

1,2,3 Together

The Beavers chant:

1, 2, 3 together

(Beavers hold their partners' palms together as if praying. As they chant, they brush the backs of their hands against those of their partner to the left right and left. On "together", each boy claps his own hands together.)

Up together, down together,

(As each boy points at the other with his left hand, the two clap right hands together, first above their left hands and then below).

Back, front, knees together,

Sides together, backs together.

(Partners clap hands behind and in front; touch knees, clap knees together; slap sides, clap them together; bump hips and clap hands).

Airplane race

Preparation: One cone-shaped paper cup with a hole cut in the bottom and 15 feet of string or twine for each team. Pass the string through the hole in the cup. How: Beavers are divided into teams of three. Two Beavers on each team hold either end of the twine and line up side-by-side with the other teams. The third member of each team stands at one end of the twine with the paper cup and, at a given signal, blows into the cup to move it the length of the twine. The first team to get the cup moved the length of the twine wins the game.

Airwaves

Arrange lodges scattered around the chute. Hold it at waist level and start it fluttering. When a leader calls out the name of one of the lodges, those Beavers lie on the ground in a star shape, face up under the chute. The others continue to flutter the chute to give them an airwave. It's a particularly refreshing game on a hot day.

All Around the Circle

All boys but one form a circle and hold hands. IT stands outside the circle, calls out the name of a boy in the circle and tries to touch him on the shoulder. To avoid being touched, the named boy pulls everyone in the circle around with him. He can change directions as he likes, and everyone in the circle tries to help him. When IT touches him, the two change places.

Alligator

Two teams line up on opposite sides of a large open space called the river. The Beaver playing the alligator points or calls to a Beaver on one side to cross the river. This Beaver calls or points to a Beaver on the opposite side. They try to cross the river and change places without being tagged by the alligator. If a Beaver is caught he becomes the new alligator.

Alligators

Three Beavers are the alligators who get down on hands and knees in the centre of the play area. The rest line up on one side of the play area and try to cross the river to the other side without letting an alligator catch them. Beavers tapped by an alligator get down on hands and knees and become alligators, too.

Animal Blindfold

One Beaver is blindfolded and given a stick. The others move around, staying fairly close to him, until he taps the stick three times on the ground. Everyone then stops moving, and the blindfolded Beaver points his stick. The Beaver pointed at must take the other end of the stick and imitate, with sounds, an animal specified by the blindfolded Beaver. The latter then tries to guess who is making the noise. If he is right they change place; if wrong, the game starts again with the same Beaver wearing the blindfold.

Animal Crackers

The Beavers will enjoy Animal Crackers. With tissue paper, wrap up an animal cracker for each Beaver and place the wrapped goodies in a box. The boys form a circle and, one by one, dip into the box to pick out a cracker. Tell them to unwrap their animals carefully so that the others can't see what they are. Then, have Beavers take turns in the middle of the circle acting like their animal. The other boys try to guess which animal they are imitating. After everyone has had a turn, eat the crackers.

Animal Walks

Beavers imitate animal walks around the Meeting Place. A Beaver can be leader and pick the animals (giraffe, elephant, caterpillar, etc.)

Animals on the Loose

Give each Beaver an animal name and have them form a circle with one boy in the center. The boy in the center calls out two animal names (not his own) and the boys with those names must run to change places without being caught. If the center boy catches another boy, the two exchange positions. If the center boy calls "animals on the loose", all the boys must change places. Vary the game by making it walking trees, or birds on the loose, or wildflowers, particularly if you have recently been learning the names of trees, birds or flowers.

Ankle Grabbers

Beavers choose partners and kneel facing each other. Tell them to try to grab each other's ankles without getting off their knees. They can use other positions, like lying down, for this game as well. The only stipulation is that their knees must stay firmly on the ground.

April Showers

Ask the colony to line up one behind another, each boy lightly resting his hands on the shoulders of the boy in front, then form a circle.

When a leader says, "The rain is coming down softly," Beavers begin to tiptoe around the circle, each pattering fingers gently on the shoulders of the boy ahead of him. The leader keeps them informed as the rain comes down faster and harder. Beavers patter their fingers and walk more heavily and quickly. As a thunderclap sounds, they stamp their feet. Then, the rain gradually begins to subside, movement slows and footsteps and finger patters become softer and softer, until the rain stops and everyone stands still.

Arches

Arches is another good energy burner that lets leaders play, too. To start, leaders pair up and, in a large circle, form arches with their arms. The Beavers run around the circle through the arches until a leader signals and the arches fall to capture whoever is running through them. Captured Beavers pair up to become arches, too. Continue until everybody is part of an arch.

Asteroids

Scouter Gus Rodrigues created the game Asteroids - a variation of dodge ball in which players can't use their hands. Organize the group into two teams. One team forms a circle around the other. Give a ball (the Asteroid) to one of the players in the circle. When a leader calls "space ship", the boy with the ball has to move it into the centre of the circle with his feet. When the leader calls "asteroids", the player with the ball kicks it into the centre of the circle in an attempt to hit a member of the other team. A player hit by the "asteroid" joins the circle. Change places after a certain period of time, or after all the players in the centre have become part of the circle.

Aura

Here's a simple cooperative game for pairs. Partners stand facing each other at arms' length with palms touching. When they're in position, tell them to close their eyes and concentrate. With eyes still closed, they drop their hands, turn around three times, and try to touch palms again.

Autumn Leaves

You can only play Leaf Pile Hunt in the fall, and the best place for it is wherever you can rake up the largest pile of leaves in the neighbourhood. Drop lots of wrapped candies into the pile and ask the Beavers to join hands in a circle around it. On signal, they all dive in to try to find the candies. Make sure every boy gets a treat, discreetly dropping in a few more during the search so that even the shiest boy finds one.

Give each Beaver a box or paper bag and go out on a leaf-gathering ramble. Back inside again, supply coloured paper, tape or glue, and crayons, and set the boys to work creating pictures with their leaves. One leaf can be part of an animal or a grouping can be a special decorative arrangement. Some twigs and dried grasses will add to the pictures, too.

Autumn leaves also make interesting necklaces. The boys need a darning needle and thread to string them together. When they're done, help them tie together the ends of the string and send them home proudly wearing their collections.

Beanbags are the "leaves" for an indoor falling leaf catch game. Ask the Beavers to spread out in the playing area and start them throwing and catching beanbags by tossing three, four, or more beanbags to various boys. The trick here is that, like trees, the Beavers must stay rooted to the spot as they try to catch whatever beanbag comes within reach. When all the beanbag "leaves" have fallen to the ground, gather them up and play again.

Use a feather or leaf for Leaf Grab a game Indian children might have played during Thanksgiving celebrations many years ago. Push the feather or stem of the leaf into a styrofoam holder. While a leader beats a drum, the Beavers dance around the leaf. When the drumbeat stops, the boy closest to the leaf leans over and, holding his hands behind his back, tries to pull it out of the styrofoam block with his teeth. With a new leaf each time, play until everyone has had a turn.

Aunts and Uncles

One Beaver stands alone on one side of the Meeting Place. The rest line up facing him on the other side to try and get across. The Beaver on his own calls out an aunt or uncle name e.g., Uncle Henry, and any Beaver who has an Uncle by that name moves a step forward. The same applies for aunts. If you have two uncles by that name, then you move two steps forward. You can include mothers and fathers, grandparents, etc. The game continues until someone passes the one Beaver.

Back to Back Run

The Beavers find partners, stand back to back and link elbows. Their challenge is to run to a spot and back, one frontwards, the other backwards. To return to the start point after reaching the given spot, they don't turn around but merely switch roles.

Backyard Safari

Choose someone to hide a stuffed animal in the backyard or out in a park. The hunters shut their eyes and don't peek. Hide the animal anywhere in the designated area. Return to the group when it is hidden. Yell "Bwana" and the hunt is on. All the Beavers look for the animal. When a hunter sees it he sits down. The game ends when all are seated. The trick is to find the animal but not give it away to other hunters. Boys and leaders can take turns hiding the animal. If the animal appears to be too well hidden then Keeco can make a tail slapping sound whenever anyone is getting close to the hiding place.

Badminton Baseball for Beavers

To make the bat, bend a wire coat hanger in to a circular shape. Stretch a pair of old panty hose over the hanger and tie a knot to hold in shape. Pad handle with remainder. Instead of a ball, use a birdie. Mark out triangular pitch using two bases and a home plate. Batter stands at home plate, two Beavers at each base. Each boy gets one turn at bat. After 4 outs, change teams. Make sure every boy has a turn before the game ends.

Ball Pass

Arrange two teams, each with an end zone. The object is for one team to get a ball into the other team's end zone by passing it from teammate to teammate. The player holding the ball may not move, although his teammates have to scramble to set themselves up for the passes.

Ball Practice

Set up some practice areas and get Beavers to kick a soccer ball around a series of pylons, ending with a kick at a goal. "Man" the goals with adults or older Beavers willing to help out.

Suspend two or three hula hoops. Beavers will love throwing balls through them.

Supply a couple of T-ball bats and gloves and do a little T-ball practice.

Ball Statues

Beavers join hands and form a close circle around the Beaver chosen IT. To spread out the circle, ask them to drop hands and take 10 steps backwards. IT throws a sponge ball (or a regular sponge) in an attempt to hit a Beaver in the circle. IT may not aim below the knees. Players must not move their feet but may bend their bodies to avoid being hit by the ball. A Beaver who is hit changes places with IT.

Ball Tag

'It' must throw the ball to hit one of the runners. If no one is hit, 'It' must run after the ball while the others get as far away as possible.

Ball Tag

Use a sponge ball to avoid injury and play indoors to cut down the amount of time Beavers spend retrieving the ball. IT throws the ball to try to hit another player below the waist. A struck player becomes IT. Try playing with more than one IT. Or try the game by kicking rather than throwing the ball and making several players IT.

Balloon Badminton

Seat Beavers in two lines facing each other. Put lots of balloons into play. The Beavers must stay seated as they try to get the balloon over the heads of the opposite line. Multiple balloons eliminate any hope of keeping score. Change positions within the lines to equalize participation.

Balloon Battle Royal

Everyone has a balloon tied to his ankle and, on a signal, each contestant tries to protect his balloon while trying to stomp on everyone else's.

Balloon Bounce

For this simple game idea from "Chopper" of South Waterloo News, each lodge needs one or two inflated balloons. Beavers join hands and try to keep the balloons up in the air. Start them using closed fists, then just their arms, their heads, and so on. How long can each lodge keep its balloons airborne?

Balloon Boxing

Each competitor has two balloons tied about his chest, the object being to break the other fellow's balloons before he breaks yours.

Balloon Break

If splashing about in the pool isn't enough, have a 'balloon break'. Fill some balloons with water and instruct the Beavers to try to break them by sitting on them. This activity calls for some energetic bouncing up and down and will result in wet behinds.

Balloon Bust

Boys are partnered off. Each pair is given a balloon which is then secured to an ankle of one of the boys. The balloon should float out about two feet. When the signal is given each pair of boys tries to break the other pairs' balloons while trying to protect their own. NO hands allowed. Boys hold each other's waist with inside arms and use outside arms for balance.

