



# 9<sup>TH</sup> BARKING & DAGENHAM BEAVER SCOUT PROGRAMME

Date Tuesday 22<sup>nd</sup> April 2008 - St George

Time	Activity		Method	Zone	Award Opportunities
6:30pm	Opening Lodges		Follow Theme	Creative	
6:35pm	Game -	Find St George	Play Games	Creative / Fitness	Fitness Challenge
6:45pm	Talk	Story of St George	Follow Themes / Chat	Social & Personal development	
7:00pm	Simple cooking	Decorate small cakes with red and white icing / Colour St George Picture	Follow Themes / Chat	Creative	Creative Challenge
7:25pm	Refreshments	Squash & Biscuits	Chat	Community	
7:35pm	Game	St George the Hunter	Play Games	Creative / Fitness	Fitness Challenge
7:50 - 8pm	Closing Lodges	Beavers take away cakes & Pictures	Follow Theme	Creative	

Resources: Small fairy cakes, red & white icing, St George colouring pages

## **Games**

### **Find St George**

This can be played either inside or outside your meeting place. Hide some small picture cards of St George around your hall or surrounding area. The idea is for each Beaver Scout to find a picture and bring it to a leader. (Similar to a treasure hunt).

### **St George the Hunter**

The Beaver Scouts stand in a circle while one of them stands on the outside. This Beaver is St George. St George walks around the outside of the circle, stops and taps another Beaver on the shoulder. He/she asks the Beaver who has been tapped if they are the hunter. If they say 'yes' then both Beaver Scouts run in opposite directions around the circle. The last Beaver back to the empty space then becomes St George. If the Beaver Scout says 'no' then St George carries on walking around until he/she taps another.

(The hunter is chosen by a leader before each game whilst St George is asked to stand outside of the room)

