

The World of Animals

Spring 1

Covering :

Animal Friend badge - children will also need to care for an animal.

Learn how to care for an animal

Help to take care of that animal for six weeks.

Tell others in your Colony or Lodge about the animal

Find out what the animal needs. Learn about its food, habitat, space, exercise and sleeping area.

Keep a note of how you have looked after the animal for two weeks. You can draw, take photographs or write short sentences.

Space badge

Point out some of the things you can see in the night sky. It could be stars, the moon or planets.

Point out and name at least one constellation you can see.

Name the eight planets in our solar system.

Find out about a current space mission.

Challenge Badge Parts

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

Week 1: **Introduction to Space.**

Activity 1: Explain to the beavers that this term we are going to be covering the Animal Friend and Space badge. Ask the children what they know about space. How can they find out more ?

Game: Flying around the planets.

Lay out some pieces of newspaper on the floor. The beavers need to run around the planets (newspaper) until the beaver says land. At that point the beavers have to land on the newspaper. There can be more than one beaver on each planet. Once all landed successfully, take a piece of paper away. Keep going until children have no planets to land on. You can get children out if you wish, if they have no planet to land on.

Activity 2: Take the beavers outside, to see if they can see anything in the night sky. These might be stars, moons or planets. You might also be lucky enough to see the space station. It might be worth having some binoculars or telescopes for the beavers to use to see things in the night sky. Just make sure this is covered in the dark, without the sun being up.

Activity 3: After coming back in, see if the beavers can make their own planet mobile. When constructing the mobile, make sure the beavers put the sun in the centre. You do need to use stiff card to make the cross of the mobile. Apart from that use two pieces of wood.

Week 2: **Finding out where animals like to live.**

Game : *Around the world with Eighty Animals*

Label the ends of the room, either desert, polar, sea and grasslands.

Then read through the list of the animals, the children have to run to that end of the room.

Polar bear, giraffe, whale, tiger, camel, penguin, dolphin, lion, fish, zebra, shark, gazelle, eel, scorpion.

Activity : Give out the map of the world, and a sheet of animals per a beaver. The beavers will need to cut out the animals, and stick them in the best places around the world. Some animals will be found in lost of places. It is a good idea to have some books which the beavers may be able to use to look up some of the animals.

Note : It might be worth blowing up the world map to A3.

Game : An Australian Kangaroo game.

In Australia there is an animal called a Kangaroo. This animal when it has a baby, keeps it in a pouch in the front. This baby is called a Joey.

This game is played by the beavers running around the room. On the word "stop" the beavers have to curl up on the floor, with their eyes closed. The leader then walks around the room and covers one of the beavers with a blanket, or two for larger colonies. The beavers then are asked to decide who has gone into the kangaroo's pouch.

Prayer : Thank you God for all the animals around the world. Thank you for the ways that they brighten up the world, and help us to understand that they are all needed to help the world survive.

Amen.

Week 3: Bird Feeders

- Game : **May be worth completing this second, after the activity to allow mixture to cool for longer.**
Beavers sit in a circle. Youngsters are labelled Robin, Thrush, Blue Tit, Sparrow, Robin, Thrush, Blue Tit, etc....
The leader in charge calls out one of the four birds. At that point every beaver who has been labelled with that bird, stands up and run around the outside of the circle, and back to their space.
Once beavers become really good, then the call "Birds Nest" may be used, where all the beavers stand up, run around the imaginary circle, and then sit back in their own space.
- Activity : Melt some lard. Then talk about what you need to add to the lard to feed the birds. Add the bits as the beavers say. **Only use nuts if no beavers have an allergy.** In the lodges get the beavers to mix the seeds, etc using a wooden spoon. Then tie a matchstick to the end of a piece of string. Dropping the matchstick into the bottom of the plastic cup. Fill the cup to the top with the mixture. The leader then needs to pour the melted lard from the jug over the mixture in the cup. Leave the mixture to cool.
- Game : Bird Bingo using the resources from the Animal Badge resources.
- Prayer : If possible have a tape of bird sounds to play. Play the tape/MP3 to the beavers whilst they have their eyes closed. Then ask them what sounds they have just heard. Ask them to think about what our world would be like without bird song.

Week 4: **Magnetic and Sweet fish**

Game : The beavers run around the room, and different fishes are shouted out.
Shoal number : The beavers need to get into groups of that number.
Starfish : The beavers stand with legs apart and arms out.
Eel : The beavers lie down on the floor.
Sea-horse : The beavers pretend to be riding a horse.
Shark : The beavers stand with their arms out in a 'v' shape.

