

Beaver Activity

First each Beaver made a tetrahedral structure using bamboo skewers (points removed) and tiny elastics (usually used for hair). These make a fairly strong structure (on the left in first photo). Then each lodge put four of these together to make a bigger structure, same shape (on the right in first photo). Then four of the bigger structures were joined to make an even bigger one (second photo). Could keep going making bigger ones... the biggest one shown needs 96 skewers. Leaders need to practice first - some Beavers may need a lot of help while others will find it easy.



A good behaviour candle

You get a good quality pillar candle(cheap ones burn too fast) and you light it at the first or second meeting of the year. Explain to the youth it is a good behaviour candle and that it will be lit at the beginning of every meeting and will get blown out when the first person misbehaves. When the candle burns down to a specified point(mark it on the candle) the entire pack gets a treat of some sort(pizza,movie night,lazer tag). The Scouter I heard this from said at first the candle was lit for 5 minutes or so a night, but by Christmas it was halfway and by March they were having Pizza.

SCOUTS CANADA
CONDUCT GAMES AND CRAFTS

Games

- FUN
- Socialize and cooperation
- Burn off excess energy and release tension
- Learn to play fair and by the rules
- Develop muscular coordination and physical skills

Type of Games

1. Gathering games -
2. Steam-off games – burn off excess energy and release tension
 - a. Circle games
 - b. Team games
 - c. Line games
 - d. Relay races
3. Quiet games –calm the pack down
 - a. Sense Training games
 - b. Memory games
4. Skill games – help learning a new skill and tie to theme activities and badge work
 - a. Rope Knots
 - b. Compass
 - c. Rescue/first Aid Quiz
5. Cooperative games – build teamwork and promote unity in small Group
 - a. Knots in groups game
6. Outdoor or wide games – take a lot of space
 - a. Capture the Flag
 - b. Hide and Seek

Try to tie in games with Badge Activity requirements: e.g a knots relay (Green Star); and mimi Olympic (Athlete Badge) and ask the cubs to create themselves (Red Star).

Experience also teaches us always to prepare alternative plan (“plan B”) in case the youth are not interesting in this game.

Encourage all Leaders to participate and be part of the game.

REMEMBER – GAMES ARE FOR FUN!!

Crafts

- challenges Cubs to use their skills and creativity
Most cubs like to design or modify something and make it for decoration, toy or gadget. They will have satisfaction when they show off their idea.
- varies in difficulty to match the development of the Cubs – let older cubs start from design and scratch including using some equipment.
- maintains the interest of the Cubs - as mentioned, let older cubs make something complicated or handling the equipment.
- provides sufficient time for Cubs to complete the craft or a way for Cubs to complete the craft on their own. Leaders may want to make it themselves to test the time and make sure that the craft can be done by Cubs.
- supports and enhances a program theme – tie in with theme of program or badge work.

Sources reference – Games from A to Z

Leaders' magazine for craft ideas shared by Scouters

9 Measure the wind

You can feel the wind – but can you tell where it is coming from? It is important to know because a change in the wind can affect the weather. Make a wind vane to determine the wind's direction.

You will need:

Long tack



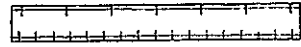
Modeling clay



Scissors



Plastic pot
(yogurt cup.)



Ruler



Drinking straw and
pencil with eraser



Thin,
colored
card

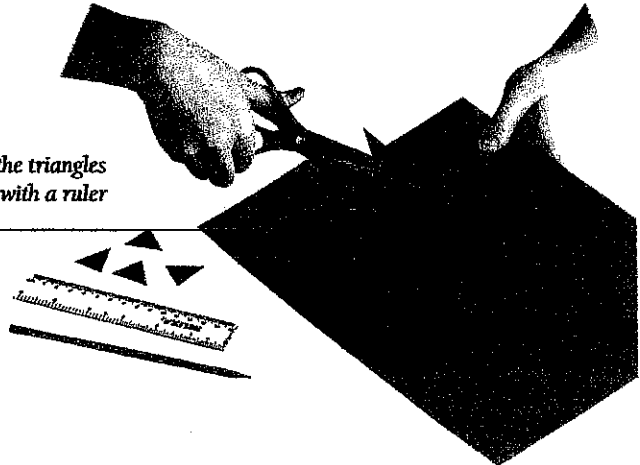
1 Use the pencil to make a hole in the middle of the pot. Then push the sharp end of the pencil through the hole.