Balloon Dance

Here's a fun balloon game for playing in pairs. Give each pair an inflated balloon and tell the boys to hold the balloon between their two noses. When they've accomplished that, they join hands and try to keep the balloon in place while they dance around the room to a clapping rhythm supplied by the leaders. Gradually increase the rhythm until the balloons slip or the Beavers wear out.

Balloon Duo

Divide Beavers into pairs. Give each pair a balloon to inflate and tie. Mark start and finish lines about 30 or 40 feet apart. Partners stand side to side at the start line, linking their inside arms and holding the balloon in their free hands. When the leader says "Go" partners work together hitting their balloon to keep it in the air and making their way across the playing field. If a balloon lands on the ground, partners may stop and pick it up but may not unlink arms.

Balloon football

Two teams line up facing each other. A string down the middle marks the line each team may not cross. Each team has a balloon. It is important that two balloons are in play all the time, as this makes the game more exciting. At the word 'Go', each team has to try to get their balloon over the heads of the other team, and onto the floor behind them. Each time they do this, they score a goal. The teams must not divide into front and back rows for attack and defence.

Balloon Game

Everyone blows up a balloon, ties a string around the balloon and his ankle leaving about a foot or so of string between his ankle and the balloon. When everyone is ready, Beavers try to break each other's balloons, but also try to keep from losing their balloon - if their balloon breaks, they may try to break other Beavers - but the "winner" is the one who has his balloon unbroken.

Balloon Overhead

All Beavers stand for this, the teams being in two straight lines, facing inwards. The end Beaver of each line holds a balloon, and at the starting signal they pat them over their heads to their neighbours. The second Beavers pass similarly to the third, and so the balloons travel down the lines. The first to reach the end marks the winning team.

Balloon Popper

Have fun with this noisy game. Line up the Beavers (and their parents, too) in equal size teams at one end of the hall and hand each an inflated balloon. The first player runs across the room, sits on his balloon to make it pop and, when successful, runs back to let the next player have a go. Continue until everyone has popped a balloon. To keep things under control, encourage those who have completed their run to sit in their places in line and cheer on their parents and friends.

Balloon (or aluminum plate) race

Beavers will enjoy blowing balloons across the water. Try this game when winds are calm. (Use a small ping-pong ball for windy days.) Establish a start and finish line. Blow up one balloon for each Beaver and let the fun begin.

Try substituting aluminum pie plates for balloons. Beavers can blow or splash them toward the finish line. Place several pebbles on the plate for added stability and to make the game more difficult. If a plate sinks, the Beaver must retrieve it and go back to the start line.

Anyone who touches the balloon, ping-pong ball or plate with a hand must return to the start.

Balloon Soccer

All players sit in rows evenly spaced throughout the room. Two goalies sit at opposite corners of the room. Both goalies have pushpins, safety pins, or other instruments that will break balloons. The rest of the group is divided into two teams by counting off. To begin, the leader drops an inflated balloon in the center of the room. Each team tries to hit the balloon to its goalie, who remains in a corner. The goalie who gets the balloon and pops it scores a point for the team. This game is also fun without keeping score.

Balloon Tag

When your colony gets tired of balloon dancing, try this game. You'll only need one balloon (and some spares in case of accidents).

Choose a Beaver to be "It" and give him an inflated balloon. He throws the balloon high into the air and chases the other boys who run around the room. If a Beaver is caught while the balloon is in the air, he becomes "It" but, when the balloon touches the ground, everyone is safe until it's tossed up again.

In another variation, have Beavers play the game while holding hands with a partner.

Balloons and Bubbles

A good way to let passers-by know you're having a special Beaver event is to decorate the site with balloons. Hang coloured balloons on tree branches and tie them to picnic tables, chairs, parked cars or rocks.

Your Beavers will enjoy playing with giant bubbles. To make them, mix eight tablespoons of dish detergent with one quart of water in a baking pan. Dip a large round cookie cutter or another round ring into the solution, slowly pull it out and wave gently. Using a tin can with both ends safely removed, a leader can demonstrate a truly giant bubble. Dip in one end of the can and remove slowly to keep a film of soap on that end. Gently blow through the other end. A huge bubble will appear. Gently twist the can to release it. Some of your Beavers may also want to try.

Bang relay

A pile of paper bags for each team should be on chairs at the end of the room. Every team member, in turn, races up to this pile; inflates and bursts a bag; runs back and touches off the next Beaver.

Barefoot Marble Race

Have the Beavers remove their shoes and socks. Place two marbles on the floor in front of each lodge at the starting line. On the 'GO', the first Beaver in each lodge grasps a marble with the toes of each foot and walks around a marker some distance away and back to the next boy. If a marble is dropped en route it must be retrieved with the toes.

Beach Ball Balance

Beavers choose partners, and leaders give each pair a beach ball. Ask pairs to move around the room carrying the ball between them but without using hands. Challenge them to try as many different kinds of handless ways to carry the ball as they can: head-to-head; side-to-side; belly-to-belly. After they've had fun with this, ask them to form a circle and try passing a ball around the circle without using their hands.

Beach ball name game

Form the Beavers into a circle around a leader who holds a beach ball. Throw the ball to each Beaver in turn. On catching the ball, the Beaver calls out his or her own name before throwing the ball back to the leader.

Bell Catch

All the Beavers are blindfolded except one, who carries a bell so that it will ring on every step. The others try to catch him, and the first one to do so changes places with him, giving up the blindfold and taking the bell

Bean Bag

The Beavers form a line with the Leader a short distance away facing the line. The Leader then throws the bean bag to each Beaver in the line who, in turn, throws it back to the Leader. Any Beaver failing to catch the bag goes to the end of the line. If the Leader misses, he/she goes to the foot and the first Beaver in line becomes the Leader. The distance of the Leader from the line may be varied as the game progresses.

Bean-bag golf

The holes can be tins or boxes, scattered about the floor, and numbered so that they can be played in proper order. No clubs or balls are needed. Instead, each Beaver has a bean-bag which he tosses into the hole. When a bean-bag falls on the floor, outside a hole, it must be tossed again from the point where it is picked up.

Bear Watch

Explain to all the Beavers that you are going on a bear hunt. Tell them there is one thing they should do if they should meet a bear, and that is to pretend you are dead. You have to be as still as you can, and not move a muscle because if the bear thinks you are dead, he cannot capture you. Appoint someone to be a bear who will hide (e.g., behind a tree) and when the bear jumps out, everyone plays dead. The last one left

lying without moving will become the next bear to watch and look for any movements in Beavers lying down.

Beaver, Beaver, Come Out and Be Fed

Beavers form a dam and face inwards. The leader breaks the circle and starts walking inside the circle, slowly while chanting the verse below. The leader, with the Beavers following keeps walking in circles towards the center. Once they reach the middle, they change direction and begin to weave back out. When finished, everyone is in a large circle facing outwards. How did that happen ?

Chant: Beaver, Beaver, come out and be fed,
First your tail and then your head.
Bring your Mama and your Papa,
We'll feed you fried bacon.

Beaver Beanbag Game

The 2nd Bonnyville Beavers of Alberta have a favourite game which helps them remember their law, promise and motto. Scouter Elizabeth Reed shared it with us.

Label three beanbags--one Law, the second Promise, and the third Motto. Arrange the Beavers in a circle, choose one to be "It", and have him take a place outside the circle. Give "It" one of the beanbags.

The Beavers sing:

"I wrote a letter to my love,
And on the way, I dropped it,
A little Beaver picked it up
And put it in his pocket."

While they sing, "It" runs around the outside of the circle and, at the words "I dropped it", drops the beanbag at the heels of another boy. That Beaver picks it up and races around the outside of the circle in the opposite direction, trying to beat "It" back to his place. If he doesn't make it, he recites the Beaver law, promise or motto, depending upon how the beanbag is labelled. The leader then gives him another beanbag, and he becomes "It" for the next round.

Try to give every Beaver an opportunity to be "It".

Beaver Brooks

This game is a good warm-up for strenuous things to come. Draw parallel lines to represent brooks on the floor at intervals around the room. Beavers run around the room in a single file and try to jump over all the brooks. If they miss one, they "get their feet wet". How many boys have dry feet at the end of the game?

Beaver Colony

A leader calls out the words and the Beavers do the appropriate action or activity.

Riverbanks - form river banks
Build the Dam - dam formation
Tail slap - sit on the floor and slap floor with hand.
Lodges - form a group with your lodge
Tails - form a group with your tail level
Salute your Friends - make Beaver sign
Chop, Chop - take chopping position
Mend the front/back/side of the lodge - run to the appropriate wall.
Danger ! - lie down flat in a tight bunch in the center of the room

* NOTE: To prepare for this you might want to have symbols/pictures for the tail groups and lodges. Hand signals can reinforce other directions i.e., front/right, etc.

Beaver Hockey

Use plastic hockey sticks (most of your Beavers will probably have one or two at home), and a small Nerf sponge ball to avoid injury. Before playing, set up some obstacles on the ice and let the Beavers practice stick-handling the ball around them.

Set up goals at each end of the rink and split your Beavers into two teams. The object of the game is NOT to score goals, but to aim the ball accurately towards the goal or a fellow team mate. When everyone tires, gather at the rink side and feast on the goodies you brought along.

Beaver Hoops

Ask as many Beavers as possible to squeeze into one hula hoop, then have them try to move - forwards, backwards, sideways. To get anywhere, they will need to cooperate and move carefully together. You may want to start the game by playing musical hoops. Scatter several hula hoops in the play area and put on some music. When the music stops, the Beavers dash towards a hoop and get inside. When everyone is in a hoop, take one or two hoops away, start the music again and repeat the routine. Once you reach the point where every remaining hoop is absolutely jammed with Beavers, invite the boys to try to work together to move in different directions.

Beaver Pond

This game can be played by the whole colony or by each lodge. Draw the outline of a big pond in the snow, or have the Beavers help build it. All the Beavers except "it" stand inside the pond. "It" must stay outside the pond's banks as he tries to tag the Beavers running around inside. There will be lots of racing up and down the pond, but the Beavers must stay inside the banks. As Beavers are tagged, they join "it" outside the banks in trying to tag more Beavers.

Beaver Pond

Try this game for some active fun that encourages the Beavers to use their powers of observation and act on environmental stimuli.

Play outdoors in an area with a mix of trees and open space. The size of the play area depends on the amount of space you have and the kinds of natural props you can find in the vicinity. The object is for Beavers to move from one point to another in much the same way that a family of beavers moves around the beaver pond and surrounding area.

Before you play, talk about beavers: their environment, why they cut wood, predators that represent a danger to them, and how they warn each other of danger.

Designate part of your play area as a "pond" and another part as a "woodlot" where beavers cut the wood they need for food and building projects. Use a fallen log as a beaver dam and a pile of branches or jackets as the beaver lodge (you may have several lodges and dams in your pond if you wish).

Organize the Beavers into groups of three to five to form beaver families. Each family must get from the woodlot to their lodge safely, with each family member carrying back a small branch from the woodlot. On the way, they must watch out for danger from foxes, wolves, hunters, eagles, and traps in the water.

Without actually trying to capture Beavers, leaders play the predators by showing themselves in different areas. Beavers must watch carefully and sound a warning signal when they see a predator. Since, unlike real beavers, they don't have tails, they can use whistles, hand claps or other predetermined signals.

