

Be a leader in an activity or captain of a team.

To complete this part you need to give the Beavers some responsibility, my suggestion would be one at a time. You could ask the Beaver what they would like to help with or you can pick something based on their skills.

You can get them to help with getting resources out of the cupboard, then supporting a group through the activity (with your help). An easy way would be to make them captain of a game.

Show that you are a good friend.

Firstly, you need to get the Beavers to understand what makes a good friend. You could do this by asking the Beavers what makes a good friend, or you could get the Beavers to come up with a code of conduct for the meeting place.

Being a Good Friend



For more information or additional support contact us on
c.meadows@norfolkscouts.org.uk



Teamwork Challenge



How to earn your award

1. Take part in at least four different team games.
2. Work with other Beaver Scouts to make something or complete a challenge or activity together.
3. Show your leader that you are a helpful team member.
4. Take part in at least two Log Chews.
5. Be a leader in an activity or captain of a team.
6. Show that you are a good friend.

Take part in at least four different team games.

You valued play any of the following:

- **Football or a variation:** you can just play a game of football or you can do a variation to make it interesting. Why not try Crab Football, this is where they play football but they are on their hands and feet.
- **Birthday Line Up:** they must put themselves in a line in birthday order.
- **Scavenger hunt:** In their sixes, give the Beavers a list of items that they need to find. Let them off to find them.
- **Quarters:** You'll need a ball for this. Divide the meeting place into quarters. Split the Beavers into 4 teams, one in each quarter. The aim is to keep the ball out of their quarter. A leader (who isn't looking), blows a whistle periodically. The team gains a point for every time that the ball is in their quarter when the whistle is blown. Team with the least amount of points wins.
- **Stuck in the mud:** You have 1 or 2 catchers, base this on the size of your section. When the catcher(s) catch the other Beavers they must stand still with their legs apart. To get 'free' another Beaver must slide through their legs. The game ends when everyone is caught or when the time is up.

Work with other Beaver Scouts to make something or complete a challenge or activity together.

Ideas:

- The Beavers could make a display for Remembrance and say why it is important to remember those who have fallen. They could make their own poppies.
- You could also get them to make a display for your group AGM about what they do and enjoy about Beavers.

Show your leader that you are a helpful team member. Show your leaders what you did to help your team, and how you were a good team player.

You could get the Beavers to say what makes a good team player and write these down on a white board or a big piece of paper. You might need to give them some prompts or maybe have a few words already up. Once you've got a good list, ask the Beavers to give examples of when they have been a good team player.

SPORTSMANSHIP IS ABOUT

- Being fair and respectful.
- Having a positive attitude.
- Being a good winner or a good loser.
- Doing the best you can.
- Having fun.

A GOOD TEAM PLAYER

- Respects all teammates.
- Shares the ball.
- Says positive things.
- Forgives mistakes.
- Doesn't cheat.
- Cooperates.
- Has fun.



Take part in at least two Log Chews.

An easy one, once a term ask the Beavers what they would like to do in next terms programme. You could ask them what they liked about last term. You could always ask the Beavers about what they would like to do on a sleepover.