Activity 1: Give out some rich tea/digestive biscuits and get the children to make them into a fish. They can draw out the shape using the icing, and then draw on smile and eye. There are fish cookie cutters out there, for those who have time to make their own biscuits.

Activity 2: Give out the sheet of fishes to all the beavers, the beavers need to colour in the fish, and then cut them out. Once cut out, the beavers need to put a paper clip on the nose of each fish.
They can make a fishing rod with a small magnet on the end of a bit of cotton, tied to a short length of beanstick. Try to teach the beavers how to tie a clove hitch at the top. It can be held on with sellotape or masking tape.

Game : Use the magnetic fish in a magnetic fish relay.

Prayer : Thank you God for all the fishes of the sea. Thank you for those fish that we eat, and help us not to pollute the rivers and seas with rubbish.

Week 5: Chinese New Year

Game : *Chinese Pick-up*

Split the beavers into lodges, and line them up at the end of the hall. At the other end have a bowl of objects, and two chopsticks per a lodge. The aim of the game is a relay. The first beaver has to run up, move one of the objects from one bowl to the other and then run back, and tag the next player.

Activity 1: Make a Chinese Dragon to celebrate the new year in style. This can either be making a couple of large ones for the colony using a large cardboard box for the head, and then a large bit of cloth for the tail, for the children to climb under before they parade around the room.

Or

Use a wooden spoon to make the dragon's head, colouring it in, and adding on the googly eyes. On the back of the spoon fix a long piece of ribbon, which you need to add lots of smaller bits of ribbon coming downwards. At the end of the ribbon add a large lolly stick, as the tail. You might want to cover the lolly stick to make it more like a tail.

Or

Use an egg box as the head of the dragon, and then follow the instructions above.

Activity 2 : The other activity to make the lantern, is really good fun, and is an excellent beaver activity. Allow the beavers to decorate the template, before then cutting out, folding, and cutting down the lines. Open out and glue on the tabs. Once completed a piece of paper draped over produces the handle. Use a battery driven night light to light it up.

As an extra, you could invite the children to taste some Chinese food.

Story : If time it might be a good idea to explain how the animals, which the years are named after, arrived in that particular order.

Prayer : Dear God,
Thank you for all the festivals celebrated around the world. Help us to understand how these festivals are important to those people.
Amen.

Week 6: Noah's Ark

- Game :** As this whole day is based on pairs, then this game is based on pairs. Have a box of different objects which are pairs with the ones the beavers have been given. The beavers in relay fashion, run up and look in the box, and take out the item which is their pair. If you do not want to use a box of items there is a sheet in the resources section for you to cut up and use.
- Activity :** The idea behind tonight is working together. Split the beavers in pairs. They then have to complete all the tasks as a pair.
- Activity 1: Feeding each other. Using something like jelly can be good fun, as well as being relatively clean.
- Activity 2 : Throw and catch a ball between each other, as many times as possible, without dropping it.
- Activity 3 : Pass a message to each other using mime.
- Activity 4 : Wheel barrow race down a short distance.
- Story :** Find a copy of the story, and tell the children the story of Noah and the ark. If you cannot find a copy then a version of the story is in the resources.
- Prayer :** Dear God,
Please help us to be thoughtful of each other, and be kind to all of God's creatures.
Amen.

Week 7: **Pet Show**

- Game : A quiet game this week, as there might be a range of animals within the room.
Sit the children around in a circle. Try and start the game with the younger beavers. The first beaver names a pet. The second one names the pet, and then add one of their own. (Similar to 'I went shopping.')
- Activity : This will be when the children show their pets. I would suggest that any beaver who brings in a pet, also brings in an adult to look after the pet, whilst it is not being shown. The beavers one at a time show their pet and take any questions from the rest of the colony. *It may be worth allowing the beavers who cannot bring in a pet bring in a cuddly toy.*
- Prayer : Dear God,
Thank you for all the animals which help to make our lives more fun.
Help us to be thoughtful of them, and to look after them as carefully as we can, even sometimes when we do not want to.

Week 8: **Inventing a machine**

Game : What does your machine do ?

The beavers need to run around. On the word “machine” the beavers need to stand still. The leader then calls out one of the words below and the beavers have to act them out.

Drilling the box

The beavers spin around 5 times.

Hammering the box

The beavers jump and down 5 times.

Lifting the box

The beavers stand on 1 leg and stretch upwards, then outwards.

Packing the box

The beavers crawl up into a ball.

Box on a conveyor belt

The beavers dolly step 10 times.

