pass, manoeuvring in between the chairs, rather like an obstacle course. Each player at the front has a broom and the balloons are put down on the floor in front of them. At the word "GO" both players must sweep their balloons to the end of the room, round the chairs and back up to their team where the broom is handed to the next player who repeats the circuit etc. until all team members have had a turn. The first team to get the last player back with a balloon is the winner. (Have a few spare balloons blown up "just in case").

Jingle Bells

In Jingle Bells all but one Beaver Scout is blindfolded and the odd one out is given a bell. The blindfolded players try to catch the player with the bell by listening to where the sound is. The first person to catch the one with the bell changes places and the game begins again. No running only walking allowed and make sure there are no obstacles around which those blindfolded call fall over.

King/Queen of the Castle

Place a newspaper on the floor (the castle) then one player is selected and made King/Queen of the Castle. He/she then stands on one leg and folds their arms and challenges by shouting "I'm the King/Queen of the Castle". The Leader selects players one at a time to try and knock the King/Queen from their castle- the challenger must also only stand on one leg and only push gently with arms folded. Best done on a crash mat to save bruises. Let everyone have a go at being the King/Queen.

Back to Front Race

The players divide into two teams and stand sideways on a line. The leaders of the teams have at their feet two saucers, one empty and the other containing 12 objects. On the word "GO" the leader picks up one object at a time and passes it down the line of players. When the object reaches the back it is passed back up to the leader, only this time it has to be passed behind the players' backs. While the game is in progress, then, objects are being

passed up and down the line at the front and back and every player will be passing two objects at the same time. When the leader receives the objects back to them, they place them in the empty saucer. When all the objects are back the leader shouts "FINISHED". The first team to do this is the winner.

Squeak Piggy Squeak

One player is blindfolded and stands in the middle of the room. The others sit round in a circle cross-legged. Spin the blindfold player three times. He/she must then walk towards the edge of the circle (leader to help guide them) and when he/she reaches one of the players he/she must kneel in front of that player and say "SQUEAK PIGGY SQUEAK". The player now squeaks back disguising his/her voice as much as possible to prevent the blindfolded player from guessing who it is. If he/she guesses correctly the players change places. If not, the blindfolded player must get up and find somebody else. This continues until everyone has had a go at being blindfolded or until time runs out.

Hopping Home

Two homes are marked out at each end of the room and a small area is marked between them as the CASTLE. All players but one must stand in one of the homes, the odd one is the King/Queen who must stand in the castle. On the word "GO" the players have to hop across the room to the opposite home, whilst the King/Queen hops after them trying to catch them. Any player caught becomes a soldier and has to help catch the other players. Players who let both their feet touch the ground as they hop from one home to the other, becomes soldiers too, but if the King/Queen lets both his/her feet touch the ground while trying to catch the others he/she must go back to the Castle before setting off again to catch the other players. The game ends when all players have become soldiers.

North, South, East and West

Before play starts mark out the four compass points on the ground with chalk. Group all the players in the centre and call out one of the compass points, to which all players must run. The last player there calls another compass point and so on, with the players dashing to and fro across the compass frequently swapping the role of the caller as they go.

Hunt the Alphabet

In this game the Beaver Scouts get into their lodges, to work together to find objects that represent each letter of the Alphabet. They must start with something for the letter A, then B then C and so on. In some cases they may not be able to find an object for a letter. If this happens they are allowed to improvise with what objects are available. For example a couple of pencils used as sticks played against a glass jar represent a xylophone for the letter X

Catch the Meteorite

Beavers sit in a circle. One Beaver Scout stands in the middle on a chair and holds a balloon (meteorite) up in the air. As he/she does so, he/she calls out a space name (in other words the name of another Beaver Scout there). The chosen one has to catch the balloon before it hits the ground. If successful that Beaver Scout takes the place of the one on the chair and the process is repeated. If the balloon is caught that Beaver Scout sits down, the balloon passed back to the Beaver Scout on the chair and another name is called.

Space Walking

Demonstrate to the Beaver Scouts how a spaceman would walk on the moon where there is no gravity. Using suitable space music play a version of musical statues where the Beaver Scouts walk around in space until the music stops and they have to freeze.

