## Beaver Meeting Schedule: Week One
### Theme: Outer Space

**Date:**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 mins.</td>
<td>Gathering Activity</td>
<td>Message Relay</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Opening Ceremony</td>
<td><em>Details can be found in the Beaver Leader’s Handbook</em></td>
<td></td>
</tr>
<tr>
<td>30 mins.</td>
<td>Theme Activity</td>
<td>Make “Tin Can Phones” and pass messages. Code breaking can be worked on as well. <em>(See Detail Planning Sheet)</em></td>
<td>Invite a ham radio (amateur radio) or CB Operator (Citizen’s Band Operator) to set up at the Meeting Hall. Allow each Lodge to have a turn sending a message to a prearranged contact.</td>
</tr>
<tr>
<td>10 mins.</td>
<td>Song / Story</td>
<td>Beaver Spaceman #2 Song <em>(See Detail Planning Sheet)</em></td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Lodge Meeting</td>
<td>Tell the Beavers that they will be going on a Space Expedition next week.</td>
<td></td>
</tr>
</tbody>
</table>
| 5 mins.  | Spiritual Fellowship | - Recite Law / Promise  
- Prayer / Talk                                                                      |                    |
| 5 mins.  | Closing Ceremony   | *Details can be found in the Beaver Leader’s Handbook*                           |                    |
| 15 mins. | Leader Discussion Time | Review Meeting and discuss next week’s plans                                     |                    |

**Meeting Notes:**

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__________________________________________________________________________
__________________________________________________________________________
Beaver Meeting - Detail Planning

Theme: Outer Space

Games

Message Relay:

- Let the Beavers use their imaginations to devise ways to get a message across the meeting hall.
- Gather paper, string, tape, balls, etc., for their use.
- Their communications solution might be something as simple as tying a message onto a ball and rolling it, or it could involve stretching a string across the room and pulling the ball across.
- The children might be interested to experiment with semaphore cards.

Tin Can Phones:

- Use two metal cans and about 3 metres of string to make tin can phones.

Code Breaking:

- Think up a number of symbols (e.g. #, $, %) and tell Beavers what alphabet letter each symbol represents.
- Then give a coded message using the symbol.
- Let your Beavers match the letters to create words.
- Keep the message simple since Beavers are just learning to read.
**Beaver Meeting** - Detail Planning

**Theme: Outer Space**

**Songs**

**Beaver Spaceman #2**

*Tune: Junior Birdsmen*

*Chant:*
Oh my goodness, where have you been?
Here comes the Beaver spacemen!

*Sing:*
Up in the air, Beaver spacemen *(Make thumb and forefinger goggles over eyes)*
Up in the air, upside down *(Bend head low)*
Up in the air, Beaver spacemen *(Goggles)*
With your noses to the ground. *(Bend over and then stand up)*

*Repeat chant.*

When you hear the grand announcement *(Cup hands to ears)*
That your wings are made of tin *(Flap arms like wings)*
Then you’ll know you’re Beaver Spacemen *(Goggles)*
So send your meteors in. *(Pretend to throw meteors)*

You need five meteors, *(Five fingers up)*
Four asteroids, *(Four fingers)*
Three stars, *(Three fingers)*
Two martians, *(Two fingers)*
One rocket ship. *(One finger)*

*(Shout loudly) ZOOOOOOMMMMMMM!!* *(Fly away around the room)*
### Beaver Meeting Schedule: Week Two

**Theme: Outer Space**

**Date:** ___________________

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 mins.</td>
<td>Gathering Activity</td>
<td>Ring a Rocket (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Opening Ceremony</td>
<td>Details can be found in the Beaver Leader’s Handbook</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Game</td>
<td>Space Flight (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>20 mins.</td>
<td>Theme Activity</td>
<td>Astronaut Training (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Song / Story</td>
<td>Beaver Spaceman Song #2 (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Lodge Meeting</td>
<td>Discuss Space Station Needs.</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Spiritual Fellowship</td>
<td>Make a list for next week.</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Closing Ceremony</td>
<td>- Recite Law / Promise</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Prayer / Talk</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Leader Discussion Time</td>
<td>Review Meeting and discuss next week’s plans</td>
<td></td>
</tr>
</tbody>
</table>

