

9TH BARKING & DAGENHAM BEAVER SCOUT WEEKLY PROGRAMME

Date: Tuesday 24th June 2008 - How Things Work [Creative Challenge] [Experiment Badge]

Resources and who is responsible for bringing to the meeting: Magnets, Celery, food colouring, meccano - Julie

Letters to give out: None



Programme Zones

- Creative, Global, Community

Methods

- Follow themes, play games, chat, make things, help others

Links to Badges

- Creative Challenge, Experiment Badge

Preparation Time

- Purchasing craft items

Location

- Indoors

Time	Activity	Additional Information	Run By
6:30	Opening Lodges	One Beaver Scout is chosen to lead the yell	Leigh or Julie
6:35	Explain Evening (How things work)	Encourage Beaver Scouts to brain storm on how certain things work for example, clocks, torches, magnets etc.	Leigh
6:45	Game – YL Choice		Emma / Amy
6:55	Activity Bases	3 Bases to include magnets, celery colouring, meccano. Beavers are split into 3 groups.	Leigh, Julie and YLs
7:20	Refreshments		
7:30	Game – YL Choice		Emma / Amy
7:45	Game – Beaver Scout Choice		Leigh
7:55	Closing Lodges & Promise	One Beaver Scout is chosen to lead the yell	Leigh or Julie