

# **Barbados Boy Scouts Association**

## **Beaver Scouts**



**A Simple Manual For Starting And  
Running Your Own Beaver Colony  
June 2015**





“The spirit is there in every boy; it has to be discovered and brought to light.”

*Lord Robert Baden-Powell*

Beaver Scouts are the youngest section of the Scouting family. Their activities are based around making things, outdoor activities, singing, playing games, going out on visits, investigating nature, listening to stories, learning how to be safe and most importantly, making new friends.

Boys join a Beaver Scout Colony for many reasons. It might be they have heard great things from their friends about all the things your Colony gets up to every week. Perhaps parents or guardians are keen for them to join. Whatever their reasons, whether or not they stay will be down to you and your team, and the weekly programme you provide.

So let's get started.





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## Getting Started

The requirements for starting a Beaver Colony are simple and easy to follow;

1. Leadership: the minimum requirement for all groups is two uniformed Leaders. Adult helpers must be over eighteen years of age. Though it is not always possible it is suggested that your group have one adult to every six boys.
2. The age range of a Beaver Scout is 4½ years to 7 years of age.
3. Once permission is granted by the sponsoring authority for the setting up and opening of a new colony, permission must be sought from the District Commissioner of your area.
4. Once permission has been granted, recruitment of boys can begin. Remember, a colony's maximum is twenty – four boys in special cases this amount can be changed.
5. Leaders should meet prior to the opening of the colony to plan programmes and make decisions about the proper functioning of the colony.
6. Parent involvement is required and Leaders should make every effort to find interesting ways to get parents involved in the proper functioning of a Colony rather than being distractions.
7. Remember: Never be too proud to ask for assistance. Your District Scouter, Assistant District Commissioner and others in authority are there to assist you in times of trouble.



## Letter Format For Starting A Beaver Colony

My School,  
Up the street,  
St. Somewhere.

The District Commissioner,  
The Only District,  
Over there.  
St. Somewhere

Dear Sir,

The Leaders of the above named school are seeking your permission to start a Beaver Colony at our school.

We have four trained Leaders who are willing to undertake this task. One of the Leaders has completed the Introductory Course and is willing to lead the group. We have three potential Leaders willing to be trained and are just waiting on the dates for the Initial Course. We have also discussed the possibility of opening a colony with the Assistant District Commissioner for Beavers and she is willing to assist us where ever possible. We wish to have our group meet on Fridays between 3:15p.m. and 4:15p.m.

We look forward to a favourable response from you on this matter.

Yours faithfully,

.....  
J. Scott (Mr.)  
Group Scout Leader  
My School Scout Group



## Structure Of A Beaver Scout Group

A group of Beaver Scouts is called a Colony, and each Colony can be split up into smaller groups called Lodges.

Most boys join the group between four and a half years old and seven years old.

**N.B.:** Before setting up any Beaver Colony ensure that you have the permission of your Sponsoring authority and the District Commissioner for your District.

## Beaver Scout Promise and Motto

Beavers have a Promise and Motto, but there is not a Beaver Scout Law. The concepts of the Scout Law should be presented to Beavers through games, storytelling and other informal devices.

### The Beaver Scout Promise

I promise to do my best  
To be kind and helpful  
And to love God.

### The Beaver Scout Motto

Be prepared



## Beaver Scout Uniform

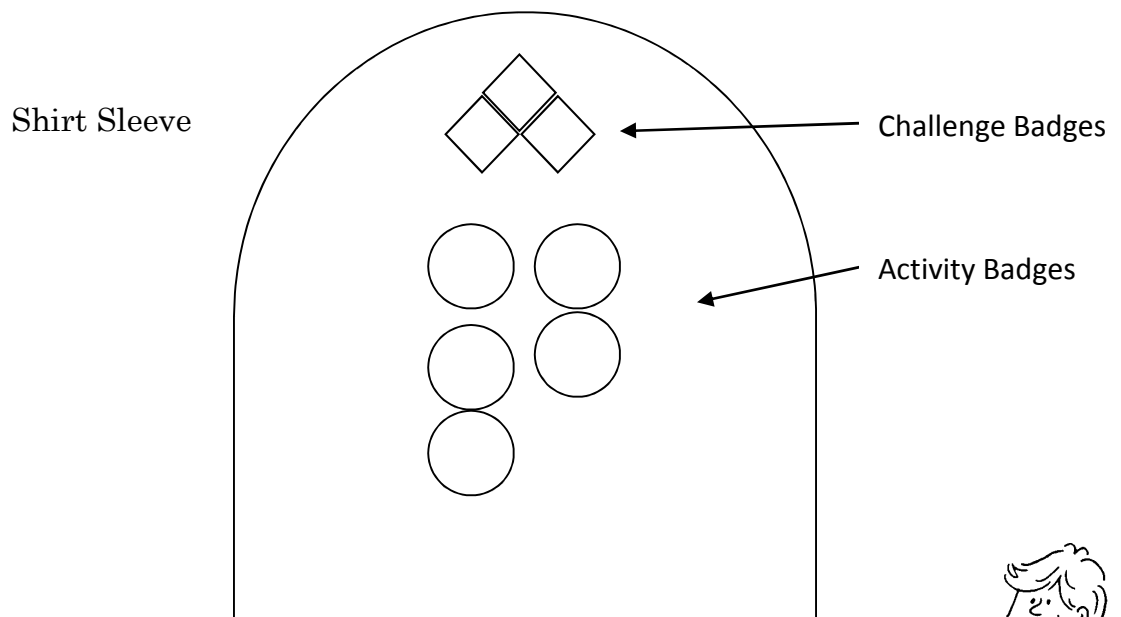
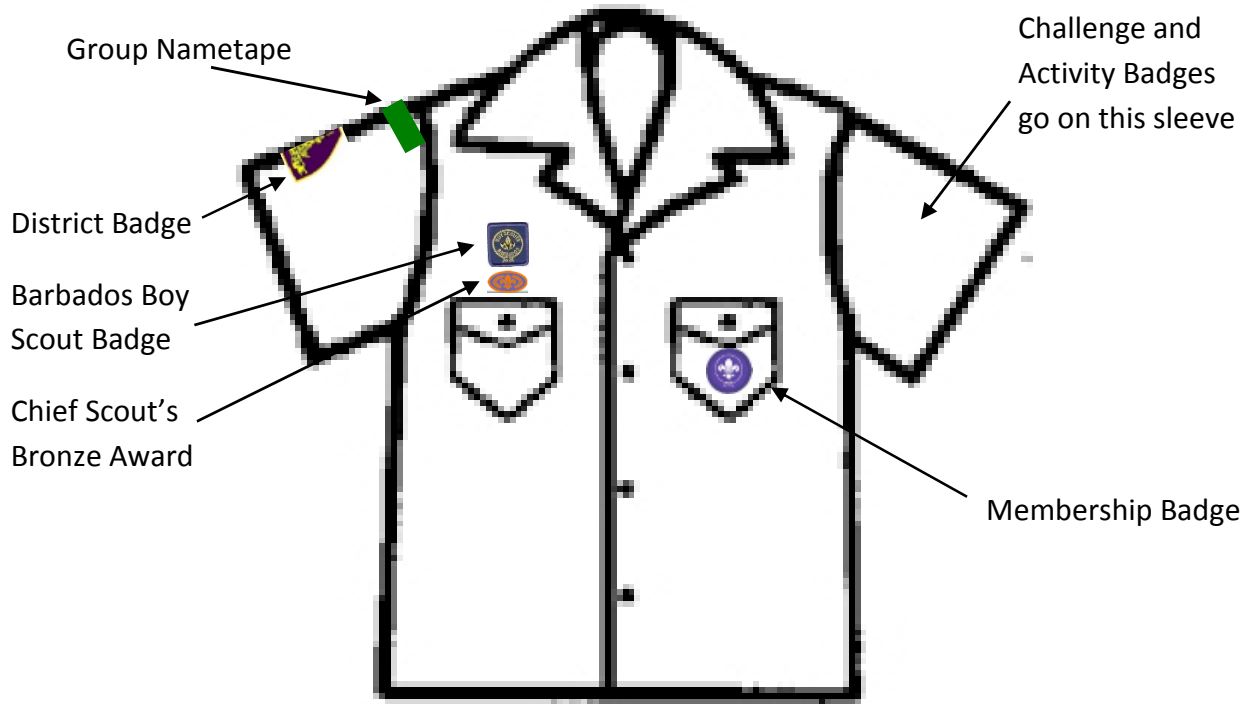
The Beaver Scout Uniform consists of a yellow dress shirt, blue shorts, blue socks and black shoes. It is also accompanied by a blue cap with the Barbados Beaver Scout Badge on it.



