

Spring 1—Animals Animal Friend / Space

Point out and name five different types of animal, insect, bird or fish that you might find near where you live. Find out about the food they eat and the places they might live. Make something to help animals in the wild. It could be a bird box or a bug hotel. decorate some cakes or biscuits
Invent a machine and show other Beavers how it works.
Go pond dipping
Go on a mini-beast hunting
Make a leaf printing

Spring 2 – The World Experiment / International

Take part in activities from another country. You could learn the Promise in another language or make a dish from another country or culture.
Learn how to tie three simple knots.
Tie your shoelaces
Fold or roll your scarf
Find out about and take part in an act of worship, reflection or celebration.
Light a candle



Sheet designed by Stuart Leacy
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Summer 1—Learning about me Gardener / Cook

Take part in six other outside activities.
learn your own address and phone number
With a team, complete at least two problem- solving missions set by your leader.
Take part in three activities on how to keep your body fit and healthy:
looking after your teeth, foods that are good and bad to eat & exercise
Start growing something from seeds

General / Nights Away and Trips Camp Craft / Nights Away

Try two adventurous activities.
Take part in six other outside activities.
Go on a sleepover or a camp with other Beavers.
keep your bedroom tidy
Do your best and show you have kept your Beaver Promise.
Share or talk about what you have done with your Colony or a Leader.

Summer 2—Exploring safely the outdoors Explore / Safety

Go on a ramble or nature walk with a purpose.
Learn the Green Cross Code and show that you can cross a road safely.
Take part in six other outside activities.
Take part in an activity using natural things like leaves, bark, twigs, sand or rocks.
Set an alarm clock to get up at the right time in the morning
Go somewhere new. Then find out five facts about something new.

Autumn 1—Community Disability awareness / First Aid

Meet someone who serves the community. It could be a police officer, lifeboat crew, a coast-guard, fire fighter, youth worker or nurse. Work with people or an organisation from a community. Take the chance to find an issue that your Colony could help with. Plan and carry out the project with your Colony and others in the community.
know what to do if someone has an accident
know why it is important to tell an adult when an accident happens
can do simple first aid for someone who has a cut or bruise
Show a new Beaver how to play a game you know and like.

Autumn 2—Being creative Creative / Photographer

Do two creative activities. You could:
act or mime
play a musical instrument
make a model from salt dough
make up a dance
paint a picture
make a card
Learn a new song and sing it.
Take part in three activities that reflect England, Northern Ireland, Scotland, Wales, or your part of the UK.
Make some junk modelling