Show some imagination in acting as predators. Hide behind trees and bushes and jump out when the families approach. If you are an eagle, swoop down on the Beavers with arms outstretched as wings. You can represent traps with small piles of leaves and sticks. Beavers who stumble into these need to stay put until the rest of the family reaches the lodge.

On the way to the lodge, the family might also come across obstacles that represent extra danger: e.g. the dam is broken and has to be repaired with the sticks family members are carrying, which means the whole family has to return to the woodlot for new sticks.

Use as much variety as possible, setting a route that sends Beavers crawling under branches and scrambling over rocks and logs. When the families reach their lodges, let them find some good things to munch on while they have a short rest.

Beaver Road

The whole colony can play this game together. It's perfect for a warm, dry spring day when the birds are chirping but, if the weather won't cooperate, try it indoors.

Boys lie side by side on their bellies with arms stretched over their heads. Touch the Beaver on one end of the line--a signal for him to roll up onto his neighbour and keep rolling over the Beaver-body road until he comes to the end. Then the next Beaver in line begins to roll. It's a unique way to travel, and a lot of fun, too.

Beaver Sharp Tooth

Beaver Sharp Tooth stands facing a tree or wall with back to the colony. The others take chopping position some distance away and, in that position, creep towards BST. Every time Beaver Sharp Tooth turns around, the others freeze. Those caught moving or out of chopping position return to the start point. The first to reach BST becomes the new BST.

Beaver Tails

A form of this game is often played on ice skates.

Choose four Beavers to be "it". They must try to tag as many of the other Beavers as possible.

When tagged, a Beaver joins hands with the boy who tagged him and runs along with him. Only the original "it" and the last person attached to the "tail" may do the tagging.

The game is over when all boys have been tagged.

Beaver Tangle

Have the Beavers make circles of five or six boys. Each Beaver holds his arms out straight in front of him and crosses them at the elbows. He then grabs the hand of another Beaver in the circle with each of his hands. But, he may not hold hands with Beavers on either side of him, or hold two hands belonging to the same player.

The object of the game is for the Beavers to untangle themselves without unclasping their hands. They should try to return to a circle formation in which everyone is holding hands.

Beaver Train

Start with a game to break the ice. As the Beavers enter the meeting room, give each a name label to wear on vest or shirt. To start the game, organize the Beavers in two equal groups and line them up facing each other. A leader becomes the train engine and the other leaders go to a corner of the room designated the Station.

The train engine weaves along the two lines, picking up each Beaver in turn (Beavers hook on to the train by holding the waist of the person in front). With each pick-up, the leader loudly calls the Beaver's name for everyone to hear. Allow enough time between pick-ups to give everyone a chance to chug like trains and "hoot" the whistle.

When the train arrives at the station, seat the Beavers in a circle around a leader. The other leaders sit scattered among the youngsters while the person in the centre reads the first chapter of Friends of the Forest. When the reading is done, ask the Beavers to pick names out of the book for the leaders and put the appropriate name label on each.

Beaver Wave

When you have two or more uniformed Beavers in a car, you automatically make an impression on fellow motorists. A leader keeps score in this game and tries to keep track of the number of waves his carload can attract within a 10 minute period. Taking turns, each Beaver has a three minute period to wave at other cars. If he doesn't get a response (highly unlikely), the other boys join in to help him.

Beaver in the Lodge

One Beaver stands in the middle of the room while the others choose a corner or "lodge" and move to that spot. When the leader calls out, "This Beaver needs a lodge", all the Beavers run to a different corner. The Beaver in the middle tries to reach a corner too. Depending on the size of the colony, establish a maximum number of Beavers allowed in one corner, so that one will always be left in the middle.

Beaver in the Pond

Arrange the Beavers into groups of three, and have Keeo or a leader be an odd player left over. Two members of each group join hands to form a "pond", while the third is the "beaver" and stands between them. At a signal, the "beavers" leave their ponds to find new ones. The odd player also tries to get into a pond, leaving another "beaver" homeless. Play for a few calls, then have "ponds" and "beavers" switch positions.

Beaver on a Chair

This is a good game for Beavers early in the year. Make up a simple tune for these words.

Here sits a Beaver on a chair, chair, chair,
He's sad because he thinks no one will care,
So rise up on your feet and greet the one you meet,
The happiest Beaver you know.

Ask the Beavers to stand in a circle, place a chair in the centre, and choose one boy IT. When everyone sings the song, IT follows the words by going to sit on the chair. At the appropriate time in the song, he gets up and shakes hands with a Beaver in the circle, who then becomes IT. Give IT different directions each time: e.g. Here sits a Beaver under a chair..., behind a chair...; Here stands a Beaver on a chair..., etc.; Here sits a Beaver with a finger in his ear..., one leg up in the air..., and so on. Some silly fun that helps Beavers relax and get to know each other.

Bee Sting Tag

Appoint two to five Beavers as bees. Designate all other players bears. Play the game inside a marked area representing the forest boundaries. When the bears are stung (tagged) they leave the forest and roam about outside the game area until all bears have been stung. The last bears stung are bees for the next game.

Big Clock

Beavers form a large circle and number off in fours. One player takes the centre of the circle to be the Big Clock. The player in the centre says, "The big clock strikes..." and calls a number between one and four. All the Beavers with that number race around the circle counterclockwise and back through their own places again to the Big Clock in the centre. The first to arrive exchanges places with the Big Clock for the next round.

Big Snake

The Beavers stretch out on their stomachs and hold the ankles of the Beaver in front of them to make a two-Beaver snake. They soon connect for a four-Beaver snake, and eight-Beaver snake, etc. The Beavers can try making the snake roll over, go over the 'mountain', through 'holes' or curl up and go to sleep.

Billy & Buddy Fun

Turn on some music, ask partners to hold hands and do a spin dance. If you have hoops or rope loops, place one around each pair of boys and send them spinning around the room to music. When the music stops, ask pairs to bundle up with another pair and spin again. Continue until there's at least eight children within a stacked ring of four hoops or loops. How big a spinning Billy or Buddy can they make?

Bird Migration

Play this game outdoors in a large open area. (You can play indoors if you have a big hall and not too many Beavers.) Name each lodge after a different bird species and place the lodges in different locations at the edge of the play area. Tell each species which country they have to fly to and mark the countries, also at the edge of the play area (make the routes as long as possible).

Inside the play area, designate some spots "bird sanctuaries" (safe areas). Leaders, representing predators and other dangers, distribute themselves in the play area without straying into the sanctuaries. In groups, the birds try to fly to their "country" while predators try to tag them. Tagged birds become predators themselves and try to catch other birds. Flocks of birds can land in the sanctuaries to rest and feed before flying on. Play until the Beavers are tired, then regroup for a snack or story session.

At least once outdoors, have some real old-fashioned fun. In a park, backyard, or bush, rake up large piles of fallen leaves. Turn the Beavers loose to roll in the leaves, throw them up in the air, hold leaf fights, or try out any other ideas they can come up with.

If you are in the country or can get there easily, arrange to visit a pumpkin farm with your colony. In the city, visit an open-air market to see all the harvest fruits and vegetables. Bring some money to buy a few crunchy treats to clean and eat before the end of the day.

Birds & Worms Camouflage Game

Play in lodges or tail groups (six to nine players is best). First, prepare a box of round toothpicks by colouring 50 blue, 50 red and 50 green. Leave 50 or more their natural colour. Find a grass and weed covered spot and, with a string, mark off an area about 1 metre by 3 metres. Scatter the toothpick "worms" in this area. Ask the Beavers to pretend they are a flock of birds following their flock leader on a search for some lunch. Fly around until you reach the prepared area and stop for a meal. On signal, the boys try to catch as many worms as they can within 15 seconds. When time is up, have them put the worms they've

caught into colour piles and count the number of each colour. Ask them what colour they would like to be if they were worms!

Bite the Bun

Hang hot cross buns by strings from a broomstick suspended at a height the Beavers will be able to reach with their mouths (perhaps a broomstick per lodge). A few at a time, blindfold them. Then, ask them to hold their hands behind their backs and proceed to munch a bun.

Blanket Volleyball

A good game to play on a picnic day. Stretch a length of rope between two posts or the backs of two chairs 2.5 m to 3 m apart to make the "net". Arrange Beavers in two teams, one on either side of the net, and give each team a blanket.

The Beavers all hold onto the edges of their blanket. Put a nerf soccer ball or light volleyball on one of the blankets. The Beavers try to toss the ball over the net so that the other team can catch it in their blanket and toss it back. How many exchanges can they make?

Blast Off

Have Beavers in a squatting position. Begin by counting with ten down to one, then 'Blast Off'.

Blind Cat

The Beavers form a circle with one blindfolded Beaver, The Cat, standing or sitting in the centre. The Beavers circle around to music and as the music stops, The Cat points to any part of the circle. The Beaver pointed to must meow like a cat. If The Cat guesses correctly who is making the sound, that Beaver becomes The Cat.

Blind Hunt

Line up Beavers and show them a beanbag "treasure". Give each a large paper bag to put over his face. When all are properly blindfolded, throw the beanbag onto the ground in front of them. At a signal, tell them to get down on all fours and crawl around trying to find the treasure.

Blindfold Ball

For this outdoor game, organize the Beavers into two teams and put a large soft ball in the middle of a marked-off area. Blindfold one boy from each team. On signal, each blindfolded boy heads towards the ball on hands and knees. Meanwhile, a leader or Keeto moves the ball to another part of the playing area. Each boy's team helps him locate the ball by shouting directions to him. When someone reaches the ball, blindfold two other boys and move the ball for another round.

Blossoms

Throwing things around safely is a lot of fun for Beavers. Even your youngest Kit can play and enjoy this game. Begin by making "blossoms" from coloured cardboard or construction paper, or paste autumn leaves to lightweight paper. You can also make nice blossoms from coloured doilies or by attaching coloured yarn to drinking straws.

When the Beavers have finished making the blossoms, give each a handful and send them off to scatter around the room. Tell them to toss blossoms to each other and try to catch as many as possible without moving from the spot. The round ends when all the blossoms are on the floor, but you can start again.

Another idea is to put one Beaver from each lodge in the centre of a circle of boys and have everyone toss him blossoms while he tries to catch as many as he can.

Box Shoes

For a warm-up game that can double as an ice-breaker, try this "Box Shoes" relay from Big Brown Beaver, Central Alberta Region. You need four shoe boxes about the same size for each lodge (shoe stores often have boxes on hand or might be persuaded to save some for you). Pair older Beavers with the new Beavers to help them get acquainted, and line up the pairs in lodges at one end of the hall. The first pair step into a box for each foot, make their way to the other end of the hall and back, then step out of their "shoes" so that the next pair can step in. How fast can they travel without losing their shoes?

Break-Up

Scatter colourful hula hoop "ice floes" in the playing area. The Beavers move around the area between the floes according to a leader's call: "Polar Bears" lumber and growl like polar bears; "Huskies" lope and bark like sled dogs; "Hunters" walk in a bit of a crouch holding up an arm as if carrying a spear and looking left and right. When the leader calls "Break Up", everyone scrambles to climb onto an ice floe (into a hoop).

After each "break up", remove one of the floes. When you've eliminated enough that the few left are jam-packed with Beavers, call "Freeze Up" and give a cheer because everyone is safe for another year.