Activity wear is made up of a yellow t-shirt with the word Beaver written across the front and blue shorts. It is also accompanied by a blue cap with the Barbados Beaver Scout Badge on it. Your Group activity shirt can be used in place of the Beaver t-shirt.



# Badge Placement On Beaver Scout Uniform



## Ceremonies In The Beaver Scout Colony

Ceremonies can play an important part in the life of the Colony. Ceremonies in the Colony should be simple, sincere and short, and should be reviewed and renewed at regular intervals to make sure they are not becoming repetitive. However, ceremonies can be used to:

- ✿ Mark significant moments in the life of the individual Beaver Scout or the Colony
- ✿ Provide a familiar routine which can aid the maintenance of good order
- ✿ Create a sense of belonging and pride in the Colony.

Ceremonies used in the Colony should be simple, sincere and short. However, they can also become dull and repetitive! For this reason, Colonies are encouraged to review and renew their ceremonies at regular intervals. In addition to the Beaver Scout Promise Ceremony, Colonies might devise ceremonies for specific purposes such as:

- ✿ To say welcome at the start of the meeting
- ✿ To say good-bye at the end of the meeting
- ✿ To present a Beaver Scout badge
- ✿ To welcome a visitor to the Colony
- ✿ To mark a special occasion: for example a birthday.
- ✿ When a Beaver Scout leaves the Colony to move away.
- ✿ When a Beaver Scout leaves the Colony to join Cub Scouts.

Whenever a ceremony is used for the first time, an informal rehearsal will lead to a more enjoyable, successful and appropriate ceremony. Always ensure that all those involved know what is going to happen: Beaver Scouts; Leaders; Visitors. Try to help everyone know the purpose of the ceremony you are using.

Smartness in Beaver Scouting is simply seen as the Beaver Scout learning a basic respect for his uniform and how he carries himself as a Beaver Scout. Basic concepts as standing at attention for the National Anthem and Pledge with as little fidgeting as possible and removing ones hat during a prayer are simple enough for a Beaver to understand.



## The Beaver Scout Promise Ceremony

A Promise ceremony can be used at any time in the life of the Colony, but should be used at the investiture of new Members. New Beaver Scouts make their Promise approximately four (4) weeks after they join the Colony and have completed the requirements of the Beaver Scout Membership Badge. The Colony and its Leaders stand in a circle. The Beaver Scout Leader stands next to the new Members and explains that they are going to become Beaver Scouts today. Everyone makes the Scout sign and says the Beaver Scout Promise together. Beaver Scouts should not be required to say the Promise alone in front of the Colony. Then the Beaver Scout Leader welcomes the new Beaver Scout(s) into the Colony and the worldwide Family of Scouts. The welcoming handshake is offered, the Scout left handshake should be used. Colonies should consider inviting parents/guardians to the investiture of their son as a Beaver Scout.



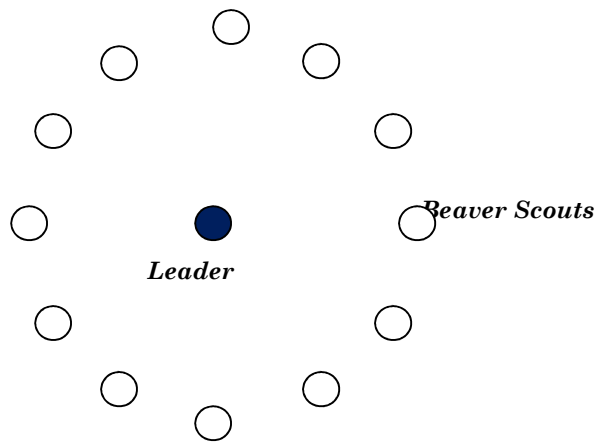
## Ceremonies To Say 'Hello'

### 1. Gather Logs

The Leader calls out "Gather Logs". The Beaver Scouts hold hands and form the largest possible circle around the Leader. This represents travelling out as far as possible to gather logs and sticks to build the Lodge. The Leader calls out "Build a Dam". The Beaver Scouts take five big steps into the middle and slowly raise their joined hands. As each step is taken a letter is shouted out to spell the greeting 'HELLO' followed by shouting out the word hello, finishing up surrounding the Leader. The Leader replies "Hello Beaver Scouts".

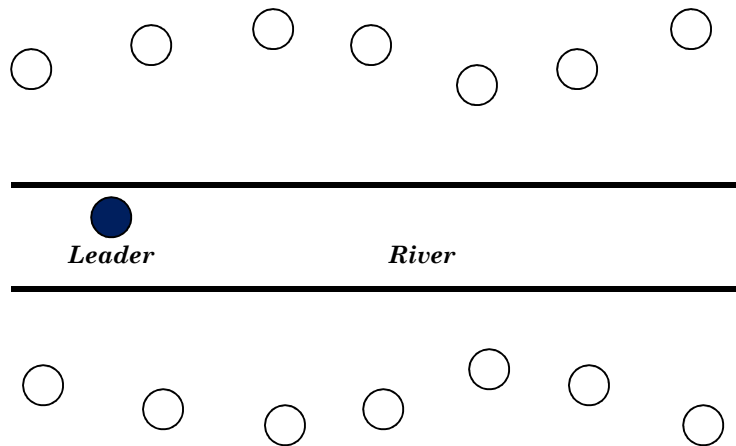
### 2. Gather Logs

The spelt greeting of 'HELLO' is replaced by the word 'BEAVERS' followed by "Hello" being shouted out.



### 3. River Banks

The Leader calls out “River Banks”. The Beaver Scouts join hands in two-way lines facing each other to represent two banks. When the Leader calls “Build A Dam”, they run to the centre of the room around the Leader. The Leader then calls out “1, 2, 3 who are we?” The Beaver Scouts reply “We are Beavers Scouts can’t you see?” and together everyone spells out ‘BEAVERS’ on the final ‘S’ everyone jumps up in the air and shouts “HELLO”. These can be adapted to welcome visitors to the Colony.



## Ceremonies To Say Goodbye

### 1. Goodnight Beaver Scouts

The Leader calls out “Build A Dam”. The Beaver Scouts join together to form a circle with a Leader in the centre. The Leader gives out any final notices. Any letters,

handicrafts or anything to be taken home should be distributed. A Beaver Scout or Leader says a special prayer or thought to suit the evening. The Leader says “Good-bye Beaver Scouts”. The Beaver Scouts hold hands and take seven steps backwards on each step shouting one letter of ‘GOOD-BYE’.

## **2. Goodnight Beaver Scouts**

Use the tune 'Merrily we roll along' to devise a Colony song for the end of your meeting. An example is: 'Goodnight Beaver Scouts, Goodnight Beaver Scouts, Goodnight Beavers, See you all next week' The Beavers then shake hands or say goodbye to the person either side to them.