**Meeting Notes:**

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Beaver Meeting - Detail Planning

Theme: Outer Space

Games

Ring a Rocket:

- Pre-assemble equipment before the meeting.
- Paint a plywood base, and a rocket made from cardboard tubing and a cone-shaped, paper drinking cup.
- Trim the end of the rocket and glue it to the base.
- Allow three tosses per turn; a ringer wins.
Space Flight:

- Divide the colony into lodges and assign each lodge a space name: satellite, meteorite, space shuttle, two-stage rocket, etc.
- The lodges should form small circles where each practises the appropriate sounds and movements for its name. (For example, satellites can run around the circle yelling, “Beep, Beep, Beep.”) Meteorites might race around yelling, “Swoosh, Swoosh” and end with a high jump.
- Two-stage rockets can hop around on two feet, while one-stagers hop around on one foot. When all the Beavers know their movements, form the colony into a big circle.
- As you call out each name, Beavers “fly” around the circle imitating the rocket they represent.
- At the call, “Space Train”, Beavers turn left, grab the waist of the Beaver in front, and race around the circle together.
- Finally, call “Touchdown!”, and let everyone collapse.

Astronaut Training:

*Explain to your Beavers that astronauts must be physically fit and have certain training. Lead the Beavers in callisthenics. Then do a variety of challenges in round-robin style, such as the following:*

- **Balance:** Get the Beavers to walk along a narrow plank on the ground, placing each foot directly in front of the other. The planks can get progressively smaller, until the Beavers are walking on a very narrow board.
- **Space Walk:** Bring a small trampoline to the meeting. Ask your Beavers to jump on it as hard as they can, trying to move their legs, or pinwheeling their arms while in the air.
- **Sight Deprivation:** Blindfold your Beavers and form them into a single line. Each holds onto the shoulder of the person in front of them. Lead them on an obstacle course, around, under and over a variety of obstacles.
- **Manual Dexterity:** Provide each Beaver with a pile of beans or marbles, and a can. Ask them to pick up the marbles as fast as possible (one at a time), putting them into the can. Let your Beavers try it a second time, only now while wearing gloves. How much more difficult is it?
- **Speed:** Measure off a distance and challenge your Beavers to run as fast as they can, back and forth, in a set time period. Make a “colony speed record” by adding up all the times taken to complete the runs.
Songs

Beaver Spaceman #1

_Tune: I’m a Little Teapot_

I’m a Beaver spaceman, I can ZOOM!
Off to Mars, off to the moon.
See the Star Trek spaceship,
   Star Wars too,
Just count down, blast-off
   ZOOM, ZOOM, ZOOM!
### Beaver Meeting Schedule: Week Three

**Theme: Outer Space**

**Date:** ________________

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 mins</td>
<td>Gathering Activity</td>
<td>Explore the Planets (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>5 mins</td>
<td>Opening Ceremony</td>
<td>Details can be found in the Beaver Leader’s Handbook</td>
<td></td>
</tr>
<tr>
<td>10 mins</td>
<td>Game</td>
<td>Star Wars Game (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>30 mins</td>
<td>Theme Activity</td>
<td>“Space Station” Rotation, through various activities such as Star Charts; Night Skies; Alien Creature Creations; and Zero Gravity Eating. (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins</td>
<td>Lodge Meeting</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5 mins</td>
<td>Spiritual Fellowship</td>
<td>- Recite Promise</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Prayer / Talk</td>
<td></td>
</tr>
<tr>
<td>5 mins</td>
<td>Closing Ceremony</td>
<td>Details can be found in the Beaver Leader’s Handbook</td>
<td></td>
</tr>
<tr>
<td>15 mins</td>
<td>Leader Discussion Time</td>
<td>Details can be found in the Beaver Leader’s Handbook</td>
<td></td>
</tr>
</tbody>
</table>

**Meeting Notes:**

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**JUMPSTART: Beavers: Outer Space**
Beaver Meeting - Detail Planning

Theme: Outer Space

Games

Explore the Planets:
- Set up an obstacle course for the Beavers to hop or crawl over, under and through to get into the “space station” meeting hall.