Breakaway

Beavers form tight circles in groups of eight to ten. One Beaver is designated as 'It' and stands alone in the centre. On a signal, 'It' tries to escape from the circle in any way they can, such as jumping over, crawling under, pushing through, etc. When he breaks out, the circle disperses and 'It' must tag a new 'It'.

Broken Car Relay

Use the following actions to signify broken car parts:

Broken steering wheel--zig-zag to goal line

Flat tire--crawl on hands and knees

Water in the gas--2 steps forward, 1 back

Only reverse shift works--must walk backwards

Dead engine -- team members must push another to goal

Broken Hearts

The Beavers will enjoy helping to get ready for this game as well as playing it. From 12 cm x 12 cm red construction paper, cut one heart for every two boys. Set the Beavers to work cutting out smaller shapes from white paper stars, moons, flowers, and even more hearts. When they have lots of cutouts of the different shapes, ask each pair of boys to choose one of the shapes and to decorate their heart by glueing on the cutouts of that shape.

When all the hearts have been decorated, cut each heart in half down the middle. Now you are ready for two games. Give each pair of boys one half of a heart and send them out of the room while you hide the other half, then call them in and send them on a search for the half-heart that matches theirs. Or give each Beaver half a heart and send him off to find the friend who has a match that will make the heart whole again.

Broken Telephone

Played in a circle. It starts by having one Beaver whisper a message to the Beaver next to him. The message must be whispered and only said once. The message is passed from Beaver to Beaver until it comes to the last Beaver. The last Beaver then says out loud what he has heard. The first Beaver says what he started with. It is always fun to see how mixed up the message can get by the time it is received by the last Beaver.

Broomsticks

Cooperation and coordination are the names of this game. The Beavers stand in a circle, each boy about 90 cm away from the other. With both hands, each holds in front of him a 90 cm stick, one end resting on the floor. At a leader's signal of "Left!" or "Right!", the boys let go of their broomsticks and move in the appropriate direction to catch their neighbour's stick before it hits the floor.

Buddy Tag

Pair the boys up as buddies, putting an older Beaver with a younger one, and choose one pair to be "it". They hold hands and, without letting go of each other, run to trap another Beaver by forming a circle around him. When a Beaver is trapped, he finds his own buddy, they join hands to become the new "it", and the game resumes. If time allows, play until all pairs of buddies have been "it".

Building the Dam

Beavers are divided into equal teams. Beavers in each line stand with legs apart. At the signal, the last Beaver begins to crawl through the tunnel to the head of the line. As soon as he has started, the next Beaver follows. The first line to have all its members crawl through, turns and starts back.

Bull Ring

Play this active game in a wide open space. The Beavers hold hands and form a ring around one who is the Bull. The Bull tries to break through or duck under hands to escape the ring. When he escapes, the rest of the Beavers race to tag him. The successful tagger becomes the new Bull. For an even more active version, try the game with more than one Bull.

Bum push

To start, the Beavers get into partner groups and stand back to back. The partners should be approximately the same height and weight for the best results. On the count of three both Beavers try to push each other off balance by only using their bum. The first Beaver to move his feet loses. The loser can challenge the winner again, or find another partner if he wishes to continue with this game.

Bunny Hop

Here's a good energy burner inside or out. Beavers scatter in the play area and as they chant, follow the words in each verse by hopping on two legs, right leg, and left leg and joining hands first with partners and then with other pairs. After the first three verses, start hopping on two legs again and continue the actions until the whole hopping colony is linked together. Then you can all collapse.

I'm an Easter bunny,
Hop, hop, hop,
I hop on two legs,
Hop, hop, hop,
I hop to find a friend
And we don't stop,
We hop on two legs,
Hop, hop, hop.

We are Easter bunnies,
We hop, hop, hop,
We hop on the right leg,
Hop, hop, hop,
We hop to find some friends,

And we don't stop,
We hop on the right leg,
Hop, hop, hop

We are Easter bunnies,
We hop, hop, hop,
We hop on the left leg (etc.)

Bunny Walk

Teach your Beavers this simple word and action game, adapted from the Petawawa District Scouters' News.

A wee little bunny (squat sit)
Popped out of the ground; (jump up)
He stood very still (stand still)
Then he looked all around; (look around, wiggle noses)
He ran to the meadow (run on the spot)
He sat in the sun; (squat sit)
Along came his good friend (shake hands with next Beaver)
So they ran and had fun. (run around in a little circle)

Busy Beaver

This is another game to be played in pairs. When all boys have partners, the leader calls out commands like: "Stand back to back"; "Stand side by side". When the leader calls out "Busy Beaver", the players "swim" around seeking a new partner. The leader also chooses a partner, and the Beaver who is left over gives the next set of commands.

Butt Bump

This is a traditional Inuit children's game and, like so many other Inuit games, it is amazingly simple and lots of fun.

In pairs, the Beavers stand back to back with "butts" about six inches apart. Without moving their feet or looking over their shoulders, they try to "butt-bump" each other off balance. Anyone who falls over should be amply cushioned by snow and snowsuit padding.

Butterfly Wings

Give each Beaver a large butterfly shape cut from cardboard. Ask Beavers to decorate one wing with natural materials they can pick up around them, simply by laying the materials on the wing (no glueing necessary). After five minutes or a little longer, ask them to decorate the second wing by copying the first one. Remind them that butterfly wings are a perfect match.

Button, Button

Have all the Beavers sit in a circle, except one Beaver who is 'It'. Have 'It' sit in the centre of the circle. The Beavers in the circle have a button, which they keep passing from hand to hand. They keep their hands in constant motion so that it looks as if they all are passing the button at the same time. The Beaver in the centre tries to guess who has the button. When he guesses correctly, that Beaver trades places with him and guesses who has the button.

Button Hunt

A simple button hunt can lead into the craft activity that follows. Before the boys arrive, hide some big decorative buttons with large holes around the meeting place. When the Beavers arrive, define the borders

of the area where the buttons are hidden and tell them to try to find two buttons each. Hide a Valentine candy with each button.

Centipedes

Play in lodges. Beavers get down on hands and knees and grab the ankles of the Beaver ahead. Try to move to a given spot without breaking hold.

Clap-a-name

The Beavers stand in a circle and one by one clap the syllables of their first names. Once Beavers are secure with the rhythm of their own names, they can clap their names all at the same time. They then locate others who are clapping a similar pattern and form groups.

Clap-and slap-along

This game allows the Beavers to become familiar with each other, and builds a ritualistic group rhythm. Beavers should sit in a circle or in a random formation. The leader establishes a rhythm. For example, the Beavers can slap their thighs twice, clap twice, and snap their fingers on one hand and then the other. Once the rhythm has been established, one Beaver is chosen to begin. This Beaver calls his own first name on the first snap of the fingers and another Beaver's name on the second snap. That Beaver continues the pattern. Each Beaver joins in as his name is called.

Cat and Mouse

The Beavers join hands to form a circle. One Beaver inside the circle is the mouse; one Beaver outside is the cat. At a given signal the cat tries to catch the mouse by getting into the circle, but the Beavers should help the mouse by raising their hands to let him under, and by trying to prevent the cat from getting through. When the mouse is caught, he becomes part of the circle, the cat becomes the mouse, and a new cat is chosen.

Circle of Good Cheer

The game starts with everyone sitting in a circle. One Beaver is then chosen to go into the middle and do something silly. Everyone sitting around the circle gives that Beaver a huge round of applause after they have finished doing their silly act. The act itself should only take two or three seconds. Once that Beaver has sat down the Beaver to his left gets up and does his/her silly act, and the game continues until everyone has had a turn.

Coin Drop

Preparation: Large wide-mouth container full of water with a small jar or glass sunk in the middle; five small coins for each Beaver; a few additional coins for play-offs. How: The container is set on the floor, and one at a time the Beavers try to drop their coins from a standing position into the sunken jar or glass. Each Beaver's score is kept, and a tie for first is decided with a sudden death play-off. The winner keeps the coins outside the small jar or glass; the runner-up gets to keep the coins in the small jar or glass.

Colours

One Beaver is selected to start the game. The Beaver says "I am thinking of something that is in this room that is (names the colour of the object.)" The rest of the Beavers try to guess the correct object. The first Beaver to guess correctly becomes the new selector of the object to be guessed.

Checker golf

A smooth floor is needed for this. Mark chalk rings for 'holes' at convenient points, numbering them from 1 to 9 in proper golf fashion. The balls are checkers or wood circles instead of golf balls, and are driven along by being flicked by finger and thumb.

Charades

A casual game where Beavers are asked to act out certain actions for other Beavers to guess. They can think them up on their own, or the leaders can give ideas, e.g., doing dishes, cutting the hedge, going to the store, driving a bus, etc.

Crab Race

The Beavers crawl on all fours backward to a goal.

Copy Cat

Beavers stand in a circle. Without letting anyone else know, every Beaver secretly picks another Beaver to watch. Each Beaver copies the movements of the watched Beaver, exaggerating them very slightly. If no one seems to be moving, have Beavers spin around once. While the group is still moving a bit, Beavers should begin to mimic. The movements of the group will eventually become larger and larger and usually everyone will end up doing the same thing without ever knowing who started it.

Circle Game

"I sent a letter to my love and on the way I dropped it." - Beaver stands up and walks around the circle. "A little doggie picked it up and put it in his pocket." - walks around until he finds someone to give the letter to while this is sung: "Now I won't stop here, and I won't stop here (sung three times) but I will stop here." Each Beaver (letter bearer and receiver) runs around the circle to race for the spot. The winner sits down and the other repeats the game.

Chinese wall

Two parallel lines are drawn about a yard apart. One or two Beavers stand between the lines and can't go beyond the lines. The others try to run from one line to the other line without being touched by Beavers in the middle. If they are touched, they join the Beaver in the middle. It continues until everyone has been caught. A leader calls out when Beavers should try to cross from side to side.

Catch the Handkerchief

The Beavers stand in a circle with each Beaver having been given a number. (The Beavers' names could be used instead of numbers.) The Beaver who is 'It' stands in the centre holding a large handkerchief. As he throws it into the air, he calls a number. The Beaver whose number is called must catch the handkerchief before it falls to the ground. If he fails to catch it, he becomes 'It'.

Co-operative Tale

The leader begins the first line of a story, e.g., 'Once upon a time, there was a giant frog,'. The next Beaver is to continue the story, then it is the next Beaver's turn and so on until the story is finished or when you would like to finish it.

Chain Tag

Like tag, a chaser tries to catch others. Once he has touched somebody, they join hands and become the chasers linked together. Each Beaver touched joins the chasers, taking the hand of the Beaver who touched him so that there is a long 'chain' of chasers.

Dangling Doughnut Eating contest

Ensure that you have enough doughnuts for each Beaver. Powdered sugar doughnuts are fun because the Beavers get white noses. Tie a rope, one for each Beaver, to the branches of a tree or jungle gym. Keep ropes long enough so that they are only 2 or 3 feet off the ground. Slip the other end of the rope through the doughnut hole and knot it so that the doughnut doesn't slip off. The object of the game is to be the first Beaver to eat an entire doughnut without using any hands. Beavers stand next to their doughnuts with their hands behind their backs. When the leader says "Go", Beavers begin to gobble.