## **Ceremonies To Present Badges**

### **1. Gather Logs**

The Leader calls out “Gather Logs”. The Beaver Scouts hold hands and form the largest possible circle around the Leader. The Beaver Scouts drop their hands. The Beaver Scout joins the Leader in the centre of the circle and the Leader explains what the badge means and congratulates the Beaver Scout. The Leader shows the Beaver Scout where the badge is worn and says “Well Done”. The Beaver Scouts then make tail-slapping sounds clapping hands behind their backs. The Leader calls out “Build A Dam”. The Beaver Scouts take five big steps into the middle and slowly raise their joined hands and shout 'Well done'.

## **Ceremonies To Mark A Special Occasion**

### **1. Birthday**

The Leader calls out “Build A Dam” to ensure a circle is formed around the Leader and the Beaver Scout whose birthday it might be. The Beaver Scouts sing 'Happy Birthday'. This is followed by an appropriate celebration of blowing out the candles and eating the cake.

### **2. A Beaver Scout Leaving The Colony to Move Away**

This is a sad occasion for everyone but one that should be made special for each Beaver Scout who is leaving as well as their friends, Beaver Scouts and Leaders alike. The Leader calls out “Build A Dam”. The Beaver Scouts form a circle around the Leader and the Beaver Scout who is leaving. The Leader recalls how well the Beaver Scout has done in the Colony. The Leader presents the Beaver Scout with an appropriate letter, card or certificate, which wishes them well. The Leader calls out “Good-bye”. The Beaver Scouts spell out the word ‘GOOD-BYE’ as they step backwards and follow the last letter by shouting out the name of the Beaver Scout.



## Ceremonies For When A Beaver Scout Leaves The Colony To Join Cub Scouts

These ceremonies which link the Beaver Scout Colony and the Cub Scout Pack are a joint venture arranged between the Colony and Pack Leadership teams. Colonies should consider inviting parents/guardians to attend this important step in their child's life. This ceremony is also the time when the **Moving On Award** is presented and the Scout Promise is reaffirmed. A Beaver Scout may wear the **Chief Scouts Bronze Award** on the Cub Scout uniform until the **Mahogany Award** is gained, at which time the **Chief Scout Bronze Award** should be removed.

### 1. Swimming Up The River

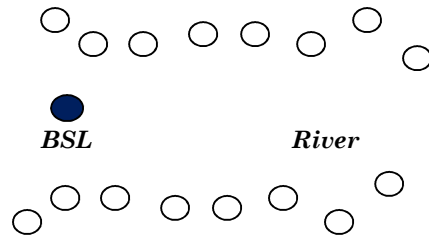
This ceremony begins with the Beaver Scouts in the river bank formation and the Cub Scouts in the Pack circle. An opening is left in the Pack circle facing the Colony. Once in position the Beaver Scout Leader calls out the names of those Beaver Scouts who are to join the Cub Scout Pack. The Beaver Scouts 'swimming up' joins the Leader in the river.

The Beaver Scout Leader says "We are pleased and proud that you are now moving from Beaver Scouts to Cub Scouts," or "we wish you a happy and exciting time as you do your best in the Cub Scout Pack", or similar words suitable to the occasion. Escorted by the Leader, the Beaver Scouts walk up the river between the banks to stand in a straight line facing the Cub Scout Leader and the Cub Scouts. If it is impractical to have the whole Pack present, then Sixers and Seconds only or a group of Cub Scouts could be involved.

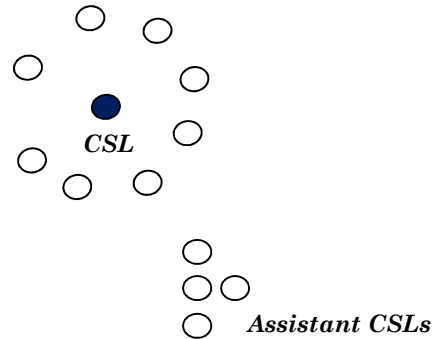
The Cub Scout Leader then places the Group scarf around the neck of the new member and use the left handshake and welcomes them into the Pack. The Cub Scout Leader introduces the new members to their Sixer(s) whom they should already have met and then to other Members of the Six. A simple prayer may conclude the ceremony.



### *Beaver Scouts*



### *Cub Scouts*



## **2. Swimming Across The River**

The Colony and Pack form two horseshoes facing each other. The Sixers come forward and shake hands using the left handshake with the Beaver Scouts who are swimming across. The Beaver Scouts use the left handshake with the Colony Leaders and say “Good-bye”.

The Beaver Scouts and Sixers wade, swim or jump the river. Akela greets the new Members using the left handshake and introduces them to the Pack. There is then a grand howl of welcome by the Pack to greet the new Members who remain standing throughout the Cub Scout welcome. A simple prayer may conclude this ceremony. The Beaver Scouts who are swimming across will have attended several Pack meetings prior to the actual ceremony.

## **3. Pull Me Across The River**

The Beaver Scout Colony and Cub Scout Pack form two horseshoes facing each other with a rope across the river. The Beaver Scouts wave good-bye to the Beaver Scouts who are joining the Cub Scout Pack hold onto the rope and read from a card: “As a Beaver Scout my work is done, So look out Cub Scouts here I come. Across the river now I swim, Held by a rope to pull me in. So help me Cub Scouts help me do, Pull me across to be with you”.

The Cub Scout Sixer greets the new Member and introduces the Second, the Six, and Akela. A grand howl of welcome by the Pack follows. A simple prayer may conclude the ceremony.

## **4. Swimming Under The River**

The Beaver Scout Colony and Cub Scout Pack form two horseshoes facing each other with a large blanket placed on the floor between them. Four Beavers hold down the corners of the blanket. The Beaver Scouts who are transferring ensure that their new

Cub Scout uniforms are under the blanket. The Beaver Scouts say 'Good-bye' to the Colony. One by one the Beaver Scouts swim into the river under the blanket.

While under the river (the blanket) the Beaver Scouts remove their Beaver Scout uniform and put on the new Cub Scout Uniform and scarf. The Beaver Scouts emerge from the river dressed in their Cub Scout uniform and are greeted by a Cub Scout Sixer and Akela. A Grand Howl of welcome by the Pack follows. A simple prayer may conclude the ceremony.



## Guidelines For Managing Registers of Interest and Joining List

Scouting has become so popular, particularly in recent years, that many Colonies and Packs will have prospective Beaver Scouts waiting to join. It is a good idea before the start of each term to look at your records. You will then have an accurate picture of future vacancies and advance warning of times when you are likely to be oversubscribed. It is important to keep your District informed so that they can offer you the appropriate support.

### Recording The Details

When a parent initially contacts you, you should collect the following details: Name of Boy, Date of Birth, Parent/Guardian's Name, Address, Phone Numbers and email Address.

### Setting The Size Of Your Colony

Part of the management of the Beaver Scout Colony is setting the size of the Colony, and then the size of the register of interest and the joining list. The first consideration is the recommended maximum size for the Colony as outlined in Policy Organisation and Rules (POR): 24 Beaver Scouts.

Another consideration is the number of adults available in the Colony. The appointed Leader should plan to ensure that there are the correct number of adults present at every meeting, as outlined in POR. Another factor affecting the size of the Colony will be the size of the meeting place. Another issue that may be raised is the size of the Cub Pack, if there is one at the Group.

## Programme Review

To celebrate all that is going well with your Beaver Scout Colony and to help you focus on areas that you would like to improve; it's a good idea to review certain elements of your Colony regularly.

It will be likely that you will undertake your review on an annual basis, at a time and place to suit you and your team. The review should be kept and considered on a regular basis – don't just do it and forget it.

Here is a simple six step process to completing a review.

**Step 1 – Gathering information:** It is essential that you have all the facts before you begin your review. So gather the information needed for the “Membership” section and hopefully you will have details of programmes you have used over the past year this will help you identify the areas and methods that have been covered and those that need more attention.

**Step 2 – How do you feel?** The areas of interest, membership, methods used, can be discussed though not at the same time. You will need to be open and honest about each area during these discussions.

**Step 3 – Making comments:** After each topic is discussed record what was said by each Leader in attendance. This will help in the decision making process.