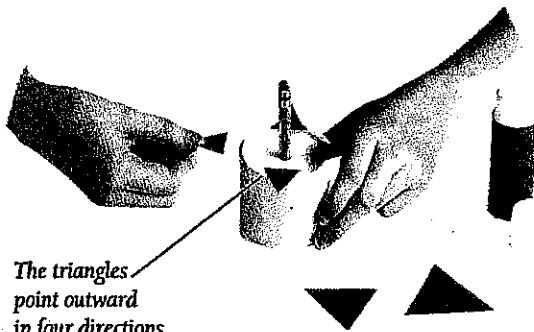
Make sure the pot holds the pencil firmly.

2 Cut out four small triangles and two large ones from the colored card.

First mark the triangles on the card with a ruler and pencil.



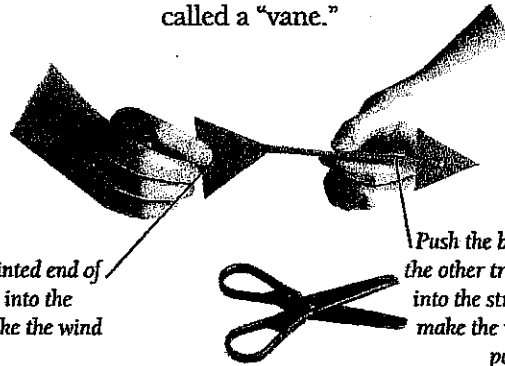
3 Glue each of the four small triangles to the plastic pot. Look at the picture to see where they should go.



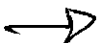
The triangles point outward in four directions.

4 Cut short slits in both ends of the straw. Insert the two large triangles into the straw to make an arrow-shaped pointer. This is called a "vane."

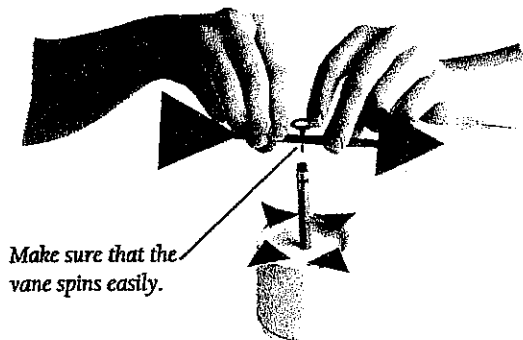
Push the pointed end of one triangle into the straw to make the wind vane's tail.



Push the base of the other triangle into the straw to make the vane's pointer.



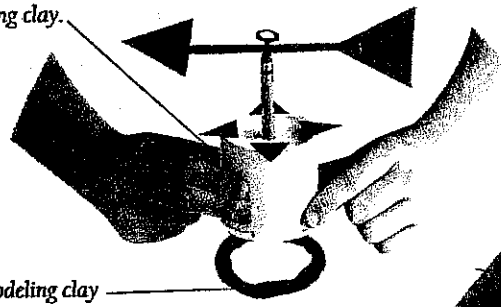
5 Carefully push the tack all the way through the center of the straw. Then push it into the eraser on the pencil end.



Make sure that the vane spins easily.

6 Make a ring of modeling clay and push the pot firmly into it, so it cannot blow away. Your wind vane is ready to use.

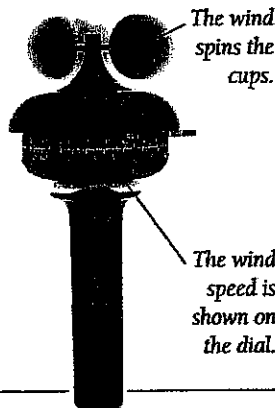
Press the pot firmly into the modeling clay.