Rocket round the moon

Put Beaver Scouts into their lodges and put them in different places around the room. Draw a circle in the middle of the room with a piece of chalk. Start the game by counting down "5-4-3-2-1 blast off" and the first member of each team runs up to the circle, goes round it in a clockwise direction (explain this to them before you start) then back to their place.

Land on the moon

Beavers are divided into two teams and form circles at opposite ends of the room. One circle is the moon the other is the earth. A leader stands in the middle of the earth circle and throws a ball to each Beaver Scout in turn counting each catch as they go round. Meanwhile the first one in the moon team races round the earth circle and back to their place. When all those in the moon team have run round the earth circle, the last one shouts "LANDED" and the leader stops throwing the ball. Then the teams swap over and the team with the highest catch score wins.

Whirling stars

All sit in a circle, facing outwards and are given the names of stars, for example, Plough, Orion, Taurus and Gemini. When the leader calls out one of the star names, they run round the outside of the circle and back to their places. The last one back sits inwards, but remains in the game. This continues until there is only one out of each star remaining facing outwards.

Rocket Relay

The Beaver Scouts line up in their lodges. When the leader shouts "BLAST OFF" the first one in the lodge runs off round the room and touches three different walls. He/she then returns to the lodge and the next player sets off. The first team to complete all team members is the winner.

Musical Chairs

Play as normal except that as the chairs are removed the Beaver Scouts without a chair sits on someone's lap. Eventually the whole Colony will be sitting on one chair.

Chair Exchange

One chair is given to every two or three players. Once everyone is perched on a chair a series of exchanges are called out for example: "Everyone who has a dog move one chair", "Everyone with fair hair move two chairs". Everyone must move in a clockwise direction. The game continues until you run out of ideas or out of time.

Spin the Plate

Players should sit or kneel in a circle. One stands in the centre and spins a plate on the floor. At the same time he/she calls out the name of any of the other Beaver Scouts who has to catch the plate before it stops spinning. As soon as the spinning commences the spinner returns to his/her seat. The person whose name was called becomes the next spinner.

Defend your Goal

The Beaver Scouts stand in a circle with their legs apart. One stands in the middle with a football, he/she is trying to score a goal by getting the ball between the legs of the other Beaver Scouts. The one in the circle have to defend their goal by jumping their feet together or bringing their knees together. They are not allowed to use their hands.

Big Ben

The Beaver Scouts stand in a circle and are numbered 1 – 5 around the circle. One Beaver Scout stands in the middle holding his/her neckerchief out at arms length. Then he/she calls a number – all the ones with that number run round the edge of the circle and enter into the middle through their own gap to try and catch the neckerchief. The one who catches the neckerchief first is the winner and goes into the middle.

Balloon Busters

Insert pieces of paper with simple instructions e.g. "Pretend to be a dog", "Sing a Song". "Do 3 bunny jumps" etc. inside inflated balloons. The Beavers sit in a circle and pass the balloon around until the Leader shouts "STOP". The Beaver Scout holding the balloon bursts it and carries out the instruction written on the paper.

Dice Chase

The Beaver Scouts sit in a circle and are numbered from 1 – 6. The first one to play (or the Leader) rolls the dice. All the Beaver Scouts who have that number jump up and run around

the outside of the circle back to their place and into the middle of the circle to try and capture the dice. The one who grabs the dice gets to roll it next time, and so on.....

Dracula's Gate

The Beaver Scouts stand in a circle with one in the middle, those in the circle chant "Dracula's Gate goes Clickety Clickety" – the one in the middle suddenly shouts "CALCK". They all fall down to the floor and the one in the middle tries to catch as many as possible before they reach the floor.

Baked Beans

Draw or place circles of various sizes on the floor. The Beaver Scouts walk quickly around the room avoiding the circles. The Leader shouts commands and the Beavers move accordingly: e.g. Jumping Beans – Jump, Runner Beans – Run, String beans – Skip, Broad Beans – Walk Backwards. On the command "Baked Beans" they all run to the circles, anyone who does not cram onto a circle has to call out the commands for the next round.

Frost and Sun

One Beaver Scout wears something white (Frost) and another wears something yellow (Sun). The other Beaver Scouts run round but if Frost touches them they freeze (Stand Still) until Sun comes along and defrosts them (touches them) and sets them free.