**Step 4 – Drawing Conclusions:** For each of the comments recorded some conclusions can be drawn. The conclusions should identify parts of the Beaver Scout Colony programme that are going well, things that the Beaver Scout Colony would like to improve and things that the Leadership team thinks need further support and attention in the future.

**Step 5 – Looking forward:** Looking at the items you noted in the conclusions, focus on two or three issues that the team consider most important or most urgent. Choose items that will improve the quality of Scouting for all members. Discuss and agree on the actions you need to take to make a difference. This should include seeking help from outside of the colony if necessary. Decide who will be responsible for achieving the action. This should be someone who is willing to take the lead. You also need to agree on when you think the action should be completed by. This should be a possible and practical time frame – but make sure it is within a reasonable period.

**Step 6 – Talk to your Group Scout Leader:** Completing the review does not mean that you have to solve the problems within the Colony. A review will identify what support you need. The role of the G.S.L. is to support all of the sections in the Group, to make sure that they all offer good Scouting. This also allows them to coordinate the support available.

Finally, keep a copy of the document for Colony records so that it can be referred too during the year to check on progress.





**BEAVER COLONY**  
**SUBSCRIPTION REGISTER**

**YEAR** ..... **TERM** .....

<b>DATE/WEEK</b>																				<b>TOTAL</b>
<b>TOTAL</b>																				

.....  
**COLONY LEADER**

.....  
**GROUP TREASURER**

## Adventurous Activities For Beaver Scouts

One of the reasons that boys join The Scout Association is to take part in adventurous activities; this applies from the Beaver Scout Section to the Venture Scout Section. These fun and exciting activities, sports and games are very often new to our Members. It is important that we as Leaders should try and provide some of these beneficial activities.

### Positive Image

Encouraging young boys to take part in these activities gives them the opportunity to take risks in a safe environment and to develop new skills and abilities that can be used in all parts of their lives. Trying new adventurous activities and succeeding at them gives young boys the confidence to try other activities. Most young boys will enjoy taking part in these activities and relish being given the opportunity. Giving young people the opportunity to do these activities within Scouting ensures that they are undertaken in a safe environment. Giving young boys the chance to take part in adventurous activities can be used as a potential recruitment tool. If young boys enjoy these activities they will tell their friends who will, in turn, want to join and take part in the same activities.

### A Sense Of Adventure

To a six year old, most of what they do and see is an adventure as they are still learning enormous amounts about the world around them. A six year old's concept of adventure is very different to a 16 year old. For example, a six year old sitting in a bellboat going across a small pond will mean as much as a trip on a raft on a white water river to a 16 year old.

### Introduction To Activities

Whatever adventurous activities you provide for the Beaver Scouts, they should be seen as an introduction to the activity. This is very important for two reasons; first, the capability of 4 – 7 year olds is not as great as those who are older. They are much smaller and have far less strength, so are less able to take part in some activities. For example, using a low rotating climbing wall rather than a full static climbing wall is much better and more enjoyable for Beaver Scouts. Another consideration when providing adventurous activities is the number of times you run them. If the Beaver Scouts take part in a lot of adventurous activities in the Colony they will not have them to look forward to in Cub Scouts. A good idea is to talk with the Cub Scout Leaders to see what activities they do in the Pack and plan accordingly. What should happen is that Beaver Scouts have an introduction to some of these activities. Then, as they move through the other sections, they build on the activities already enjoyed and experience new activities not tried before.



## **Providing The Adventure**

When considering providing any adventurous activities Leaders should not worry about running these alone. There are many people locally at District level who can help run adventurous activities.

## **The Facts**

All activities must be done in accordance with the most recent edition of Policy, Organization and Rules. Also, as with any activity you run with your Beaver Scouts, you will need to complete a risk assessment.

## **Hints And Tips**

When running any activities, you need to be aware of the needs of the Beaver Scouts. You may have some Beaver Scouts who are frightened of trying some activities and may need encouraging. Let them watch the activity so that they can see what will happen. If they still don't want to try, don't make them feel it is a problem. Make the activity fun for the Beaver Scouts by having competitions. Don't put any pressure on them to take part. Most Beaver Scouts will want to take part without any encouragement, others may need more time. Praise them all when they do take part, as this will encourage them to have another go and try and do better.

## **Setting Expectations**

It is important to set expectations for the activities you do; this needs to be done with both the parents and the Beaver Scouts. Try linking the activities you plan to do with an informative game about the activity the week before. Make sure the parents are happy with the activity. There might also be a chance for them to come along, watch and possibly have a go. It is also important to make the instructor aware of the abilities of the group, their age and size. This information may impact on the way that the session

is run or the equipment needed. Always remember Scouting is an outdoor activity most boys wish to be active and moving after being in the classroom all day make every effort to provide the Beaver Scout with activities in keeping with the tenants of Scouting.

## **Headcounts**

During the outing or activity, remember to perform regular headcounts of the young people in your care. A headcount is an effective method of ensuring the group is together and complete. Conducting headcounts are equally important on everyday Scouting activities as they are on more adventurous activities. A headcount should be conducted where there is a change in environment during the activity; examples include: When changing direction on a walk, perhaps to a new path, ensure the group is together and complete.



## **Planning An Outing**

Outings and visits are an important part of the Balanced Programme. The Leadership team is encouraged to offer at least one evening or day outing in each three to four month planning cycle and a variety of outings during the time a young person is in the section.

These outings could be done within the normal meeting time or at the weekends and during the holidays. Evening outings could include; a visit to the local park, Scout campsite, etc. Half or whole day outings allow for outings further away from the Group Headquarters and could include; a local zoo, a museum, an activity day, etc.



## **Deciding Where To Go**

There are likely to be many places in your locality for you to visit with your section. Examples include zoos, stately homes, theme parks or the seaside. It is a good idea to talk to different Leaders in your District to see where they visit if you are unsure where you can go, or even what is available in the local area. You could also consider what you doing in your Programme, when deciding where to go. It may be that your outing can enhance something you have done in previous meetings. For example, going along to Kensington Oval after learning about Sport and Health.

## **Risk Assessment And Facilities**

Before any activity takes place, Leaders should carry out a risk assessment, so it can be a good idea to have a pre-visit. As well as carrying out a risk assessment at a pre-visit you can also familiarise yourself with the layout and what facilities are available.

## **Transport**

You will need to decide if it is most appropriate to walk, use cars, public transport, coach or minibus. A number of factors will help you decide. These are; distance to travel, the time, cost and relative safety of travel. It is essential to satisfy yourself that the arrangements made are safe and sensible, and that parents/guardians know exactly how their child is to be transported. As Leaders, you can only do your best to provide the safest method of transport available. It is for parents/guardians to decide if they are satisfied with the arrangements. When you are using parents/guardians cars, by law they must have at least third party insurance. For insurance purposes Scouting is classed as a social, domestic or pleasure activity so parents will not need extra motor insurance.

## **Adult Help**

When deciding who can help on the visit you need to consider the ratio of adults to young people. The recommended minimum ratio for Beaver Scouts and Cub Scouts can be found in Policy, Organisation and Rules, Chapter 3. If you need extra adults for the outing you can ask any other Leaders in the Group, or parents/guardians to help on the visit.

## **Cost**

Usually outings will be self-financing so it is important to calculate the likely costs accurately. Costs will include transport, entrance fees, refreshments, any equipment required and any activities booked. Some places that you could visit may be able to give you a discount if you have a large number going on the trip. There may be some members of the section whose parents could have problems paying for the outing. If this is the case, the Group Executive Committee may agree to pay for that young person or come to some other agreement.

## Who To Inform

The Group Scout Leader, your District Scouter or Assistant District Commissioner and through them the District Commissioner, should be fully informed about the plans for any outing. Parents/guardians should be left in no doubt as to what activities are planned and what arrangements have been made. Permission must be sought from the parent / guardian of the boy prior to the commencement of the activity.