The modeling clay holds the wind vane steady.

Whirling in the wind

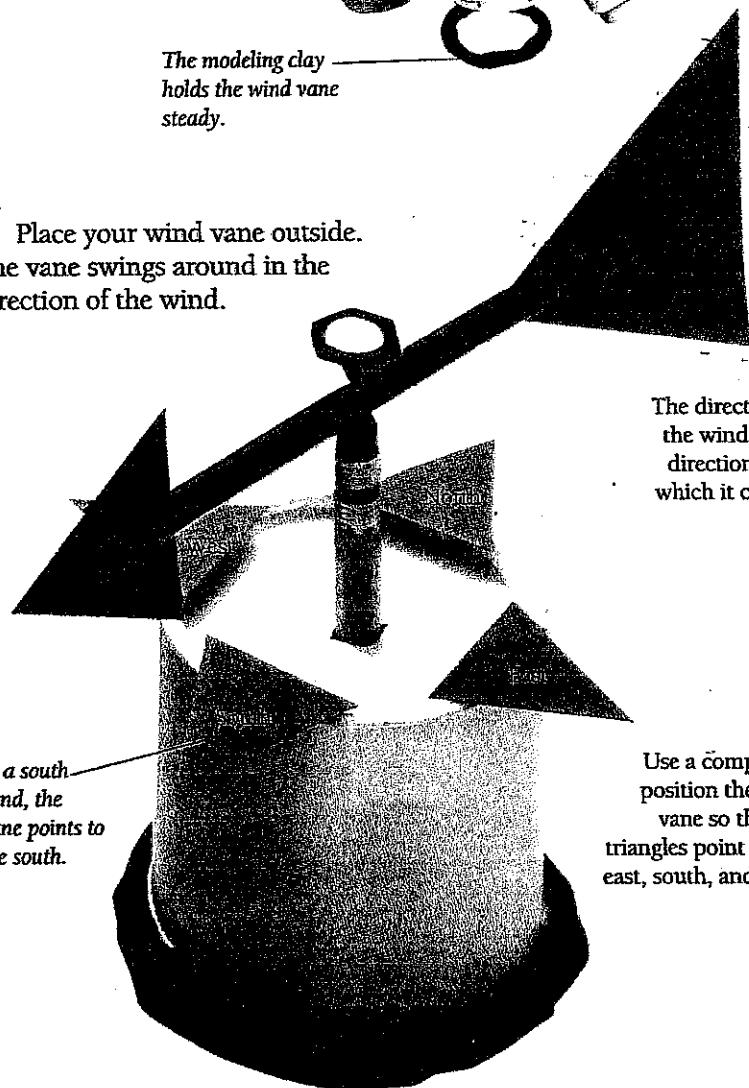
As well as finding out the direction of the wind, it is also important to measure the speed of the wind. High-speed winds may cause damage and they may be dangerous to ships and aircraft. This instrument is called an anemometer. It measures the speed of the wind. The moving air makes the cups whirl around and the wind speed shows on the scale. There is a scale to describe wind strength. It ranges from 0 (calm) to 12 (a hurricane).



The wind spins the cups.

The wind speed is shown on the dial.

7 Place your wind vane outside. The vane swings around in the direction of the wind.



The direction of the wind is the direction from which it comes.

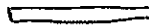
In a south wind, the vane points to the south.

Use a compass to position the wind vane so that the triangles point north, east, south, and west.

22 Build a simple thermometer

A thermometer usually has a thin tube of colored liquid in it. This liquid moves up and down inside the tube, which is marked with a scale showing degrees. The level of the liquid in the tube indicates the temperature.