Snowballs

The Beaver Scouts run round the room and at the blow of a whistle they must move in a different direction in a different manner. The Leader calls out a number and they have to form groups of that number (snowflakes). If a Leader calls out "snowballs" they all have to join up together to form one big "ball".

Traffic Lights

The Beaver Scouts run round the room, a leader calls out the colours of traffic lights and they perform the actions as detailed below:

Red – Stop, Amber – Find a partner, do piggy back and freeze, Green – run, Car Crash – all fall down shouting "BANG".

Tunnel Tag

Two are chosen to be "IT" and they run around and try to catch the others. When someone is caught they stand still with their legs apart to make a tunnel. Beaver Scouts who are free can release the Beaver Scouts who have been caught by crawling through the tunnel.

Frozen Bean Bag

Each Beaver Scout has a Bean Bag balanced on their head and moves around the room slowly and gently to get used to balancing. Then the Leader calls out actions e.g. Hop, Skip, Walk Backwards etc. If a Beaver Scout drops their bean bag they must freeze (Stand Still). To be defrosted another Beaver Scout has to pick up the bean bag from the floor and place it on the "frozen" Beaver's head – without dropping their own bean bag.

Mystery Containers

Equipment needed: 8 containers, rice, peas, spaghetti, paper clips, used matches, currants, sand and cornflakes – or any other items you can think of. Put one sort of item into each of the 8 containers, seal them and number each one. Tell the Beaver Scouts what is in the boxes and they have to discover it by shaking each one.

Bleep Bleep

Beaver Scouts are paired off and they decide upon a signal between themselves. They are then blindfolded and scattered around the room. Then they have to try and find their partner by using the signal they have chosen. (This could be whistle, brum brum, peep peep, woof woof or almost anything at all!).

Laughing Handkerchief

Leader or chosen Beaver Scout throws the handkerchief in the air as high as possible. When it starts to fall everyone must laugh but the moment it lands there must be instant silence. Anyone who is still laughing must sit out one turn.

Blindfold Fly

A Beaver Scout is blindfolded and turned round several times. The others have to move round making a “zzzzzzzzzzzzzz” sound like a Bluebottle. When the blindfolded Beaver Scout catches one of the flies he/she has to guess the name of the captured Beaver/fly.

Squirrels in the Trees

Divide the Beaver Scouts into groups of three plus two odd ones. Two in each group make an arch using their arms and the third one crouches beneath the arch as a squirrel. The two odd ones are a fox and a squirrel and they start at opposite ends of the room. The fox chases the squirrel in an attempt to capture it. The squirrel can rest in any of the arches by going behind the crouched squirrel and pushing him/her out of their hole, he/she is now the squirrel to be chased. If the fox catches the squirrel they change places.

Lions and Tigers

The Beaver Scouts are divided into two teams and stand at opposite ends of the room, one team is called “Lions” the other called “Tigers”, before the game starts decided which one are to be the catchers. The Leader gives the instructions e.g. “Lions move two steps forward”, “Tigers move three steps forwards” Lions move one step forward”, “Tigers move two steps back” and so on until they are close together. The Leader then shouts “Lions catch the Tigers”. The catchers then chase the opposing team. They try to apprehend as many of the other team as possible before they reach the safety of the other end of the room again. Those who are caught join in with the other side. The game continues until all of one side is caught.

Beaver Hockey

The Beaver Scouts are divided into two teams, standing down each side of the room, facing each other and numbered off from opposite ends of the room. The Leader calls a number and the two with that number hop forwards, with their arms folded and try to knock their opponent off balance without putting down their spare foot.

Trains

The Beaver Scouts are split into two equal groups. The first one at the end of the room (the engine) runs back to pick up a carriage (the next one in the line) and hangs onto the other one around the waist. The “Engine” and “Carriages” keep returning until all the “Carriages” have been picked up. The full train then runs up to the end of the room and the first train past the post is the winner.

Jumping Beavers

Divide the Beaver Scouts up into their lodges. Place a football between the knees of the first one in the team. Each Beaver Scout has to bounce to the end of the room, touch the wall and return back to his/her team then hand over the ball to the next in line. This continues until everyone in the team has had a turn.