## On The Day Of The Outing

You will need to make sure you have with you:

- ⊕ First aid kit.
- ⊕ Sick bags for the journey
- ⊕ Money, tickets and details of the venue
- ⊕ A list of all the young people and adults attending

## After The Outing

The Leader of the outing should ensure that:

- ⊕ Outstanding bills are paid
- ⊕ A visit account is prepared for the Group Treasurer
- ⊕ Notes are kept of the arrangements for future reference

After the outing, your Assistant District Commissioner may be interested to know how it went and other Leaders may be interested, particularly if it is a new venue.



## Balanced Programme

The Scout Association has a programme which aims to promote the growth and development of young boys to men.

The philosophy underpinning the programme is that every Beaver Scout should participate in a Balanced Programme over a period of time.

Providing your Beaver Scouts with a programme that is both balanced and exciting is one of the most rewarding challenges for our Leaders.

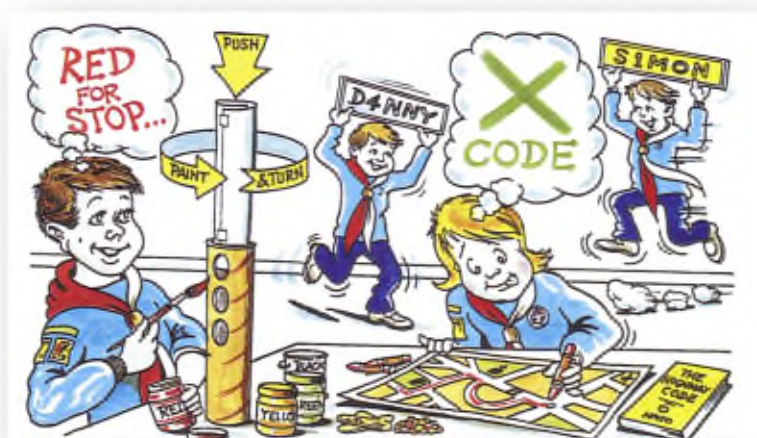
What we offer to young men in the Beaver Scout section is a range of activities, events and experiences built around the Challenge Badges.

You balance the programme in the same way you'd balance a diet, by simply ensuring that over a given period (a month or a term, for example), there is something from each zone in the Programme.

Young people experience Scouting by regularly taking part in quality activities, drawn from each programme zone. Personal achievement can be recognised by earning awards and badges leading to the Chief Scout's Award.

We deliver the activities across the programme zones using a variety of methods, and the final element of the Balanced Programme for Beaver Scouts is the Bottom Line - a list of things you'd hope to see going on if you were to walk into a typical Colony meeting.

Each Leader in the Group chooses a colour by which he or she will be called by the Beaver Scouts e.g. Green Beaver. To keep things interesting for the boys Lodges are not fixed groupings. Each grouping is arranged as the activities change. Lodge names change as you set your theme or activity eg. An Easter theme, Lodge names: Bat Kites Lodge, Easter egg Lodge.



## Methods

The Programme Zones are delivered using 11 methods, which give the programme variety and range.

Sometimes one method will be more suitable than another. On occasions you may use a number of methods within the same activity. So you should give your Beaver Scouts opportunities to:

### **Help Others**

Beaver Scouts understand helping others, though it is usually something they do at home. Incorporating this method into your programme will make them realise that there are many ways to help other people.

### **Go On Visits**

This allows Beaver Scouts to expand their horizon by doing something different, either during the weekly meeting or at a weekend.

### **Play Games**

Games are always a useful way to explore Programme Zones, and many can be adapted to suit a theme, zone or activity.

### **Make Things**

This covers anything from simple drawing to making large items, and includes cooking and using technology in different ways.

### **Meet New People**

Beaver Scouts can broaden their minds by meeting new people and finding out about what they do in their community and how they live.

### **Act, Sing And Make Music**

This method is good for using a Beaver Scout's imagination, and it can also provide opportunities for group work.

## **Listen To Stories**

Storytelling is a wonderful way of communicating to children and sharing experiences. It also helps develop listening skills and encourages creative imagination.

## **Prayer And Worship**

Pictures and themes can be used to encourage Beaver Scouts to think about others, and getting them to write simple prayers will help them to bring God into their everyday experiences.

## **Chat**

Many Leaders think their Beaver Scouts chat too much! Used correctly though, it can help them to reinforce the experiences that Scouting provides.

## **Follow Themes**

Beavers have vivid imaginations, and themes are a powerful way to capture their interest and make the programme attractive and enjoyable.

## **Go Outdoors**

The great outdoors is a core part of the programme for all Scout sections. Taking part in activities and games outdoors encourages Beaver Scouts to appreciate the wonders of the natural world. And let off steam.



.....**BEAVER COLONY**.....  
**YEAR AT A GLANCE** - .....

<p><b>SEPTEMBER</b></p> <p>SCHOOL YEAR BEGINS</p>	<p><b>JANUARY</b></p>	<p><b>MAY</b></p>
<p><b>OCTOBER</b></p>	<p><b>FEBRUARY</b></p>	<p><b>JUNE</b></p> <ul style="list-style-type: none"> <li>- District Annual General Meeting</li> <li>- B.B.S.A. Annual General Meeting</li> </ul>
<p><b>NOVEMBER</b></p> <ul style="list-style-type: none"> <li>- Remembrance Day Parade</li> </ul> <p>30 - Independence Day Parade</p>	<p><b>MARCH</b></p> <ul style="list-style-type: none"> <li>- Founder's Day Parade</li> </ul>	<p><b>JULY</b></p>
<p><b>DECEMBER</b></p>	<p><b>APRIL</b></p>	<p><b>AUGUST</b></p>

..... **BEAVER COLONY**  
**COLONY MEETING PROGRAMME PLAN**

**MEETING DATE:** ..... **MEETING TIME:** ..... - .....

**MEETING THEME:** ..... **DRESS:** .....

**DETAILED PLAN:**

<b>TIME</b>	<b>ITEM</b>
..... hrs.	Opening: .....
..... hrs.	Prayers: .....
..... hrs.	Singing/Game: .....
..... hrs.	Log Chew: .....
..... hrs.	Main Activity: .....
	.....
	.....
..... hrs.	Clean up: .....
..... hrs.	News/Notices: .....
..... hrs.	Prayers: .....
..... hrs.	Dismissal: .....

**LEADER IN CHARGE:** .....

**MEETING EVALUATION:**

## The Sleepover Activity

Beaver Scouts also take part in sleepovers. These are often the first time a young person spends a night away from home. Sleepovers take place in suitable buildings, often schools, for one (1) night only in a building. Beaver Scouts **do not** camp overnight under canvas. Please remember not only is this suppose to be a fun exercise but a learning exercise. It should pave the way for the young Scout's future experiences in camping.

Some guidelines to follow before, during and after a sleepover activity:

1. Adult Scouters organizing camps and overnight activities must inform their Group Leader of their plans in all cases. This can be in writing, by telephone, by email or by word of mouth. Thus the Group Leader may be able to assist with advice and guidance on plans for the activity.
2. The appropriate camp forms, menus, budgets, camp workers list and timetables must be submitted six weeks prior to the Sleepover activity.
3. Parents must be adequately notified and issued with the appropriate information and medical forms as well as kit list.
4. Adult Scouters should always do a site visit of the area to be used for the sleepover activity
5. The following persons should also be notified of the sleepover activity: The Police and medical personnel in the area.
6. Leaders may choose how parents are to be involved in the activity. Their roles could include: Cooks, and Security.







# BARBADOS BOY SCOUTS ASSOCIATION

## NOTIFICATION AND APPLICATION FORM FOR PERMISSION TO CAMP

..... **DISTRICT**

### SECTION A

Name of Group: .....

Name(s) of Other Group(s) Camping: .....

Name of Leader in Charge: .....