You will need:



Clear straw



Card



Scissors



Cold water



Modeling clay



Food coloring



Colored markers



Glass bottle

1 Pour cold water into the bottle until it is about three-quarters full. Add a few drops of food coloring.



2 Put a straw in the bottle so that it dips in the water. Seal around it with modeling clay.

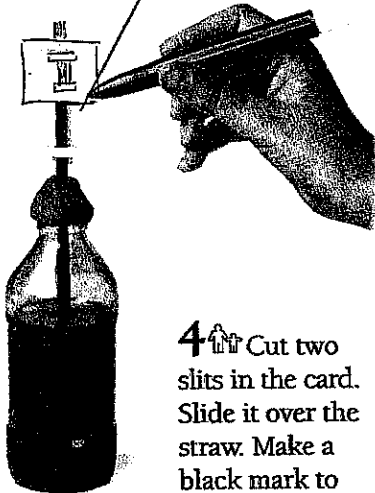


The seal must be airtight.

3 Blow gently into the straw. The water rises up it. Stop when it is halfway up.



The black mark shows a normal temperature.



4 Cut two slits in the card. Slide it over the straw. Make a black mark to show the level of the water.

The red mark shows a high (warm) temperature.



Heat makes the air inside the bottle expand and push the water up the straw.

5 Put the thermometer in a warm place. The water rises. Mark the level in red.

The blue mark shows a low (cool) temperature.



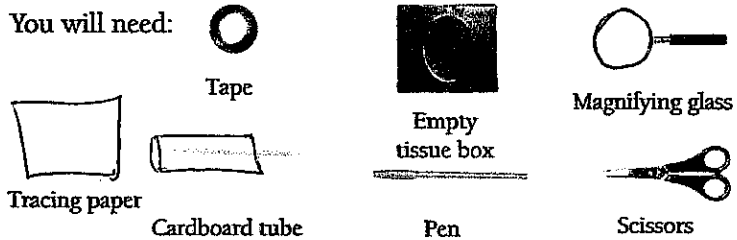
The air inside the bottle contracts as it cools, sucking the water back down the straw.

6 Put the thermometer in a refrigerator for a while. The water level falls. Mark it in blue.

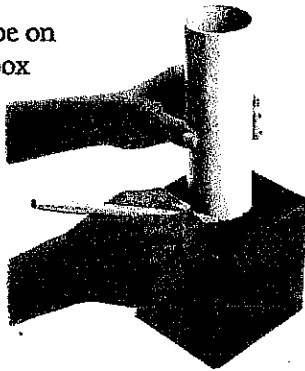
37 Construct a camera

Build a model of a simple camera to learn how it works. Your model camera uses a magnifying glass to form a picture, just as the lens in a real camera does.

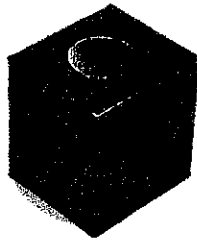
You will need:



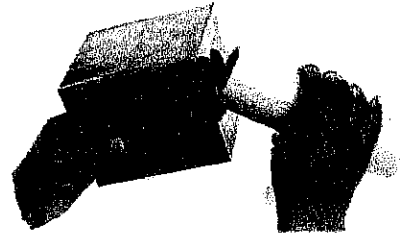
1 Hold the tube on the side of the box opposite the opening. Draw around it.



2 Carefully cut out the circle you have drawn on the tissue box.



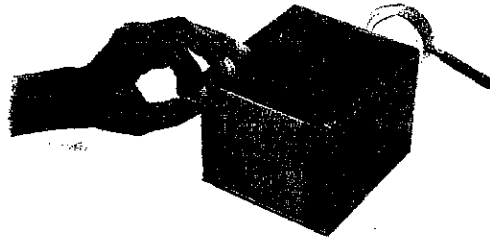
3 Push the tube into the hole. The tube should move in and out.



