

# 23<sup>rd</sup> Andover

## Beaver Scouts



# Activity Badge

## Booklet

Please feel free to look at the activity badges you could earn on the following pages, if there are any you would like to try then print out the sheet and have a go at home. If you want help at anytime whilst doing the badge, then talk to a leader.





# Animal Friend



The Beaver will need to be able to show that they understand and know how to do the following:



know how to care for an animal

help to take care of an animal for one month and tell other Beaver Scouts about the animal



know about the correct food to feed the animal, including type, variety and quantity



know about the habitat of the animal, such as where it sleeps etc.

know how to exercise the animal.

They will also need to keep a record of the food given to the animal and what they do with the animal for a period of two weeks.

Examples of suitable animals for this Badge include: dogs, cats, gerbils, guinea pigs, fish, birds, rabbits, lambs, stick insects.



When the Beaver is ready and has everything they need, speak to your Section Leader and they will be able to arrange for someone to come and test you at Beavers.



# Creative



The Beaver will need to know about the following:



explain/know about a creative activity

take part in the creative activity

tell the Colony about the activity.

Examples of the creative activities could include one of the following or something similar agreed by your Section Leader.

Putting on a show or form of entertainment

Making a mobile

Preparing a basic meal.

Designing a new Hot Wheels car track

Creating a new Hot Wheels character



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# Experiment



The Beaver will need to:

decide what they are going to do and what is going to happen

grow something or investigate something and show how it works



share with the Colony what they have discovered.

Some examples of experiments could include one of the following or something similar agreed by your Section Leader.



growing a bulb in a container such as a bottle

growing mustard and cress on a potato or on blotting paper

showing how a torch works, for example, the on/off switch, batteries, bulb reflector



showing what a magnet can do, or making a game using magnets.



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# Explore



The Beaver will need to:



- think about what they expect to find and what they want to do
- go on the visit
- tell other Beaver Scouts about the expedition or journey.

Suggested places to visit and explore could include one of the following or something similar agreed by your Section Leader.



the seashore



a forest or park

woodland

a town.



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# Faith



The Beaver will need to:

Write a prayer or thought, or visit a place of worship



Using a religious book, find a story that relates to the Beaver Scout Promise

Tell other Beaver Scouts the story in an interesting way, for example, as drama, part of a game or collage



Read or share a prayer at the opening or closing ceremony

They will need to be able to show evidence of their visit with:

photographs

drawings

handouts, leaflets and information sheets.



Some examples of the stories might include:

David and Goliath

The feeding of the five thousand

Baby Moses



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