### PARTICULARS OF PROPOSED CAMP

Place of Camp: .....

Name and Address of Owner of Site: .....

.....

Number of Beavers/Cubs/Scouts/Ventures Attending: .....

Number of Leaders Attending: .....

Number of Additional Personnel Attending: .....

Date of Camp: From ..... To .....

Camp Fee Charged (per camper): .....

Equipment Required: .....

.....

.....

.....

### SECTION B

I, ....., have had the following Training. (Tick as Appropriate)

Initial ..... Introductory ..... Leadership I ..... Leadership II ..... Campers .....

### SECTION C

I/We hereby make application for permission to hold this Camp and agree to abide by the Rules as laid down in the Policy, Organisation and Rules.

Signed: .....

Leader/Venture Scout In-Charge



---

---

**Camp Budget**

---

**Income:**

Camp Fees	\$
_____	_____
_____	_____
_____	_____
_____	_____
<b>Total Income</b>	<b>\$</b>

**Expenses:**

Food	_____
Insurance	_____
Contingency	_____
_____	_____
_____	_____
_____	_____
<b>Total Expense</b>	<b>\$</b>

**Cost per Scout**

Total Expenses	\$
Less Income Other Than Camp Fees	—
<b>Net Cost of Camp</b>	<b>\$</b>
<b>Number of Scouts Camping</b>	_____
<b>Camp Fee per Scout</b>	_____

## Spirituality In The Colony

The Scout Association is an open association. Whilst requiring all Members to make the Promise which includes 'Duty to God' or 'Love God', The Scout Association does not identify itself with any one religion. There is no established Church within the Association. The Scout Association is not directly and immediately concerned with the religious education of its Members. That responsibility is with the religious families to which the Members belong, although some sponsored Groups will have a more immediate responsibility towards their Members' religious development.

The Aim of the Scout Association includes 'to encourage the spiritual development of young people'. This responsibility is with the Association and needs to be achieved through the programme, method and structure of Scouting. To help Members achieve spiritual development the Association has identified five principles which give a working description of spiritual development. Spiritual development implies that Leaders and Members should be encouraged to:

- ✿ develop an inner discipline and training
- ✿ be involved in corporate activities with others
- ✿ understand the world around them
- ✿ help to create a more tolerant and caring society
- ✿ discover the need for prayer and worship, both personal and shared.



## Awards and Badges

There is a range of awards and badges available to young people in the Beaver Scout Section.

### Award and Challenge Badges

Gaining an Award or Challenge badge involves accomplishing a number of more ambitious tasks within the Colony or community. There are several Challenge badges across a number of themes, from the physical and outdoors to challenges dealing with the local community or issues connected with the Scouting world.

### Activity Badges

Many of the badges available are activity badges, which allow Beaver Scouts to show their progress in existing pursuits, but also to try all kinds of new things and form new interests.



## Awards and Challenge Badges

### Membership Award

This is the first badge and the boy is rewarded with a membership badge (pictured on the right), and a certificate of membership in the group.



#### Requirements

- ⦿ Attend four colony meetings in a row
- ⦿ Can name the Leaders of the colony
- ⦿ Can name the members of your lodge
- ⦿ Knows the Beaver Scout Promise and Motto
- ⦿ Participates in Colony Meetings
- ⦿ Makes the Beaver Scout Promise.

### The Friendship Challenge

The Beaver Scout must complete six requirements, at least one from each area.



#### Caring For Others

- ⦿ Know what to do in an emergency, including the emergency numbers
- ⦿ Understand how to change simple activities to cater for special needs
- ⦿ Take part in an activity to help the elderly
- ⦿ Take part in an activity to help the community
- ⦿ Raise funds for a good cause.

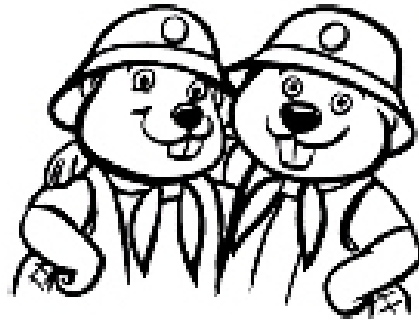
#### People Far Away

- ⦿ Find out about four different aspects of life in another country. For example: national costume, food, currency or climate etc
- ⦿ As a colony, create a link with another colony or similar in a different country.

#### Meeting Other People

- ⦿ Find out about the job or interest of someone in their community, such as a religious Leader, dentist, a musician etc

- ✿ Arrange a visit to or from someone who serves the community. For example - a police officer, lifeboat crew, coastguard, fire fighter etc
- ✿ Join in activities with another Colony.



## The Fitness Challenge

The Beaver Scout must complete six activities, at least one from each area.



### Agility And Fitness

- ✿ Take part in a team game
- ✿ Take part in agility activities eg balancing a book on their head etc
- ✿ Take part in cooperative games, eg parachute games.

### Adventure

- ✿ Go for an accompanied walk
- ✿ Take part in a keep fit session
- ✿ Try one new sport, eg rugby, tennis etc.

### Health

- ✿ Learn about and taste a variety of healthy foods
- ✿ Monitor heartbeat after different activity and understand the reasons for change
- ✿ Design a poster which promotes healthy eating.

## The Outdoor Challenge

The Beaver Scout must complete six activities, at least one from each area.



### Preparing For A Visit

- ☘ Pack a healthy picnic meal
- ☘ Know what to put in your rucksack for a day visit. This could be a cagoule, drinks, lunch and waterproofs etc
- ☘ Help put up a tent.

### Visit

- ☘ Go on a visit to a place of interest. This could be a park, campsite, activity centre, historic building, beach or similar
- ☘ Visit a Cub Scout Pack Holiday or Scout Camp.

### Adventure

- ☘ Take part in an outdoor activity. For example, swimming, climbing, grass sledging, treasure hunt, canal boating etc
- ☘ Attend a sleepover
- ☘ Learn and use two knots
- ☘ Follow a laid-out trail.





## The Chief Scout Bronze Award



This Award is the highest award available in the Beaver Scout Section. It is gained by completing all of the above mentioned Badges and Challenges

**N.B.:** If a Beaver Scout has not quite completed the requirements for the top award when they move on to the Cub Scout Pack, they may complete them in their first few weeks in the Cub Scout Pack.

### The Personal Challenge

Beaver Scouts need to complete the following, after agreeing the challenge with a Leader and discussing the level of commitment required.

They must develop or start a new skill, talent or hobby and show their improvement over six weeks during their last six months in the Colony. Evidence needs to be provided to demonstrate this. For example, the Beaver Scout could:

- ✿ Explain to the rest of the Colony what has been done put on a display of how they have improved (e.g. increased their collection)
- ✿ Produce a certificate gained through swimming, gymnastics, music, etc.

As with all the other Challenges you will be able to add to this list depending on what you agree with the Beaver Scouts.



## The Moving-On Award



This Award is presented to a Beaver Scout when he is invested into the Cub Scout Pack. The Investiture should take place on their first official meeting as a Cub Scout.

To complete the Moving-On Award, a Beaver Scout must:

- ☛ know about the Cub Scout Pack.
- ☛ know about joining the Cub Scout Pack.
- ☛ renew the Promise.

### What Is The Purpose Of This Award?

This badge helps ease the transfer of a Beaver Scout to the Cub Scout Pack. It also allows the Beaver Scout to be invested into the Pack immediately, recognizing that they are already Members of the Scout Movement.

### Know About The Cub Scout Pack

- ☛ Attend meetings of both the Beaver Scout Colony and the Cub Scout Pack for at least four weeks and take an active part in both programmes.
- ☛ Get to know the Members and Leaders of their Six and Pack.
- ☛ Find out about the ceremonies and traditions in the Pack.
- ☛ Find out about the activities available to their Six and Pack.