Build a Tower

The Beaver Scouts are divided into two teams and sit down on the opposite sides of the room. They are numbered off with team numbers sitting diagonally opposite each other. The bricks (cardboard boxes) are placed in a hoop (or a circle) in the middle with another hoop (or circle) at each end for the team. When a number is called out the Beavers with that number run to pick up a “brick” and balance it in their home “hoop”. If the bricks fall, then that team has to start again. The “winners” are the team who has built the highest tower at the end of the game.

Welly relay

The Beaver Scouts are divided into their lodges and then each lodge is split into two. Half the lodge stand at one end of the room and the other half stand at the opposite end. The first one in each lodge puts on the wellies and hurries to the other end of the room and takes them off.

The second one puts them on and hurries back to the third and so on until all Beaver Scouts have had a turn. Make sure wellies are big enough for all of them to get their feet inside.

Puff

For this game you will need a plastic cup with a small hole in the bottom and a length of string for each lodge. Thread the string through the hole in the bottom of the plastic cup and tie each end of the string to two chairs, spaced apart. One for each lodge.

Divide into their lodges and stand them at the end of the room away from the line. On the word "GO" the first one in each lodge runs up to the string and tries to blow the cup to the end of the line, then returning it with his/her hand ready for the next Beaver Scout to have their turn.

Clumsy Chocolate

For this game you need a large bar of chocolate, a knife and fork, a plastic plate, a pair of gloves, a scarf, a woolly hat and a dice.

Beaver Scouts sit in a circle with everything above in the middle. The dice is passed round the circle until the first Beaver Scout rolls a six, he/she then runs to the middle of the circle, puts on the clothing and tries to eat the chocolate with the knife and fork before the next one gets a six. Each time a six is thrown that Beaver Scout runs to the middle and takes over dressing-up and eating the chocolate until all the chocolate is eaten.

Easter Egg Relay

The Beaver Scouts are divided up into their lodges and stand in a line at the end of the room. Immediately in front of each lodge is a bowl and at the other end of the room is one bowl full of little eggs (make sure there is one for each Beaver Scout). On the word "GO" the first one in each lodge takes the spoon, runs to the bowl of eggs and takes one out with the spoon. He/she then races back to his/her lodge, places the egg in the bowl and passes the spoon onto the next player. If anyone drops an egg when running back to their lodge, the egg must be picked up and put back into the bowl and the Beaver Scouts runs back to their lodge before starting again. The game continues until all Beaver Scouts have had a turn, then they are allowed to eat their own egg.

Potato Head

Items needed for each Lodge:

1 head drawn on paper

2 eyes drawn on separate pieces of paper

1 nose drawn on a separate piece of paper

1 mouth drawn on a separate piece of paper

2 Ears drawn on separate pieces of paper

Some hair drawn on a separate piece of paper

A dice

Each lodge will have the items above and they take it in turn to throw the dice, each time they get the right number they can add a piece to the head. To be able to start they must throw a six to get the head and then they add the pieces as they get the right number (each piece is worth a different number)

Head – 6

Eye – 5

Other Eye – 5

Nose – 4

Mouth – 3

Hair – 2

Ears - 1

The winners are the first lodge to complete their head.

Puddle Race

You need a sheet of paper for each Beaver Scout and another for each lodge. The first Beaver Scout has two puddles, he/she places a puddle (paper) on the floor and stands on it. He/she places the spare puddle in front of him/her and moves onto it. The second Beaver Scout moves onto the empty puddle left by the first one, then passes his/her puddle to the

Beaver in front, he/she puts it onto the floor and moves onto it followed by the second Beaver. This is then repeated by the whole lodge in turn. When the whole lodge has done this there will be an empty puddle at the back of the lodge, this is then passed forward to the leader and the whole lodge moves on again. This is repeated until the whole lodge has reached the finishing line.

Stepping Stones

Spread sheets of old newspaper out randomly as stepping stones across the room. Beaver Scouts must attempt to cross the room by jumping from stepping stone to stepping stone without touching the ground.

Fishes

All the Beaver Scouts sit in a circle and are given the names of different types of fish such as Cod, Herring, Plaice and Salmon. When the leader calls out the name of a fish all those Beavers with that fish name start running round the outside of the circle and follow commands which are given by the leader. Tides turning – Beavers turn round and run the opposite way, Sharks coming – Beavers stop running and freeze, Fisherman's coming – Beavers run quickly back to their places. The next lot are called and it continues until you run out of time.