Activity 1: Give out lots of junk modelling things, and ask the beavers to come up with an invention which would help out an animal. First of all sit down with beavers for a few minutes and discuss what kinds of things they come up with. For example, a machine which catches mice carefully; a machine which feeds a cat whilst the owner is away for the weekend; a machine which exercises a dog by itself; etc.

Once discussed allow the beavers to work by themselves or in pairs to design their machine. Give them around 30 minutes. Allow them to use paint or coloured paper to add colour to their model.

Activity 2: Give the beavers a chance to explain to the colony about their model, explaining how it works and what it does.

Prayer : Thank you for the ability to think, to imagine and to have fun together. Help us to remember this when we think that we cannot do something. Amen.

Week 9: Mini beasts

Game : Minibeast relay.

The beavers get themselves into relay teams. The first beaver starts to move up and down the hall, and tag the next person., who then goes. As they move the leader shouts out insects, which the beavers have to act out as they move.

Caterpillar : They walk on all fours.

Butterfly : They put out their arms, and gently flap.

Worm : They lie on the floor and pull themselves along.

Grasshopper : They jump along.

Bee : They making a buzzing sound, and flap arms quickly.

Start by talking about how important insects are. The fact that the pollinate the plants, which then provide us with food, such as apples. Some minibeasts like worms mix the soil, making it better for us to plant seeds in. Other insects like ladybirds eat other insects which cause us problems.

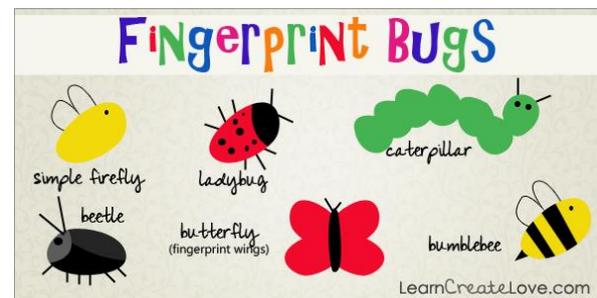
Activity 1: Using egg boxes and pipe cleaners, with googly eyes, the beavers make their own insects. Tissue paper could be used to wings, and paint could be used to colour.

Activity 2: The children fold the paper in half, and paint half a butterfly on one side, and then before the paint dries fold it over to produce the other half of the butterfly.

Activity 3: The beavers have a look at some real minibeasts under magnifying glasses and try to identify them using books. This will take some preparation to find the minibeasts.

Activity 4: Fingerprint bugs

The other advice I would give is to use paint, as ink pads can leave a stain for quite a long time, especially if they touch any clothing or carpet. The only disadvantage of using paint is that they will have to wait for the paint to draw before adding details, unless watercolour paint is used. Once the paint has dried use a black felt tip to mark on legs, eggs, etc. Example from <http://learncreatelove.com/>



Game : *Insect Pairs*

At the far end of the room, a selection of cards are laid out face down. The beavers sit in relay form, and one at a time run to end of room. Turn over two cards. If they are the same they bring them back to their team and tag the next player. If not, they turn them back over and run back and tag the next player.

Prayer : Dear God,

Thank you for all the creatures on the earth, however large or small.
Thank you for all the jobs they do, such as the bees working so hard every day to pollinate the flowers.
Amen.

Week 10: **Visit by vet**

Game : Animals sounds game : Resource sheet to cut up.
Children go around making the sound of the animal on their piece of paper. They keep making the sound up they find all the animals of the same type.

Activity : Talk by the vet.

Game : Beavers sit in circle. Name them cat, dog, rabbit, canary, hamster, cat, dog, rabbit, etc... The leader calls out one of animals. At which points all the beavers which are that animal stand up and run around the circle, and back to their place. If 'Vets' is called all the beavers stand up and run around the circle, and back to their place.

Prayer : Dear God.
Thank you for everyone who helps look after animals. Help them to complete their jobs successfully, looking after all of the world's creatures.

Week 11: Energy Saving

Game : Saving water.

Have some plastic cups around the room. Half of them turned up the right way, and the other half turned upside down. The number of cups should be twice the number of the beavers playing. Split the beavers into two halves. One half need to turn the cups up the right way. These are trying to save water. The other half have to turn them up the wrong way. These are the wasters.

At end of the game explain to the beavers that we also waste energy by wasting water. Every litre of water tastes a lot of energy to clean and put to the house.

Activity : Talk through with the beavers about the different things in their homes which use electricity. Think about how many of them the beavers use each day. The beavers first of all try to complete a sheet of which devices within the home use electricity. They then have a go at making a poster which shows how they might save energy.