Star Wars:
- Ask two or three adults (or older section youth) to come to the meeting dressed as “Darth Vader”.
- Divide the room with two parallel lines.
- Gather enough soft sponge balls for each “Darth Vader”. The “Vaders” stand in the middle, while the Beavers, the “Luke Skywalkers”, divide up behind the lines.
- When a leader calls “Star Wars!”, the “Lukes” try to run to the opposite side of the room, while the “Vaders” try tagging them with the balls.
- If a “Luke” is tagged, the player must sit down and try to tag the other “Lukes” without moving from that spot.
Space Stations:
Organize a variety of activities for the Beavers to do in Round-Robin style.
At a craft table let them build alien creatures and “E.T.” pins.
Let them try zero gravity eating in another area. Without using their hands, Beavers must eat various types of food hanging from strings.
Hang Star Chart posters on the walls. Let your Beavers create their own galaxies using glue and sparkles on black construction paper.

Crafts

Space Spider Craft:
• This craft requires cardboard egg cartons, glue, pipe cleaners and scissors.
• Cut out two egg cartons and glue them together to form the body.
• Bend the pipe cleaners into legs, and glue them on.
• Add eyes and fangs.

E.T. Pin Craft:
• Give each Beaver a large bread pretzel.
• Using a pattern, cut out a piece of construction paper sized and shaped to the pretzel.
• Glue the pretzel to the paper; glue “googly eyes” or construction paper eyes into the spaces framed by the big pretzel loops.
• To finish, glue a pin to the back of the construction paper.
Parachute Craft:

Supplies for each Beaver:
- 1 - 30cm square of orange plastic (cut from garbage bags)
- 4 self-sticking reinforcement rings
- 4 lengths of thin wire (telephone wire)
- 1 plastic clothespin.

Directions:
- The Beavers punch a hole in each corner of the plastic and attach the reinforcement rings around the holes.
- Thread the wires through the holes and tie a knot at the end.
- Take all four wires and tie a knot to hold them together.
- Clip the clothespin onto the knot.
- Throw the parachute into the air and watch the parachute descend.

Refreshments:

“Martian-Mix” Juice:
Ahead of time, mix all these ingredients together, except the club soda, which you add just before serving.
- 1 Large can of unsweetened pineapple juice
- 2 tbsp. lemon juice
- 1 Small can of frozen orange juice concentrate
- 1 Bottle club soda. *(Add the club soda just before serving.)*

*Quenches the thirst of 10 - 12 Beaver-astronauts.*
# Beaver Meeting Schedule: Week Four

## Theme: Outer Space

| Date: | _______________ |

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 mins.</td>
<td>Gathering Activity</td>
<td>Space Station Construction (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Opening Ceremony</td>
<td>Details can be found in the Beaver Leader’s Handbook</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Game</td>
<td>Balloon Rockets (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>20 mins.</td>
<td>Theme Activity</td>
<td>Finish making the Space Stations</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Song / Story</td>
<td>Space Story (See Detail Planning Sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Lodge Meeting</td>
<td>Beaver Talk</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Spiritual Fellowship</td>
<td>- Recite Promise</td>
<td>- Prayer / Talks</td>
</tr>
<tr>
<td>5 mins.</td>
<td>Closing Ceremony</td>
<td>Details can be found in the Beaver Leader’s Handbook</td>
<td></td>
</tr>
<tr>
<td>15 mins.</td>
<td>Leader Discussion</td>
<td>Review meeting and discuss next week’s plans</td>
<td></td>
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**Meeting Notes:**

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Beaver Meeting - Detail Planning

Theme: Outer Space

Games

Balloon Rockets:

- This game uses balloons, straws, and string.
- Thread a straw onto a long length of string and tie the string tightly between two convenient points, i.e., tables.
- Move the straw to one end of the string, blow up a balloon and attach it to the straw.
- Give each Beaver a straw and let each take turns blowing through the straw (rocket boosters) at the balloon (spaceship) to make it move up the string.
Beaver Meeting - Detail Planning

Theme: Outer Space

Crafts

Space Station:

- Bring in a variety of recyclable household items and allow the Beavers to construct a space station. This could be done in lodges.
- Some essentials to consider would be food, water, air, clothing, communications, energy sources, and navigation.

Recommended Stories

Jed's Junior Space Patrol  
*by C. Marzollo*

Jed and the Space Bandits  
*by C. Marzollo*

Alistar in Outer Space  
*by M. Sadler*