Dam Building

Scouting (UK) magazine recently suggested this indoor game invented by a Beaver leader. First, the boys help crumple a large supply of clean paper into balls. Put the paper balls at one end of the room and chalk two lines across the width of the room to form the pond. Then the Beavers get down on hands and knees in

front of the pile of paper balls, pick up the "logs" in their mouths, swim over to the pond and put them down, and go back for more logs. They keep working until they have built a dam in the pond and quickly will find that they need to work together so that everyone builds the dam in the same place and nobody knocks it down.

Dancing Statues

Set the Beavers dancing to some lively music, and tell them to freeze when the music stops. Let them dance as individuals, in pairs, or in larger groups:

Dates on Pennies Relay

In front of each group is a number of pennies and at the other end is another pile. On word "Go" the #1 will pick a penny, look at the date, then run to the other pile and look for the coin with the same date on it as he has. He then runs to an area between the group and the other end and lays them down side by side. The game goes on until all the pennies are paired up.

Day & Night

For this game, you need a small box painted black on three sides and white on the other three. Organize the colony into two teams named Day and Night. If you play in a gym, use the existing centre and end lines. In other rooms, mark on centre and end lines with masking tape. Outdoors, use whatever is handy to line the field.

The teams face each other about 1 m apart across a centre line. A leader stands on a side line and throws the box up in the air. If the box lands white side up, the Day players race towards their end line chased by the Night players. If they are tagged, they join the Night team. If the box lands black side up, the Day team chases the Night team. Before you start, you might want to set a limit on the number of rounds you will play. Or you can play until only one team remains or the Beavers are tired of the game.

Doctor Tag

This tag game is as much fun for you to watch as it is for Beavers to play. Choose one Beaver to be the Doctor who chases all the others. When he tags a boy, that Beaver has to touch the tagged part of his body, but he keeps moving. The Doctor can tag any boy as many times as possible, but the boys keep running as long as they can still run and touch all the tagged parts of themselves. Start again with a new Doctor when nobody can move any more.

Dodge Ball

This well-known outdoor game enjoys great popularity. Arrange the colony in two teams. One team forms a circle and the other stands inside it. The players in the circle throw a large soft ball at those inside, who try to avoid being hit. Stress these rules: the throwers must throw the ball at waist level or below; the dodgers must not catch the ball. When a Beaver is hit, he trades places with the boy who threw the ball. Continue until they tire of playing.

Dog Bone

Beavers remain seated except for one Beaver selected to be the dog. The Dog sits with eyes closed, facing away from the group. A "bone" is placed behind the Dog and in front of the group. Select one Beaver at a time to try to slip up quietly and get the bone. If the Dog hears a sound, he barks like a dog and the would-be bone thief returns to his seat. If a Beaver is able to take the bone without being heard, the Beaver returns to his seat and hides it. The rest of the group then chants "Dog, Dog, where's your bone." The Dog then turns around and has three chances to guess who has the bone. If the Dog guesses incorrectly, the group says 'No !' If the guess is correct, the group applauds. In both cases, the one who stole the bone becomes the next Dog.

Doorkeeper

Any number can play this after school street game with a small soft ball. All players but one are Doorkeepers who stand in a circle, legs astride and feet touching those of the players on either side. The

person chosen IT stands in the centre of the circle and tries to roll the ball through the legs of one of the Doorkeepers. The player who sees it coming tries to stop it by quickly putting his legs together. If the ball goes through his legs, he drops out and the game continues until all players are eliminated, then begins again with a new IT. But you needn't play it as an elimination game. When a Doorkeeper fails to stop a ball, he can simply change places with IT.

Dots

Drop a dozen grains of rice on a piece of white paper. Make a dot on the spot where each grain has fallen, then create a picture by joining all the dots.

Double Tag

Tag games are popular at group get-togethers too. Here's another variation of this game. Beavers arrange themselves in pairs and stand one behind the other in a circle, facing the centre. Two Beavers are left out of the circle. One of them is "it" and the other is the runner. To be safe, the runner places himself in front of any pair. The last person of the three then becomes the runner. If "it" catches him, he becomes "it" and the game continues.

Doughnuts

This game needs a lot of group cooperation and leads to a lot of giggles. Choose one Beaver to "hide" under the parachute near the centre, where he stands straight with arms by his sides. The rest of the colony inflates the chute and tries to bring the centre hole directly down over the Beaver's head.

Dragon Game

Even if they can't see a dragon parade, your Beavers will enjoy playing this game from Indonesia. Ask them to form a dragon by lining up in a file, each holding the waist of the Beaver in front. The first person in line is the dragon's head and the last person is his tail. The object of the game is for the head to catch the tail. The tail, of course, does not want to be caught and tries to hold on tight so that the dragon does not break up while it twists and turns its way around the meeting hall. When the head catches the tail, the tail becomes a new head. Try to give as many Beavers as possible a chance to be the dragon's head.

Dragon tag

Four Beavers link their arms together, forming a chain. They are the Dragon and must remain linked at all times, even when running. The aim of the game is for the Dragon to run and catch as many Beavers as possible by forming a circle around them. A Beaver who is captured must link arms with the others forming the Dragon and help to capture the remaining Beavers. The game goes until everyone has been tagged and is part of one long Dragon.

Dragon's Tail

The Beavers form a line, each putting his hands on the shoulders of the boy in front of him. The idea is for the boy at the start of the line (the "head") to catch the last Beaver in line (the "tail"). The boys in the line manoeuvre around to help keep the head from catching the tail. When the tail is caught, he moves to become the "head". Continue until everyone has had a turn at both ends.

Dress Up

Here's a quieter game that involves co-operation and co-ordination. Organize the Beavers in groups of four. One Beaver puts on and buttons up an old, very large shirt and holds hands with a partner. The other two boys in the group try to take off the first Beaver's shirt and put it on the second by moving it over the partners' heads, arms and hands. When they get it there, it will be inside out, but that's okay. Give every pair a chance to be shirt wearers and shirt movers.

Dutch Tag

Dutch Tag is a different kind of tag game. Place a hula hoop "base" in the snow at each of the four corners of the play area. Choose one Beaver to be the catcher and have him stand in the centre of the play area. Place a Beaver at each of the four bases and let the others stand anywhere they like along the sides between

the bases. On signal, the catcher tries to tag other players. Players are "safe" when they are in a hoop, but a Beaver inside a hoop must leave as soon as another player jumps in to escape the catcher. Tagged players change places with the catcher.

Dutch hopscotch

In his version, players throw the marker into the first square and hop through the squares on one foot, kicking the marker ahead as they go. They rest for a moment on both feet in square five before continuing. They must avoid stepping on lines and having the marker come to rest on a line. As in the traditional game, players throw the marker into square two on the second round and start from there.

Earth Ball Balance

Pairs of Beavers share Earth by trying to hold the planet between them without hands. How many other ways can they find to balance the Earth without dropping it when they move? How many Earths can two people hold? Can the whole colony hold all the Earths in play? Vary the game by using small balls such as tennis and ping pong balls. Ask the Beavers for ideas on how they can cooperatively pass Earth around between them.

Earth Hoop

Each lodge climbs inside a hula hoop or a loop of rope. They are Earth's people. Can they move around the room while they are all inside Earth? Talk about how difficult it is to get anywhere when people don't cooperate. Discuss ways they found they could work together to make it easier to move around. How difficult would it be to work on cleaning up the environment if everyone went in their own direction?

Earth Windows

Play this game in a wooded area that has lots of dry fallen leaves. Ask the Beavers to lie on their backs and look at the sky. Cover each child with leaves, sticks, pine needles, and other natural materials, leaving only the face exposed. Pile on enough material to make them feel they are down inside the earth and part of it. As you cover them, tell them to lie really still and think of what it feels like to be part of the earth. Then, gently cover faces with leaves in patchwork fashion. Ask the Beavers to close their eyes tight as you put on the final few leaves (if some Beavers seem fearful, leave their eyes uncovered) Tell them that you will give them a signal when it is time to stand up. Apparently 20 minutes is not an unusual time for the Beavers to remain under cover.

Egg Beater Game

The leader of the game is the egg beater and the Beavers are eggs in a huge mixing bowl. As the leader mixes up the eggs, they swish and swoosh together, first slowly, and faster and faster as the egg beater gains speed. Finally the eggs are a smooth mix at the bottom of the bowl (Beavers lie close together on the floor) and it's time to pour them into a hot frying pan (Beavers jump up and bounce around).

Egg Game

German children play this game on Easter Sunday. Put a blown egg in the centre of a table and ask Beavers to gather round. Everyone tries to blow the egg away from his side of the table without letting it fall over the edge.

Egg Hop

Beavers form pairs and line up at one end of the playing area. Give each team two large pieces of cardboard cut and decorated to look like Easter eggs and ask them to choose a "hopper" and a "helper". The helper places one of the eggs on the ground in front of the hopper, who hops on with both feet. The helper then places the other egg a little way ahead and the hopper hops to that. They continue in this way across the playing area. At the finish, they change roles and make their way back to the start line. It's a variation on an old theme and you can adapt it to the season by cutting cardboard shapes to suit (e.g. a shamrock for St. Patrick's Day, a tree or bell for Christmas, a pumpkin for Hallowe'en, and so on).

Egg Nicking

Use hard boiled eggs. In this game, popular with children in Holland and Romania, friends tap their eggs together to see whose egg is the strongest. The idea is to keep tapping to see how many eggs you can crack before your own gives way. After you've finished your games, have the Beavers peel the eggs (don't forget to put a hole in the shells) and make deviled eggs, egg sandwiches, egg salads, or any other yummy treats you can devise. To add to the feast, play...

Egg Rolling

Rolling games with hard-boiled eggs are popular in Britain. Many are similar to games children play with marbles in spring. Who can roll his egg the farthest? Draw targets and let the Beavers see how close they can roll their eggs to the centre. Build a small ramp and have them try to roll their eggs over it to land somewhere beyond. Or roll an egg up the ramp and try to land it in a small basket on the other side. What other ideas can the Beavers come up with.

Elbow Tag

All of the participants, except for one chaser and chasee, are arranged in groups with their elbows locked together and their free arms on their hips. The chasee can join any of these pairs at any time by linking their arm, at the elbow, with the free arm of a partner group. On having joined a pair of Beavers, the Beaver on the opposite side of the partner pair must leave and become the new chasee. If the chaser tags the chasee, then the two change roles and the old chaser can link on to a partner group. This game ends when you, as the play leader, decide to end it.

Elephants Fly

IT stands in front of the other players, flaps his arms, and calls, "Swallows fly!" The other players flap their arms. IT calls out the names of another two or three flying creatures and, suddenly, the name of an animal (such as an elephant) that does not fly. A player who accidentally flaps his arms when this happens becomes the new IT.

Escape

For Escape, give Beavers an orange each and sit them in a line. Explain that you will give a signal which means the room has filled with smoke. To escape safely, they must stay as close to the floor as possible while moving to another line you've marked. To prove they are as close to the floor as possible, they are to push their oranges along the floor in front of them with their noses. Yell, "Fire!" and stand back. When all Beavers are safe, let them eat their oranges. Smoke makes a fellow awfully thirsty!

Everyone's It

This is a good game if your colony has joined other colonies or sections for an outdoor afternoon. It helps everyone get to know each other better. Everyone is It at the starting signal. The boys race around to tag as many others as they can. When a boy is tagged, he stops, stands still and puts his hands on his head. won't be long before only a few runners are free. The last player remaining tree shouts "Go" for the next round.