Game : Different ways of making energy.

Beavers run around the room, until one of the following is called.

Wind farm : Children stand still and wave their arms in circles.

Wave power : Take two steps forward and two steps back; repeat.

Solar : Lie down and pretend to sunbathe.

Coal power : Pretend to shovel in the coal.

Nuclear power : Stand still, jump up and shout shout bang.

Prayer : Dear God,

Thank you for all those things which use electricity which make our lives easier and more fun. Please help us to remember to turn off the lights when we leave a room, and to turn things off when we are not using them. Maybe be thinking about these things we can help to save the environment.

Week 12: **Constellations and space missions**

Game : Being a star.

One beaver sits at the end of the room with a blindfold on, and with a torch, which they can turn on and off as they want. The other beavers have to crawl towards that beaver in their space craft. As the star comes on, if the light hits anyone they have to go back to base. The game swaps when a beaver makes it to the star light. As they get better with this game, it can be played carefully with the lights off.

Activity 1: Using the resources from the Space Activity badge section, see if the beavers can make a constellation from one of those listed using sticky gold or silver stars on dark coloured paper. They can join them together using a ruler and felt tip. Once drawn they need to label it with the name of the constellation. For the stars that are slightly brighter they could use the opposite colour star.

After they have finished they could come up with their own constellation. Coming up with their own name and what their constellation looks like. Again making it with stars and linking together with ruler lines.

You might want to make a few constellations already on sheet with dots for the beavers to put the stars on.

The can use small marshmallows and spaghetti to make them.

Activity 2: The last bit to complete the badge is to know about a current space mission. To do this will probably need a computer linked to the internet, though printed out pictures and an explanation would be fine. The best website to use is www.nasa.gov/missions/ for the American missions.

Activity 3: Making foam painting planets

As this has been quite a clean term, here is an activity that will change that. Cover the table with newspaper and put on the newspaper a tray. Cover the tray with a layer of shaving foam, then put a few lines of green and blue paint, if you making earth. Other colour combinations will make other planets.

Allow the beavers to swirl the paint around with a stick or finger. Once you have swirled, place a circle of white paper on the foam. Allow to settle before taking it off and allowing to dry.

Prayer : Thank you God for keeping safe all those people who explore space.
Help to continue to keep them safe, and help them to use it as a way of
joining countries of the world together.
Amen.

Week 13: A sticky evening

Game : This game tonight will be a sticky game, stuck in the mud. An eighth of the colony are on. They have to tag other beavers in the colony, as they do the beaver has to stand still with the hands out. To be released a beaver has to run around the beaver twice, and then high five the beaver who was stuck.

Activity 1: To create some leaf prints to make a shelter for an animal. In the middle a piece of paper stick a photo from a magazine. The beavers can then use leaf prints to make a shelter for the animal. It may just look like a cave shape around the animal, though could be different shapes, if the beaver is allowed to stick the animal down.

Activity 2: To make a bird box would be possible if the pieces are all cut out beforehand, see www.packresources.co.uk/activity/diy badge for help with a design for this.

I feel though for beaver age, and not taking away the fun that cubs can have, I would get the beavers to make a bug hotel. This can be created by following the sheet in the resources area.

Again according to the adults available will be to how you sort out the evening. Once you have made the bug hotel, put it outside, so that you can look into it next week, on the walk.

Week 14: **Minibeast hunting**

Activity: Take the beavers out with the correct ratio of adults for a walk. The walk does not need to be that far, but should go to places where you are more likely to find insects, such as under stones, logs, etc. Once they see an insect, see if they are able to name it. As insects are found, see if you can show it to as many beavers as possible. Think about where other larger animals might live and what they might eat.

Activity 2: Pond dipping at this time of the year can produce a range of small creatures, as well as a variety of spawn. It is unlikely that any spawn will have grown into tadpoles. When you go pond dipping it better to have smaller groups. If you can find official pond dipping areas, then it will probably be a lot safer than just any pond.

Week 15: **Badge presentations**

Game : The beavers could play pin the tail on the donkey.

Game : Dead Lions or Sleeping Lions. The beavers lay still, and as they move they are out.

Game : Camouflage.

The beavers run around the room whilst the music is playing. When the music stop the beavers have to stand as still as they can pretending to be tree. Anyone who does not look like a tree, or moves is out. Flexibility can be given to this game, according to how quick you need the beavers to get out.

Food and drinks. This could be animal biscuits, jelly teddy bears, penguin bars.

Activity : Badge presentations, and explanation about the work the beavers have covered this term.