Noughts and Crosses

Set up nine chairs, three across and three down (Like a noughts and crosses Board). Put the Beaver Scouts into two separate teams, one is the noughts team the other the crosses team. Then ask the Beavers in turn any question (have some questions prepared before the start of the meeting) the one who gets it right sits on a chair the idea to get a line of noughts or crosses.

Where do animals live

Label four different pieces of paper with the names, NEST, BURROW, FARM and ZOO. Then put them up on four different walls of the room. The leader calls out the names of animals and the Beaver Scouts run to where they think that animal lives. The last one there or the one that gets the place wrong is out for one go and then gets to call the name of the animal. Animals such as: Robin, Mouse, Pig, Lion, Pigeon, Rabbit, Cow, Camel, Swan, Mole, Horse, Elephant, Blackbird, Fox, Sheep, Monkey, Polar Bear, Chicken.

Poison Mat

Place a mat or a small blanket in the middle of the room. Everyone then links hands to make a circle round the mat. The object of the game is for everyone to pull everybody, without breaking the circle and try to get as many out as possible by making them touch the mat.

Hat Relay

You need two hats per lodge, sewn together with a short length of elastic. Divide the Colony into two teams, sub-dividing each team into pairs. On your command, each pair runs to a given point and runs back, wearing the joined hats to the next player and so on until the team has finished. No one can run without wearing a hat. They have a tendency to fall off if the pair do not work together.

Dolphins Versus Fishermen

One Beaver Scout is a dolphin and two are fishermen. The fishermen are identified by wearing their neckers the wrong way round. The remainder of the Colony are fish. The fishermen chase the fish, touch them, thereby "freezing" the fish. The fish freeze until they are set free by the dolphin crawling through their legs. Change leading character frequently.

Changing Weather

Beavers have to do the appropriate action when a leader calls out the weather forecast

Rain – stand still with arms in the air as if holding an umbrella

Snow – freeze into a snowman with arms at their sides

Wind – run round the room howling

Fog – crawl around on their hands and knees

Storm Approaching – crouch into a ball on the floor

Sun – jump up and down on the spot with arms outstretched

Raisin Relay

Divide the Beavers Scouts into lodges and give each Beaver Scout a drinking straw. At a distance on a plate place a number of raisins or dried fruit. On command a Beaver Scout runs to the plate and sucks up a raisin on the end of the straw and promptly eats it. Continue the game until all raisins have been eaten

Find the Bomb

Cut black paper bombs with short lengths of string for fuses. Scatter them around the meeting place hidden or at least difficult to find. Divide the Beaver Scouts into their lodges and in each lodge one is chosen to be the Bomb Disposal Expert. The ones that are chosen have to sit on a chair at one end of the room while the rest of the lodge go to find the bombs. When they find one they have to come back to the Bomb Disposal Expert to collect it and carefully carry it back to the chair. The winners are the lodge with most bombs.

The Rattlesnake

One child is the snake and “rattles” with a key ring or something similar. Everyone else is dancing around the room. The snake taps someone on the shoulder, that person is then “eaten” by the snake (that is the captured one crawls beneath the snakes legs and becomes part of the snake by holding onto his/her middle). The chase continues with each successive captured Beaver Scout having to crawl through more pairs of legs to join the snake. Carry on until all are caught.

Farm Visit

Beaver Scouts sit in a circle, except for one who is blindfolded. He/she is the farmer inside the circle. He/she stops in front of anyone and says the name of an animal found on the farm. The Beaver Scout chosen has to make the sound of that animal. If the farmer guesses the name of the child making the noise they swap places otherwise the farmer goes onto the next one in the ring and tries again. Don't allow the farmer to have more than three attempts before giving a new Beaver Scout the chance to be farmer.

Sticky Popcorn

On the word “GO” everyone jumps (pops) about. As contact is made with other they link up and stick together. Continue with the game until everybody is part of a popcorn bunch or, even better, every Beaver Scout is part of one single Colony-sized bunch of sticky popcorn all popping in unison.

Hello

This is played in a circle formation, starting with one Beaver Scout in the middle. He/she goes to one of the Beaver Scouts in the circle, shakes hands and says “Hello, my name is.....” and states his/her name. They both run round the circle, one each way and race to the vacant space. The last one to arrive goes on to shake another players hand.