Exchange

Try this idea when the Beavers are ready for an active game. IT stands in the centre of a circle of players. Assign a number to each player in the circle. Blindfold IT and have the other Beavers change places in no particular order. When everyone is ready, IT calls for two numbers (i.e. 4 and 9) to change places. The two players try to sneak past IT very quietly hopping on one foot, while IT listens carefully and tries to tag one of them. A tagged player becomes IT for another round.

Face-to-Face

Beavers in pairs. A leader calls out various orders and the partners hop to take the appropriate positions: for example, face-to-face, back-to-back, knee-to-knee, nose-to-nose. When the leader calls "Split!", players run to change partners. The leader also tries to catch a partner, and the Beaver left alone becomes the new leader.

Fallin' Arches

Beavers in a large circle. Two leaders hold arms up to form an arch over one part of the circle. When the music starts, boys march in time around the circle. When the music stops, the arch drops. The Beaver who is caught by a falling arch goes into the center of the circle to wait until another Beaver is caught. The two then form a second arch over the circle. The game continues until there is a circle of arches.

Falling Snowflakes

Hold a feather or balloon over the centre of the circle and let it go. The Beavers try to keep the "snowflake" up in the air as long as possible without touching it (which will make it melt). Suggest that they blow and flap their arms to keep the air moving. It's almost as much fun to watch as it is to play.

Family Balloon Burst Relay

Here's a good relay game for a Beavers and parent party.

Line your Beavers up in several rows side by side with a parent between. Have a pile of balloons about ten metres in front of each line.

The first Beaver must hop on one foot with hands behind her back up to the balloons, sit on a balloon until it bursts, then run back to the end of the line. Parents must do the same only walking like a crab.

The relay continues until everyone has burst a balloon.

Farm Sounds

Start with a game to set the theme. Give each Beaver the name of a farm animal to imitate by sound after letting them tell you some of their favourites. You need two boys to imitate each animal. If you have an uneven number of Beavers, assign the same name to three boys in some groups. Blindfold them and ask them to make their animal's sound while listening for someone else making the same sound and trying to find that person. When same "animals" meet, they remove their blindfolds and stand to the side of the game area to watch the others. Give them a few raisins or a candy while they wait.

Farmer, Farmer, May we cross your Golden River ?

One Beaver is named the farmer and stands at some distance away from the lined-up Beavers. The lined-up Beavers call out "Farmer, Farmer, may we cross your golden river?" and choosing a colour, the farmer replies, "you may cross if you are wearing (colour)." The Beavers who have this colour on can cross without being harmed, but the others have to dash across without being caught by the farmer. If a Beaver is caught, he helps the farmer catch the rest of the Beavers. This is usually repeated several times with different colours.

Farmyard

Beavers are in a large circle around the room. Each has been allotted a secret name of some animal, two Beavers to each animal. On a signal each makes his appropriate noise and tries to find his partner. Pairs when found go and sit down.

Feather Blowing

Here's an excellent cooperation game for lodges.

Huddle the groups close together and throw a feather into the air above them. The idea is simple. Players must blow like mad to keep the feather from touching them. A Beaver who is touched drops out to rest for a round. It's a game guaranteed to leave your colony breathless for a few minutes at least.

Feather Puff

The Beavers sit in a ring, which should not be too large. One of them throws up a small feather, and immediately all begin to blow it. No one must move any part of his body but the head. Should the feather fall on any Beaver that one is out of the game - thus the aim of each is to make the feather touch someone else, and to protect oneself. As fewer Beavers remain, they should draw into a smaller ring.

Feed the Monkey

Have your Beavers choose partners and give each pair a dozen peanuts in the shell.

One Beaver shells them, one at a time, and feeds them to his partner. The object of the game is to see how many peanuts he can feed the "monkey" in a given time. When the time is up, partners switch places and begin again. After all have had a turn feeding and eating, they divide and share the remaining peanuts.

Feeling Games

Play Feeling Games to practise the tactile sense. Ask each boy to pick up a rock and explore it with his hand - feel its shape, texture (smooth or rough), ridges, bumps and indents. What colour is the rock? When the Beavers think they know their particular rocks well, ask them to put their "pets" in a pile. Mix them all up and challenge each boy to try to pick out his own rock.

Find a Buddy

Colony in two equal groups. Gather one group into a close circle and tie a string around the wrist of each member. Crisscross and mix up the free ends of the strings as much as possible, then invite Beavers from the second group to pick up the end of a string and untangle the maze to find his buddy on the other end. This is a good novelty game to introduce an activity that requires boys in pairs.

Find a Friend

Whisper into each boy's ear an animal name which he is to keep secret. Give two or more boys the same name. The object of the game is for like animals to find each other by their characteristic calls. Tell the boys to scatter (but define the limits of the playing area), and on signal have them all start to move around making the appropriate animal sound as loudly as possible and listening for someone else giving the same call. For example, a bear will growl and look for another growling animal (who may or may not be a bear). The game is over when every animal has found his friend (or friends). You can jazz this up by first having the boys find a friend, and then having the friends seek their prey. Owls would search for mice, and mice, obviously, would try to avoid owls.

Find the Pennies

Boys sit in a circle. Two pennies are started around the circle. One boy who is IT stands in the circle. It is his job to try and spot who has the coin or coins. If he spots the right one then they change places and the game goes on.

Fire Safety Games

For Escape, give Beavers an orange each and sit them in a line. Explain that you will give a signal which means the room has filled with smoke. To escape safely, they must stay as close to the floor as possible while moving to another line you've marked. To prove they are as close to the floor as possible, they are to push their oranges along the floor in front of them with their noses. Yell, "Fire!" and stand back. When all Beavers are safe, let them eat their oranges. Smoke makes a fellow awfully thirsty!

Fire on the Mountain

Play with any number of players and a leader. Players lie on their backs and choose a key word that is their signal to jump quickly to their feet. The leader begins by calling, "Fire on the mountain!" and all the players shout, "Fire!" but remain on their backs. The leader continues to call, "Fire on the...", changing the location with each call, and the players shout back "Fire!". At any time and in any part of the sentence, the leader can call the key word and everyone jumps up. As children in Tanzania play it, the last person up is eliminated and the game continues until one winner is left, but you can simply have the last person up each time replace the leader.

Fish Gobbler

Beavers scatter in a large playing area, giving themselves lots of room to manoeuvre. The Fish Gobbler (caller) shouts directions: "Ship" means run to touch the wall towards which the Gobbler points; "Shore" means change direction and race towards the opposite wall. On the call, "Fish Gobbler", they immediately

drop to the floor on their bellies and link arms, legs, or bodies with one or more other Beavers. The Fish Gobbler swims around the room with arms outstretched looking for a fish to gobble, but "fish" are all safe as long as they are physically linked with others. When the Gobbler sees everyone is linked, he calls, "Rescue!" The Beavers jump to their feet, join hands, and shout "Hurray!"

Fish Hook

Appoint two leaders 'anglers'. Give them baseball caps to wear so they are easily distinguished from other leaders. Designate a 'fishpond' area in the meeting hall. Assemble the Beavers in the 'pond'. The 'anglers' move around the 'pond', trying to hook the fish by catching the Beavers by a hand or a shirt sleeve. (Sneaking up behind the 'fish' is allowed. Caught Beavers join anglers at the edge of the 'pond', but they may call out warnings to other 'fish'. Play for as long as the game is fun.

Fish on a String

This combines a craft and game. From heavy paper or card, each Beaver cuts out a fish shape about 15 cm long (provide a pattern for young Beavers if you like) and, with a paper punch, punches a hole in the head.

Line up a row of chairs (one for each Beaver) and attach one end of a 3 m length of string to each. Stretch out each string to meet a Beaver, who threads the loose end of the string through the hole in his fish and pushes the fish up the string to the chair. The Beavers then return to the far ends of the string and, on signal, jiggle their lines to make the fish move towards them. How many Beavers can land their fish?

Fishing for paper clips

Preparation: Empty a box of paper clips into a cardboard box with high sides; a magnet on a string. How: the cardboard box of paper clips is placed in the center of a table. The first Beaver is given the magnet on the string and tries to get as many paper clips as he can.

Floating Partners

If one of your final meetings includes swimming, play this game in shallow water. Ask the Beavers to choose buddies and stand in the water holding hands. With hands still together, one of the buddies lies down in the water. The standing Beaver then pulls his buddy through the water while he practises floating, kicking, or holding his breath underwater. After a short time, switch partners.

Floor balloon

Played with all Beavers sitting on the floor, in two straight lines. Each Beaver should sit with legs straight forward, so that his feet are pressed against the feet of the opposite opponent. Then the balloon is patted by hand, and a goal scored each time it is made to fall to the floor behind the back of either team.

Flower Garden

This is a craft game for lodges. Tape large sheets of newsprint on the wall and have the members of each lodge choose partners. Give each pair a green, yellow and red crayon (or magic marker). Then blindfold one of the pair and tell him to draw a flower on the paper. His partner is there to help --to tell him which crayon is which, where to draw the flower, etc.

After the blindfolded Beavers have created their flowers, blindfold the helpers and have them try. This craft will turn the gloomiest of meeting places into a cheery flowerbed.

Flowers in the Wind

Here is a game for wide open spaces. Draw two horizontal lines a good distance apart and divide the Beavers into two teams - Flowers and Wind. The Wind team gathers behind one of the lines and Flowers go off behind the other line where they huddle to decide what kind of Flower they will be - daisy, tulip, rose, etc.

When they have decided, Flowers take a position a little way in front of the line that marks the Wind team's territory. The Wind team tries to guess what kind of Flower the other team is. When they guess correctly, they chase Flower team, who run for safety behind their line. Flowers who are tagged join the Wind team.

The game continues with safe Flowers choosing a new flower to be for the next round. When all the Flowers have been tagged, switch roles and play again.

Fly swat

One Beaver is blindfolded, and stands at the middle of the room. He holds a baton of rolled-up newspaper. Whenever he hears a buzz at his ear he swipes at the one who is making the sound. He must never swipe except when there is a buzzing. No Beaver should buzz except by the ear of the blindfolded one.

Fly Trap

Leaders stand in two parallel lines, raise arms and join hands to make arches. Beavers line up and begin marching through the arches, around the leaders and through the arches again, chanting as they go:

Spider, spider, spins a fly trap,
Spider, spider, spins a fly trap,
Spider springs, and fly goes zap!

On the word "zap!", the arches fall. The Beavers who are caught in a web form more arches and the game continues.

Follow chase

The Beavers stand in a circle with arms extended sideways, resting on each other's shoulders. The runner starts in one of the spaces between Beavers; the chaser does likewise, but on the opposite side of the circle. At a given signal they both start, the runner weaving in, out, and across, and the chaser trying to catch him. The chaser must follow the route set by the runner. If a runner is caught, he joins the circle, the chaser takes his place, and a new chaser is chosen. If the chase becomes too long, you can set a time limit, after which a new runner and chaser are chosen.

Follow The Leader

This version of the popular old game could be led by a leader or by Keo. Stunts to be done could include stepping exactly in the leader's tracks, walking under trees and shaking branches, passing snowballs down the line, mimicking animals in the snow or making snow angels.