4 Tape the magnifying glass firmly to the end of the tube.



5 Tape the tracing paper over the opening in the box. Now you can use your model camera.



Taking photographs

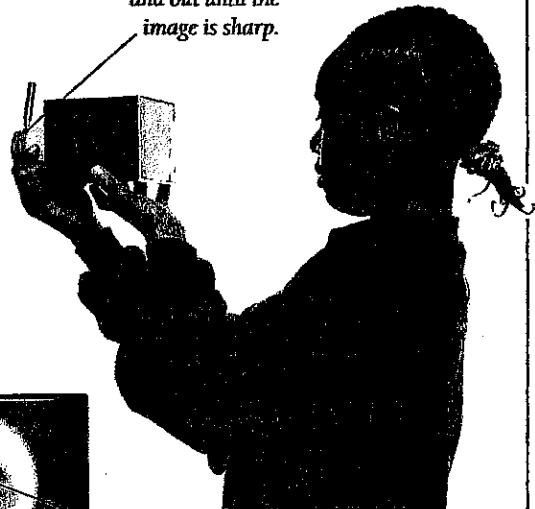
A real camera has a lens like the magnifying glass, and film in place of the tracing paper. When you take a photograph, light passes through the lens and forms an image upside down on the film. The film records this image. When the film is developed, you can see the image on a print or a slide.



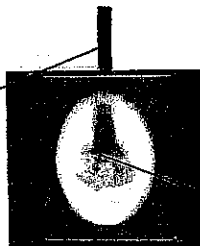
6 Point the camera at a bright object. An image of it appears on the tracing paper.



Move the tube in and out until the image is sharp.



The magnifying glass is a lens. It makes the rays of light from the flowers bend and meet on the paper.

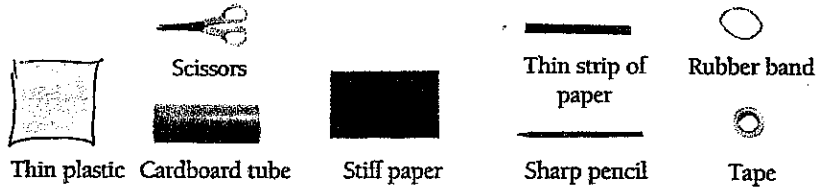


An image forms where the rays of light meet. It is back to front and upside down.

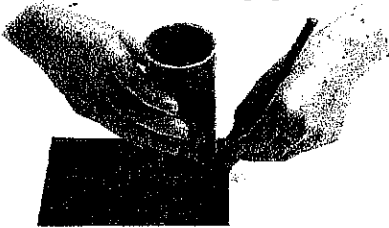
65 Make a sound gun

Sound waves batter your ears – though you may not feel them. Loud sounds can make things move. Prove this by firing a sound wave at a target and making it shake.

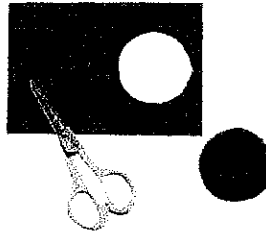
You will need:



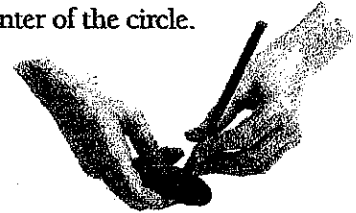
1 Draw around the tube to make a circle on the paper.



2 Cut out the circle from the paper.



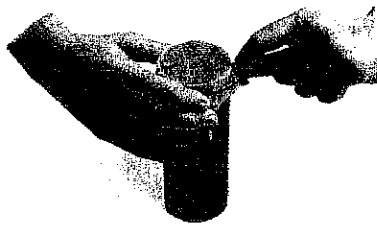
3 Use the sharp end of the pencil to make a small hole in the center of the circle.



4 Tape the circle to one end of the tube.



5 Using the rubber band, fix the plastic over the other end.



6 Fold the paper strip and tape it to a table top.



Sliding snow

Sound can cause an "avalanche" – when ice and snow crash down the side of a mountain. Sound waves from a loud noise disturb the snow and start it moving.



7 Point the end of the tube with the hole at the paper strip. Tap the plastic and the strip shakes.

Tapping the plastic causes a sound wave to travel down the tube.

The sound wave makes the air move and shake the strip.

The hole directs the sound wave toward the strip.