Hands or Feet

Have some lively music playing to encourage the Beaver Scouts to move around. When the music stops each Beaver Scout finds a partner and they decide whether to stand hands together or feet together. When everyone has decided and taken position the leader calls out wither “hands” or “feet”. Whichever is called, all the pairs in that position sit down on the spot for the next go and join in again after the next call.

Tommy Tucker

Form the Colony into a circle with one Beaver Scout in the centre as Tommy Tucker. He/she walks quickly round the circle and stops suddenly in front of two players at whom he/she points and says “Tommy Tucker says run for supper”. On the word “supper” – and not before – the two players run round the circle in opposite directions and one place is taken by Tommy. The first runner back, goes through the vacant space to the centre and becomes the next Tommy Tucker.

Alphabet Steps

All the Beaver Scouts stand in a line at one end of the room and a leader stands at the other end with a bag of letters. The leader takes one letter at a time out of the bag and calls it out and any child who has that letter in his/her name takes one step forward. If the letter occurs twice, then he/she takes two steps and so on. The first Beaver Scout to reach the Leader is the winner. It may help if all Leaders know how to spell all the names or if each Beaver Scout has his/her own name written on a piece of paper so he/she can check when to step.

Boats

The Beaver Scouts run around while listening for the following commands:

Rowing Boat – sit down and row

Submarines- lie flat on the floor

Speed Boats – run fast with noise effect

Wind Surfer – stand holding an imaginary sail and wobble like a wind surfer

Canoe – sit down and paddle.

Give the Dog a Bone

The Beaver Scouts are divided into two teams facing each other and numbered. In between the two teams is a rope made into a circle, by tying a knot with both ends, this is the bone. Two lines are drawn a little way apart on the floor. When a number is called, the object is for that Beaver Scout to run and pick up the rope and pull his opponents feet over the line (as in a tug of war) and to gain that bone. Depending on the size of the rope and the Beaver Scouts, another “dog friend” could come along and help.

All Change

For this game the Beaver Scouts need to be in a circle. A leader gives each person the name of one of four different fruits. One player stands in the middle and calls one of the fruit names. All those players with that particular fruit name must get up and change places with one of the other fruits of the same name. The player in the centre must also attempt to find a space and a new player will be on for the next go.

Dodge Ball

Divide the Beaver Scouts into groups. One group must make a large circle and the other group goes into the centre of that circle. The circle players are given a soft ball to throw at the group in the circle. The centre Beavers must dodge but cannot leave the circle. When a Beaver is hit, he/she and the thrower must change places. Continue with the game until all Beaver Scouts have had a turn.

Card Relay

You will need two sets of playing cards, two hats and two chairs.

Line the Beaver Scouts up in two equal lines. At the top of the room, place a chair and in front of this about six feet away place a hat. On the floor in front of the chair put a set of cards. On the word “GO” the first Beaver Scout in each team, runs up to the chair, picks up one playing card sits down and tries to toss the card into the hat. When he succeeds he/she runs back and tags the next player in the team. He/she then runs up to the chair and repeats the action. This continues until all playing cards are in the hat or until time runs out.

Secret Service

Sit all the Beavers in a circle. The leader goes to the first Beaver and whispers a message such as “It’s a nice day if it doesn’t rain”. That Beaver will pass the message to the next Beaver in a whisper so that it goes round the circle. They are only allowed to say it once and then wait to see what the message sounds like when the last Beaver Scout says the message out loud. The leader then says what the message was at the start. Continue as long as you have time.

The Pond

Sit all Beaver Scouts in the middle of the room. They must imagine that they are in a big lodge. When the leader shouts “There is a leak in the front of the lodge” all Beaver Scouts run to the front of the room and fix the leak by pretending to hammer something in place. The location can be changed each time and the leak can be anywhere in the lodge.

Guide Dog Trail

Set out some obstacles such as chairs around the room. Put the Beaver Scouts into pairs. One is blindfolded and the other is their guide dog. The guide dog leads the blind person round the obstacles and back to the start without letting the blind person bump into the obstacles, when they get back they change places.

Beaver Promise

Print out all the words of the Beaver Promise enough for each lodge. Put these into a bag for each lodge and tip them on the floor in each lodge area. Get the Beaver Scouts to put the words of the Beaver Promise in the correct order. The first lodge to complete this correctly is the winner.