Food for Thought

The game begins with a statement such as 'I saw a candy bar; I one it.' In turn, Beavers reply 'I two it,' 'I three it,' 'I four it,' etc., until one Beaver says 'I eight it.' Older Beavers may want to use such objects as rocks, dead horses, skunks, etc., but perhaps it is best to use more desirable objects with younger Beavers.

Footprints

This delightfully messy outdoor game is guaranteed to amuse your Beavers. First, mix up lots of water soluble paint of different colours and pour plenty of it onto big sheets of plywood. Your Beavers step barefooted into this mess and then out onto a white sheet of paper. Mark each Beaver's name on the back of the paper as he steps out. Leave the footprints to dry and make the Beavers' next step into a bucket of clean, warm water. Later, see if the boys can identify their own footprints.

Footstep Games

Prepare lots of footstep patterns to use for games. Trace a right and left shoe on a piece of paper and cut out both. Use them as patterns to cut out "feet" from rug samples, felt, old shower curtains or clear vinyl. You can use them for a number of activities.

Stick the feet to the floor with masking tape. Keep them close enough together that the Beavers can hop or step from one to another. A leader rolls a die and calls out the number of steps each Beaver must take. In one game, the players simply count out loud as they step. In another, you can ask them to name and match whatever foot they land on. Next to some of the footprints, you can place other activities (a ball to throw into a tin or to catch, a puzzle, an obstacle to crawl over or under) for them to complete before moving on.

The feet can also come in handy on an evening when the boys are rotating through a base system. Use them to make trails leading from one activity to another.

Footstep Race

This game works best in a large backyard or playground covered by new- fallen snow. the Beavers line up on a starting line, leaving a space between them wide enough to raise both arms. At the word go, they place one foot in front of the other (baby steps) and try to reach the finish line with the neatest footprints. Speed is not important. Raising both arms will help them to stay balanced.

Four-way pull

Four ropes are tied together at one end. Each Beaver takes one end. About two feet behind each Beaver is an Indian club or similar object. The idea is to pull the other three Beavers in your direction, enabling you to pick up your club. First one to pick up his club, of course, wins. This game may be played with any number, provided each Beaver has a rope.

Foxes

Two groups of Beavers line up and face each other some distance apart. A leader stands in the middle. When the leader shouts. 'Charge!'. the two sides rush across the space to switch places. while the leader tries to catch them. The Beavers who are caught join the leader in the middle to help catch the others. Continue until everyone is caught.

Freeze

Draw a finish line in the snow and have the Beavers line up with their sleds or sliders (old inner tubes or large plastic garbage bags) at a starting line several feet away. They may sit on their sleds and push with one foot, sit on their sleds and push with both feet, or lie on their sleds and push with their hands. When the leader stands facing them with arms outstretched, they cannot move. When the leader turns his back, they can slide ahead. Every time the leader turns around to face them, the Beavers must freeze. The object of the game is to slide across the finish line without being seen by the leader.

Freeze Game

Fun for both Beavers and Cubs. Choose two "refrigeration units" who can freeze other players solid by tagging them. Tagged players are immediately thawed when two yet unfrozen players join hands around them. Who can work faster - the freezers or the thawers?

Freezing Statues

The first thing to establish in a games session is the meaning of "Freeze!" Total quiet with no movement becomes necessary at some point when the Beavers are running and climbing.

Explain that when a leader calls "Freeze!" there should be no movement or noise. To illustrate the idea, start the Beavers moving quickly (hopping, skipping) around the room. Shout "Freeze!" when they really get going. They must hold their position until you tell them to move again. If you like, you can declare that any Beaver who moves or makes a noise must miss a turn.

Throw in a variety of arm and hand movements and some slow motion stunts too. The Beavers will love it.

As your games session continues, shout "Freeze!" every once in awhile to stop the action for a ten second spot of peace and quiet.

Frog Gang

Let Beavers try to hop together in lodges for as long as they can before breaking apart. Cubs play as a relay. In sixes, the Cubs squat behind their sixer. The sixer folds his arms at chest level and each Cub places his hands on the hips of the boy in front. On signal, the six frog jumps as a group from start to finish line.

Frogs, Insects and Flowers

Frogs, Insects and Flowers is another active game for the whole group. Boys form three concentric circles: insects in the inner circle; frogs in the middle circle; and flowers, which remain stationary and standing, in the outer circle. Insects start the game with one knee to the ground, and frogs stand.

A whistle blast gives insects 10 seconds to run to tag flowers while frogs try to catch them. Insects can "fly" (touch knee to the ground) in order to avoid capture. When this happens, chaser frogs must make a 360 degree pivot before chasing them again, which gives insects a chance to escape.

At the end of each round, a captured insect becomes a frog and a successful insect or frog remains what he was. An uncaptured insect who hasn't reached a flower dies and becomes a flower, as does an unsuccessful frog.

The game is fast fun which shows how populations can change. If frogs do too well, they wipe out the insects and ultimately die. If they do poorly, too many of them die and the insect population becomes very large in comparison. In either case, the flowers, which need insects for pollination but can be killed by an overpopulation feeding on them, will suffer and, eventually, disappear.

From Santa's Sack

Beavers will enjoy this game. Fill a big bag with all sorts of dress-up clothes, including wigs and funny hats. The boys form a large circle around "Santa's sack". Put on some music and have them start passing a balloon around the circle. When the music stops, the boy with the balloon runs to the sack, grabs something quickly and puts it on before returning to his place. Continue until the sack is empty, then hold a fashion show and judge the most colourful fashion, the funniest fashion, etc. Give everyone a prize.

Frozen Bean Bag

All Beavers move around at their own pace with a bean bag on their head. The leader can instruct them to skip, hop, go slower or faster, etc. If the bean bag falls off a Beaver's head, he is frozen. Another Beaver must then pick up the bean bag and place it back on the frozen Beaver's head to free him without losing his own bean bag.

Frozen Tag

One or two Beavers are 'It' and run around touching others. Once a Beaver is touched, they are frozen and can't move until someone goes under their legs or arms. The game goes on until the Beavers grow tired.

Fruit Basket

Prepare fruit-shaped cards for each Beaver, using this suggested list: orange, apple, apricot, cherry, strawberry, lemon, grapefruit, peach, pear, pineapple, lime, raspberry, banana, plum, watermelon, antelope, grapes. Cut the fruit shapes from coloured construction paper and mount them on 9 x 12 sheets of construction paper of a complementary colour. Tie a string long enough to go over the boys' heads on each card. Have each boy choose a fruit from the list and put on the appropriate card. The players wear their cards throughout the whole game.

Boys sit in a circle, and one takes the centre. The centre boy calls out the name of two fruits and the boys wearing these cards run to change places with each other. At the same time, the boy in the centre tries to reach one of their places first. Whoever loses a place takes the centre and calls out the name of two more fruits.

You can vary this game by using the name of only three fruits. Seat the boys in order of orange, apple, pear, orange, apple, pear, etc. The boy in the centre calls out the name of one fruit and all the boys who have that name change places. Instead of fruits, you can use animals, cars, flowers, or colours.

Fruity-Tooty Game

Have each Beaver pick a fruit, only one per Beaver. One Beaver is 'It' or stands in the middle of the circle with a magazine or something soft to hold on to. One Beaver starts by calling out their fruit first, and

another fruit from the circle, i.e., apple then orange. The 'It' will try to touch that Beaver whose fruit was called before that Beaver calls out another fruit.

Giant Leapfrog

Practise playing leapfrog in lodges (or sixes), then get the whole colony (or pack) together for a giant game of leapfrog. What's the longest distance the group can cover?

Giant Steps

This is a game to play in lodges. The lodge stands at a starting line in single file. At the word "Go!", the first in line takes the biggest, longest step forward that he can. The second Beaver starts from the point at which the first is standing, and so on from there. When everyone has had a turn and they've reached their farthest point, have them work their way back to the starting line by taking giant steps backwards.

Giggle Belly

Here's an easy fun icebreaker to help people get to know each other better. Ask all the boys to lie on the floor in a jumble with everybody's head on the tummy of someone else. Make sure at least one leader or Keoo is among them. Assuming it hasn't already started before everyone is arranged, Keoo or the leader begins to giggle. As giggles make bellies wiggle and heads jiggle, you will soon have a roomful of gigglers.

Gluepots

A game for as many Beavers as possible. One Beaver is chosen to be 'it' and has to chase the other Beavers. Before the game starts, 'it' picks a number of special places to put the people he catches. These are the Beavers gluepots and any Beaver who is put there cannot move. They can be released, however, only if a free player touches their hand - but if the free player makes a mistake and puts a foot into the gluepot, then he is stuck there also.

Go Tag

Go Tag is a good energy burner. Arrange the Beavers in a line facing one way then tell every other boy to turn around so that he faces in the opposite direction. On signal, the boys at each end of the line start chasing each other around the line. At any time, either of them can tag someone who is standing in line and take his place, but the tagged Beaver must start running in the direction he is facing. If one of the runners is caught, both take a place in the line and the Beavers at the ends start the chase again.

Goblins and Fairies

Goblins form a line along one side of the room and fairies form a line on the opposite wall. Goblins face the wall. On a signal from the leader, the fairies creep up behind the goblins. When they have come about half way, the leaders call: "The fairies are coming". The fairies turn about and head for home and the goblins give chase. If they catch any, the boys go to the other side. (With 5-year-olds, it is a good idea not to let those creeping up get too close to those facing the wall. The children love this game if they never catch anyone.) Fairies take a turn facing the wall.

Gold Diggers.

Try this discovery game in a playground, on a neighbourhood walk, or in a car or bus. Depending on where you will play it, the players (or leaders) decide beforehand what the "gold" they are looking for will be. The gold is always a combination of three things. If you are in a playground or park, for example, it may be a clover, a pebble, and a caterpillar. If you are on a neighbourhood walk, it may be a white house, a stop sign, and a particular colour or type of car. If you are in a car, it will be any three things you are likely to see on your route. The combinations are endless, and the game keeps Beavers occupied and noticing things around them.

Good Eggs

Choose one Beaver the Egg Tester. The others are the Eggs. They sit in a circle with feet flat on the ground, knees tucked up to their chins, and hands clasped tightly around knees. The Egg Tester's job is to test each egg by pushing against his knees so that the egg rocks onto his back. If the egg is able to rock back up without letting go of his knees, he's a Good egg. If not, he becomes the egg Tester.

Good Evening

A Beaver or Cub game that will help the boys learn the voices and names of their fellows. One Beaver is "it" and is blindfolded. He faces the leader, who is at the end of an open circle. The leader points to one of the other Beavers, who must say, "Good evening, Beaver Joey (or whatever the boy's name is)." Beaver Joey has three tries to guess which Beaver greeted him. If he can't do it, another Beaver is selected to call out the greeting, and this continues until the blindfolded Beaver is successful.

Goofy Golf

Here's another Kitchen Fun idea. You need five clean cans of different sizes, large paper clips, popsicle or craft sticks, paper, markers, and glue or tape. With the paper clips, clip the cans together side by side from largest to smallest, open end facing the putting line. Make value markers that give larger cans smaller values (and vice versa) by glueing a square of paper marked with a value to one end of a craft stick. Glue or tape the other end of the stick to the bottom of each can as shown. Set up the course in a smooth area where the ball can run freely and use a small plastic ball and a child's plastic golf club. Beavers take turns putting the ball into the cans to see how many points they can get.