### Know About Joining The Cub Scout Pack

- ☛ Know and show an understanding of the Cub Scout Promise and Law.
- ☛ Know and show an understanding of the Scout Motto, Sign, Salute and Handshake.
- ☛ Know what to do at their Investiture. Know the meaning of the badges they will receive at their Investiture. This should include extending their understanding of the family of Scouting and worldwide Scouting.

### Renew The Promise

- ☛ Become a member of the Cub Scout Pack by renewing the Promise.



## Activity Badges

### The Animal Friend Badge



Know how to care for an animal, fish or insect

- ✿ Help to take care of an animal for one month
- ✿ Tell others in the Colony about the animal
- ✿ Know about the correct food to feed the animal, including type, variety and quantity
- ✿ Know about the habitat of the animal, such as where it sleeps etc
- ✿ Know how to exercise the animal
- ✿ Keep a record of the food given to the animal and
- ✿ What they do with the animal for a period of two weeks.

Examples of suitable animals for this badge include dogs, cats, gerbils, guinea pigs, fish, birds, rabbits, lambs, stick insects.

### The Creative Badge



- ✿ Putting on a show or form of entertainment
- ✿ Participating in a craft activity.
- ✿ Tell the Colony about a Creative activity participated in

Examples of creative activities include:

- ✿ Putting on a show or form of entertainment
- ✿ Making a mobile, origami shapes, a model out of clay or plasticine, a painting or drawing.

### The Experiment Badge



- ✿ Understands Germination.
- ✿ Investigate a basic scientific principle.
- ✿ Showing how various things work.

Some examples of experiments could include:

- ✿ Growing a bulb

- ⦿ growing mustard and cress, a seed potato, bean or carrot top
- ⦿ showing how a torch works from the bits that make it up
- ⦿ showing what a magnet can do, or making a game using magnets

## The Explore Badge



The Boys Must Visit A Place Of Interest.

- ⦿ State what one expects to see/find.
- ⦿ Give report on things seen and found.
- ⦿ State unusual items found.

Suggested places to visit and explore include:

- ⦿ the seashore
- ⦿ a forest or park
- ⦿ woodland
- ⦿ a town

## The Faith Badge



1. Write a prayer or reflection.
2. Read or share a prayer at the opening or closing ceremony or some other time.
3. Find and tell a story that relates to the Beaver Scout Promise.
4. Tell others in the Colony about the story in an interesting way, for example, as simple drama, picture, cartoon, or part of a game.
5. Visit a place of worship and show evidence of your visit with photographs, drawings, handouts, leaflets or information sheets.





# Barbados Boy Scouts Association

## BADGE CERTIFICATE

This is to certify that the person(s) listed below of the .....

.....Group has/have

been examined in the requirements for the .....

..... Badge as laid down by the Scout

Association and is/are considered fully qualified to wear the Badge.

He/They has/have, to the best of my personal knowledge, carried out the practical tests (if any) satisfactorily.

Signature: ..... Leader

Date: .....20.....

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....



# Barbados Boy Scouts Association

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Signature: ..... Leader

Date: .....20.....

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....



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**Statement of Income & Expenditure**

---

**Income:**

_____	\$ _____
_____	_____
_____	_____
_____	_____

**Total Income**

\$ \_\_\_\_\_

**Expenses:**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Total Expense**

\$ \_\_\_\_\_

**Net Income Over Expenditure**

\$ \_\_\_\_\_

---

---

GROUP:

EVENT:

DATE :

#	DATE	REMARKS	DEBIT	CREDIT	BALANCE
01					
02					
03					
04					
05					
06					
07					
08					
09					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					



# Beaver Scout Song Book



## The Scout Hymn



1. Now as I start upon my chosen way,  
In all I do, my thoughts, my work, my play;  
Grant as I Promise, Courage, Lord for me  
To be the best, the Best that I can be.
2. Help me to keep my Honour shining bright  
May I be loyal in the hardest fight;  
Let me be able for my task and then  
To earn a place among my fellow men.
3. Open mine eyes to see things as I should,  
That I may do my daily turn of good  
Let me be ready, waiting for each need  
To keep me clean in thought and word and deed.
4. So as I journey on my chosen way,  
In all I do, my thoughts, my work, my play,  
Grant as I Promise, Courage, Lord for me  
To be the best, the Best that I can be.

The Scout Hymn by Ralph Reader CBE

*W. H. Ralph Reader the famous originator of the Scout Gang Shows was born 25th May 1903 in Somerset. He Died 13th May at Bourne End, Buckinghamshire. Ralph Reader wrote many songs, this being one of the well known ones. He was awarded CBE in 1959 and the MBE (Military Division) 1943 for service in RAF Intelligence. In 1971 Ralph Reader was made a member of the UK entertainment charity, the Grand Order of Water Rats.*

*Ralph Reader was awarded the Bronze Wolf, the only distinction of the World Organization of the Scout Movement, awarded by the World Scout Committee for exceptional services to world Scouting in 1975.*

## Camp Fire's Burning

*Tune: London's Burning*

Camp fire's burning, camp fires burning  
Draw nearer, draw nearer  
To the fire, to the fire,  
Come sing and be merry (or Mary if you like)



*(Everyone sings it through once very loudly, and then it works well if you split the audience into groups and sing it as a round.)*

## Pizza Hut

*Tune: Aram Sam Sam*

A Pizza Hut, A Pizza Hut (make shape of a house with index fingers twice)  
Kentucky Fried Chicken (*flap arms like a chicken*) and a Pizza Hut  
Cheffette, Cheffette (Make Swimming motion with hands)  
Kentucky Fried Chicken and a Pizza Hut  
Cheffette, Cheffette , Kentucky Fried Chicken and a Pizza Hut

## Farmyard Carols

*Split your audience into 3 groups (1, 2 and 3) Each group gets a sound. MOO, QUACK or BAA. You point at a group when you want them to 'sing' and get them to do a farm yard version of Good King Wenceslas, or any other tune you want to destroy.*



## Joe

In this one the audience repeats each line straight after the Leader and keeps the ever increasing actions going through the whole thing.

Hi  
My names Joe  
And I work in a button factory  
One day me boss says to me  
Are you busy Joe?  
So I says no  
So he says push this button with your right hand.



*As the song progresses, you add in more bits to push the button with until you are leaping around like mad things. You can push buttons with almost anything including hands, legs, heads, tongues (always a favourite) and backsides.*

## The Ants Were Marching

*Tune: The Battle Hymn of the Republic  
(John Brown's Body)*

The ants were marching one by one hurrah, hurrah  
The ants were marching one by one, hurrah hurrah  
The ants were marching one by one, the little one stopped to scratch his bum  
And they all went marching, across the floor (*hands flat out in front of you at shoulder height*)



Under the door (*make a down and up movement with hands*)  
Down the drain (*point down, arms still full out*)  
Into the rain (*tickly downwards movement with hands*)  
Zoom, Zoom, Zoom! (*exaggerated hips thrust out, arms pull in towards you*)

- |                                 |  |
|---------------------------------|--|
| 2 – Tie his shoe                | 7 – Died and went to heaven                      |
| 3 – Have a wee                  | 8 – Opened the gates                             |
| 4 – Shut the door               | 9 – Said I feel fine                             |
| 5 – Said it's great to be alive | 10 – If you want any more you can sing it again. |
| 6 – Pick up some sticks         |  |

### **The Motorcycle Policeman's Got a Puncture in his Tyre**

*Tune: The Battle Hymn of the Republic (John Brown's Body)*

The motor cycle policeman's got a puncture in his tyre  
The motorcycle policeman's got a puncture in his tyre  
The motorcycle policeman's got a puncture in his tyre  
So he mended it with chewing gu-u-um

Chewy chewy chewy cheww eey  
Chewy chewy chewy cheww eey  
Chewy chewy chewy cheww eey  
And he mended it with chewing gu-u-um

