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| **Activity** | **Description** | **Preparation/ equipment** | **Some things to consider for your Risk Assessment** | **@home challenge element** <https://www.berkshirescouts.org.uk/youth-programme/sections/beavers/home/> | **Time** |
| Arrival | Welcome the Beavers as they enter the meeting. All to use hand sanitiser upon entry. Ensure all permission forms have been signed by parents. Remind Beavers of distancing rules. | Hand sanitiser. Spare forms. | Agree arrival arrangements with parents |  | 5 mins |
| Opening | Your usual welcome ceremony if appropriate. |  | 2m distancing, dispense with any flag break |  | 5 mins |
| Show and tell | Sit down in a wide circle 2m apart. A chance for the Beavers to chat about their week. | none | 2m distancing |  | 10 mins |
| GAME:  Box skiing | Players line up in relay form 2m apart . Player 1 in each team stands and put each foot into a shoe box. On the word ‘Go’, they shuffle to the end of the playing area and back. They get out of the boxes to let Player 2 repeat the process. First team to finish wins. | Two empty shoe boxes per team. | Risk: May fall over. Prevention: Warn them that speed is not as important as being careful.  No need to touch shoe boxes |  | 10 mins |
| ACTIVITY:  Treasure Hunt | Place the 26 stickers around the playing area, on trees, lamp posts, doors etc. You can play this around your HQ’s grounds or in your local area, in small adult-supervised groups. Players look around the area you tell them and try to find the stickers. When found, they write the character’s letter on their sheet. When they have found them all, can they decode the secret message? | Pencils, plus a set of 26 stickers, each with a cartoon character, plus a letter from A-Z. An A5 sheet with all 26 characters, plus a space at the side to write the letter. | Risk/prevention: If going away from HQ, usual group risks apply, such as group control, crossing roads, hi-viz jackets etc.  Beavers play individually |  | 30 mins |
| GAME:  Animals | Call out an animal and the Beavers have to get into groups, sitting down one behind the other 2m apart, according to how many legs that animal has.  For example: Dog = 4, Budgie = 2, Octopus = 8… and so on. | None | Risk: chance of Beavers bundling or grabbing each other. Prevention: Remind them that no touching is needed. |  | 10 mins |
| GAME:  Instant story | Players sit in a wide circle. The Leader starts by introducing that you are going to create a new story. After 30 seconds or so of the Leader starting the tale, they then ask a member to carry the story on, as logically as possible. After a short while the Leader then asks another Beaver to take up the story. Skip over anyone who doesn't want to do it or who is struggling. Expand this by holding up an object from your HQ/car boot etc for each speaker. Then, start the story with the rule that they must include this object in their part of the story. A start point could be: "Once upon a time, there was a Beaver Scout called Sam who had an amazing superpower..." | None, except for a range of objects for version two. | Risk: Players touching the objects. Prevention: Leader to keep objects in a black sack and only pull them out one at a time. | Learn a new skill (story telling) | 10 mins |
| Closing | Either your usual closing ceremony. Ensure all hand sanitise before leaving the meeting area. | Hand sanitiser. | Make sure you have agreed pick up arrangements with parents |  | 2 mins |

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