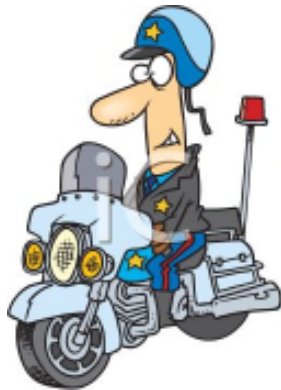
*Each time it is sung through, a word is dropped out and replaced with a sound and an action as follows :-*

*The motor cycle - vroom vroom (like revving the throttle on a motorbike)*

*Policeman – nick nick (make hand like a duck's beak, open & close it, on head)*

*Puncture – hissssss (pointy/stabby motion with index finger)*

*Tyre – high pitched wooooooo (each hand points out half a circle in front of you)*



## Alive, Alert, Awake, Enthusiastic

Tune: 'If You're Happy and You Know It

I'm alive (*hands on head*)  
Alert (*hands on shoulders*)  
Awake (*hands crossed on chest*)  
Enthuse (*slap thighs*)  
Eeass (*clap hands*)  
Tic (*click fingers of both hands*)

Repeat this twice then the last bit is :-

I'm alive, alert, awake  
I'm awake, alert, alive  
I'm alive, alert, awake, enthusiastic

All accompanied by the appropriate actions. An excellent item if you can remember the order of things.



## Bingo

There was a man who had a dog and Bingo was his name  
oh  
B I N G O, B I N G O  
And Bingo was his name oh.

All you do is sing it through a number of times, dropping one letter of the dog's name every verse and replacing it with a clap until all you have is 5 claps. You can also change it to 'There was a beaver had a Kit' or anything really that you consider suitable for your audience e.g. There was a Scouter had a can, and Lager was it's name oh. L A G E R etc...



## Yell – Ham and Eggs

Split the audience into 2 groups. The Leader says the lines to each group in turn and they reply very loudly. Everyone shouts the first and last lines as loudly as possible.

All – Haaaam and eggs, Haaaam and eggs  
First Group – I like mine done golden brown  
Second Group – I like mine done upside down  
First Group – Flip 'em  
Second Group – Flop 'em



First Group – Flip ‘em  
Second Group – Flop ‘em  
All – Haaaam and eggs

## Alice The Camel

*Tune: "Dry Bones"*

Alice the Camel has \_\_ humps,  
Alice the Camel has \_\_ humps.  
Alice the Camel has \_\_ humps,  
So go, Alice, Go! Boom, boom, boom.

### Motion

*Form lines or circle. Link arms around waist of person on each side. When singing each verse, bend knees.*

*Swing hips to right, then left, then right on "Boom, boom, boom" line.*

*Start with 5 humps, then 4, then 3, etc.*

Last verse:

Alice the Camel has no humps (Repeat twice)  
Cause Alice is a horse.



## The Animal Fair

I went to the animal fair,  
The birds and the beasts were there.  
The big baboon by the light of the moon,  
Was combing his auburn hair.  
You should have seen the monk  
He sat on the elephants trunk  
The elephant sneezed and fell on his knees,  
And that was the end of the monk?  
The monk the monk the monk?

*When the song is sung through once, split into two groups. One group can sing the last line over and over as a chant while the rest sing the song a second time.*



## Be Kind To Your Web-Footed Friends

*Tune: Stars And Stripes Forever"*

Be kind to your web-footed friends, for a duck may be  
somebody's mother.  
Be kind to your friends in the swamp, Where the  
weather's always damp.  
You may think that this is the end.  
Well-it is



## The Bear Went Over The Mountain

The bear went over the mountain  
The bear went over the mountain  
The bear went over the mountain  
To see what he could see

And all that he could see,  
And all that he could see  
Was the other side of the mountain  
The other side of the mountain  
The other side of the mountain  
Was all that he could see

*Change animal to Beaver and sing again.*



## Found A Peanut

*Tune: "Clementine"*

Found a peanut, found a peanut, found a peanut last night  
Last night he found a peanut, found a peanut, found a peanut last  
night.

It was rotten, it was rotten, it was rotten last night.  
Last night, It was rotten, it was rotten, it was rotten last night.

*Continue in similar manner with:*

Ate it anyway  
Got a stomach ache  
Called the doctor  
Cut him open  
What did they find there?  
Found a peanut



## Ging Gang Goolee

Ging gang goolee, goolee, goolee, goolee.  
Watcha, ging gang goo, ging gang goo.  
Ging gang, goolee, goolee, goolee, goolee.  
Watcha, ging gang goo, ging gang goo.  
Hayla, hayla, shayla. Hayla shayla hayla ho-oo.  
Hayla, hayla, shayla. Hayla shayla hayla hoo.  
Shally wally, shally wally, shally wally, shally wally,  
Oompah, oompah, oompah, oompah, oompah .....



*Divide the group into two halves. Sing the song through once. Keep one group singing “oompah” and start the second group singing “Ging gang goolee”.*

*When group two comes to “Hayla,...” the entire group sings together.*

*This second time through switch parts and group two sings “Oompah” and group one sings “Ging gang goolee.”*

## The Captain

*Tune: Battle Hymn Of The Republic*

The captain ate some marmalade  
The Captain ate some jam,  
The captain ate some bread and cheese  
The captain ate some ham.  
The captain drank some lemonade and then some ginger beer,  
And that’s why he felt so queer.

Up came the marmalade and up came the jam  
Up came the bread and cheese  
Up came the ham  
Up came the lemonade  
And up the ginger beer  
And that’s why he felt so queer.





## Give Me Oil For My Lamp

Give me oil for my lamp, keep it burning,  
Give me oil for my lamp I pray  
Give me oil for my lamp, keep it burning,  
Keep it burning till the light of day

Chorus

Sing Hosannah, sing Hosannah  
Sing Hosannah to the King of Kings  
Sing Hosannah, sing Hosannah  
Sing Hosannah to the King

Make me a fisher of men keep me searching,  
Make me fisher of men I pray  
Make me fisher of men keep me searching,  
Keep me searching till the light of day

Give me joy in my heart keep me praising,  
Give me joy in my heart I pray  
Give me joy in my heart keep me praising,  
Keep me praising till the break of day

Give me peace in my heart keep me resting,  
Give me peace in my heart I pray  
Give me peace in my heart keep me resting,  
Keep me resting till the break of day

Give me love in my heart keep me serving,  
Give me love in my heart I pray  
Give me love in my heart keep me serving,  
Keep me serving till the break of day



## Giving Time

*Tune: Jingle Bells (For Christmas)*

Giving time, sharing time, fun for everyone,  
Beavers know that Christmas is  
The time for deeds to be done.

Giving time, sharing time, let us all take part.  
Join with Beavers round the world  
And give gifts from the heart.



## Closing Songs

### Softly Falls

Softly falls the light of day  
As our meeting fades away  
Silently each Beaver asks  
Have I done my daily task?  
Have I kept my honour bright?  
Can I guiltless sleep tonight?  
Have I done and do I stand  
Ever here to lend a hand?



### Beaver Scouts

*Tune: Edelweiss*

Beaver Scouts, Beaver Scouts  
We are thinking about you  
'Round the world flags unfurled  
Always ready to greet you  
Promise and Law may we aim to keep  
Standards higher and higher  
In this way may we say  
May God's blessing surround you.



### Taps

Day is done, Gone the sun,  
From the sea, From the hills, From the sky  
All is well, Safely rest, God is nigh

Fading light, Dims the sight,  
And a star, Gems the sky, Gleaming bright  
From afar, Drawing nigh, Falls the night,

Thanks and praise, For our days,  
Neath the sun, Neath the stars, Neath the sky,  
As we go, This we know, God is nigh.

As we go, this we know, God is nigh.  
Sun has set, shadows come,  
Time has fled, Scouts must go to their beds



Always true to the promise that they made.

While the light fades from sight,  
And the stars gleaming rays softly send,  
To thy hands we our souls, Lord, commend

**Barbados Boy Scouts Association**

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