Goop Relay

Lodge boys and parents line up in single file. At one end of the line is a bucket of 'goop' while at the opposite end, is an empty bucket. Object of the game is for teams to scoop up some goop from the bucket and pass it down the line and place it in the empty bucket. The team completes the task and must then be seated.

Gossip Relay

An interesting relay race for any age. Line up the boys and give the first one a message. Make it something containing several similar words, or some alliteration. The object is for each boy to run to a mark, as in a normal relay race, and to pass the message on to the next boy upon finishing his run. At the end of the line the message received will be somewhat different from the one given to the first boy. Of course, this is a good opportunity to stress the value of careful listening, and the dangers of repeating idle gossip.

Grab Your Partner

Divide the colony into two groups and form a double circle, outside ring facing in and inside ring facing out. Each boy shakes hands with his 'partner', who is the boy across from him in the other circle. When the music starts, the circles move in opposite directions. When the music stops, partners scramble to find each other and to take a designated 'safe' position as quickly as possible. Suggested safe positions: full squat holding hands and facing one another; sit back-to-back arms linked; lie on back head-to-head, etc. The last pair down are named judges for the next round.

Grasshopper

Use a beach blanket and beach ball for every eight to 10 Beavers. The groups stand around the blanket holding the edges. Place the ball (grasshopper) into the centre of the blanket and tell them to try to make it hop. It takes a collective effort to hop the grasshopper high in the air and catch it on the blanket again. Five

year olds usually need a few tries to get the "hop " of it, especially when they have to move as a unit to catch the grasshopper. They do learn, though, and they have a lot of fun. Let them try making the grasshopper do other things, too, such as rolling around the outside edge of the blanket.

Green

The Beavers form a circle. One holds a utility ball. As the ball is tossed to someone else in the circle, the thrower calls out a colour such as sky blue or fire engine red. The receiver must catch the ball and then take a turn calling out a colour and throwing the ball to another Beaver. However, if the colour is green, the receiver must be careful not to catch the ball but let it fall to the ground. If he does catch the ball when green was called, they must run twice around the outside circle before being allowed to participate again.

Ground Walk Game

Invite the Beavers to try this trick one at a time while their friends watch and encourage. The "walker" sits down and grasps his left ankle with his right hand and his right ankle with his left hand. Then, without letting go of his ankles, he tries to move from one point to another.

Group pull-ups

Group pull-ups add fun to exercise and introduce an element of creative challenge. Players begin in a seated circle of four. Grasping hands or arms, they try pulling up to stand as a unit. If successful, they can try a circle of six or eight Beavers. The more Beavers added, the more difficult the challenge becomes. Group members can experiment and discover workable ways to get up.

Growing Tag

Choose one Beaver IT and send him chasing the others. When he catches someone, the two join hands and continue the chase together. Each tagged Beaver becomes part of IT, until the whole colony is joined up. If they have energy left over at this point, play another round.

Halloween Fortune Cards

Use a pack of index cards for a deck. Now search for pictures to glue on the backs of the cards; cats and pumpkins, etc., then seals, confetti or anything the Beaver suggests. Each card will be different. For the inside, go through magazines or newspapers to find silly cartoons and pictures which might have something to do with people. For instance, a football player or a bank, etc. Finish with felt pen messages such as "you are going on a trip" or "help your neighbour", etc. Deal them out, five to a person and see what comes up!

Halloween Party

Have the Beavers draw a Halloween face mask on a large brown grocery paper bag; color and glue wool or string for hair on the mid-upright portion of the bag. Have each boy put his name on his bag. The following week, the leader has supplied Halloween candy in each bag and tied same with string or an old nylon at the top to be hung from a branch of a tree or a wire coat hanger secured to a high rung. Possibly two boys at a time could use a plastic bat to break the paper bag and claim his candy.

Halloween Toss

Cut a good sized hole in an old sheet and drape it over a chair or table. The Beavers could draw a face on it similar to a jack-o'-lantern. The hole becomes the mouth and each boy takes a turn throwing a sponge through the hole. Let them have a trial throw first to get used to the light weight of the sponge.

Hand relay

Separate the Beavers into relay teams and give each team a pair of work gloves. Place a pile of small objects at the other end of the hall (one for each team). The first runner puts on the gloves, runs to the other

end of the hall and picks up an object to bring back and start a new pile. Each runner in turn puts on the gloves and brings back an object.

Hand Slap

Two Beavers stand facing each other. One Beaver puts their open hands under the hands of the opposite Beaver. The Beaver with their hands on the bottom then tries to slap the hands of the other Beaver. If the other Beaver is able to move their hands before they can be slapped, then they will take up the position on the bottom. If the bottom Beaver manages to slap the other Beaver's hand before he can remove them, then the slapper will continue in the bottom position.

Handkerchief tag

The amount of running about in this game can be determined by the number of Beavers and the size of the room. It does not even matter if most of those taking part stand still all through. One Beaver is 'It', and remains so until he succeeds in tagging, or touching, some other Beaver. But the others toss a handkerchief about between them, and 'It' can only touch another Beaver who is holding the handkerchief.

Hands-on Tag

This lively game will help burn up excess Christmas energy. Play it in a large clear space. Arrange the Beavers in groups of six or eight and have each group choose one boy to be IT. The rest of his team stand around IT holding on to his thumbs and fingers and, when a leader calls "Hands Off!", race away with IT in hot pursuit trying to tag them. Tagged Beavers move to the nearest wall and stand with one hand touching it. A free Beaver can set a Beaver who is "on the wall" free again by running under his arm. Play until all the Beavers are on the wall, then start another round with new chasers.

Hat Duel

Have Beavers or Cubs make and decorate tall "birthday hats" for themselves. Give each boy a long balloon, and tell the boys to arrange themselves in pairs. Blindfold the duellists, give each a triple spin, and send them out with balloons swinging to knock off their opponents' hats.

Hat Relay

Relay games are great to encourage team spirit. This suggestion comes from the U.K.'s Scouting magazine. Each lodge forms a team. Each team needs two hats sewn together with a short length of elastic.

Pair off team members. On a signal, a pair runs to a mark and back wearing the joined hats. When they return to the start point, they hand over the hats to the next pair. Waiting players call out encouragement. It really takes teamwork for Beavers to arrive back from the run with hats still on their heads!

After the games, spend quiet time reading Chapter 1 of Friends of the Forest. Ask your Beavers to pick names for the leaders based on the characters in the story.

Have You Seen My Sheep ?

The Beavers stand in a circle. One Beaver runs around the outside and stands behind any Beaver saying, "Have you seen my sheep?" That Beaver asks, "What does it look like ?" The first Beaver describes any one of the Beavers who, as soon as he recognizes himself as the Beaver described, tries to tag the describer before he can run around the outside of the circle and get back to his own place in the circle. If 'It' is tagged he is 'It' again; if not, the tagger becomes 'It'.

Hawk & Hen

Choose a Beaver to be Hawk and another to be Hen. All the others are Chickens who line up in file behind the Hen, each with his hand on the boy in front of him. On signal, Hawk begins to chase the Chickens, but he may only catch the last Chicken in line and may not touch Hen. The Chickens must keep their order in line, and Hen tries to protect them by holding out and flapping arms, turning, and dodging. When Hawk catches the Chicken at the end of the line, the Chicken becomes Hawk and Hawk takes Hen's place, shuffling down all the Chickens in the line.

Headers

For this game, give each Beaver a beanbag and tell him to walk around the room balancing the bag on his head. If the bag falls off his head, he must leave it on the floor and freeze. He is unfrozen by one of the other players who picks up his bag and places it back on his head. The object is to help as many friends as possible. Leaders use voice directions to vary speed and manner of locomotion (e.g., walk sideways, hop, run, etc.). Let a young Beaver hold onto the bag on his head while he is stooping to retrieve a beanbag in order to unfreeze a friend.

Help!

Peru: Play this chasing game with four to 10 players. To choose IT, one player holds out his hand, palm up, and the others place their index fingers into his open palm. When he closes his hand without warning, the one who is caught becomes the chaser. The chaser runs after the others to try to tag them. When a runner is in danger of being caught, he shouts, "Help!" Other runners can race to his rescue and try to hold his hand before he is tagged. Both runners are safe while they are holding hands. If the chaser tags a player before he is rescued, the two change places. Play until everyone is tired.

Helping hands

Each Beaver draws around one of his hands on a piece of construction paper. Leaders help the Beavers write a good turn on the tip of each finger -- one for the Beaver to do on each day of the week Monday to Friday. Since Saturday and Sunday are special, write the good deeds for these two days on the palm of the hand. Ask the Beavers to hang their "helping hands" on the fridge or a notice board at home to remind them what they will do each day to help around home.

Hidden Treasure

This game could be tied in with a winter walk. Send someone ahead to hide in the snow a treasure box for each lodge. Old coloured tennis balls or brightly coloured plastic containers can be used repeatedly.

The lodge treasure box should contain a little something for each Beaver, such as a cookie, marbles, badge or cereal box prize. This activity could be used to finish up an outside winter meeting.

Hide

"Hide" is a game most of us probably know, whether we played it just to tease adults or as a group game. Before you play, explain to the Beavers that they may hide only behind objects immediately off the path you are walking. Establish a very strict play-area boundary.

Pick a trail with trees, bushes, and tall grass on both sides. Walk along in single file with a leader at the front (and a spotter behind). The line leader calls, "Hide", and everyone else jumps off the trail and behind a bush, tree, or clump of grass. The leader walks back along the trail to find them. Found Beavers help to find everyone else. Do a head count, then play again with someone else at the front of the line.

Hiding Game

One of the unusual features of the creatures the boys discover may be their camouflage the colours, markings or shapes that help them blend into their surroundings so that predators can't easily see them. If your explorations lead to a discussion of natural camouflage, try a hiding game. Relate the idea to what the boys are wearing. For example, ask the Beaver dressed in brown where he might hide (crouched behind a log?). How about the boy in blue? Try out their hiding-place ideas.

A nature trail is the best place to play the hiding game. Set definite limits (hide along the section of the trail between this sign and the little bridge; stay within 2 metres on either side of the trail) and give them a few minutes to hide. Then walk the trail once, trying to spot as many of the hiders as possible. At the end, call the successful hiders out of their hiding places and share ideas about why they were so successful.

High Jump

You'll likely want a pit or mats for this one. Set a standard height for the Beavers to try to jump. Keep it low enough so that all can succeed. A colony that used a porta-pit found the boys had a ball jumping into the foam and weren't at all concerned about how high they jumped.

Hit the Deck

One Beaver is captain of the sailing ship, the others are the crew. A definition of terms is necessary to set this ship afloat. The captain calls, "All hands to: starboard, port, bow or stern", and the sailors race in the appropriate direction. When the captain calls, "Boom coming over!", sailors 'hit the deck' by throwing themselves down on their bellies. Rotate captains either randomly or by choosing the first or last sailor to 'hit the deck'.

Hit the Penny

This is a game for two Beavers. They stand facing each other about five feet apart. In the middle a penny is placed on the ground. The Beavers take turns throwing a ball at the penny. A hit counts one point; if the penny is turned over (heads becomes tails or vice versa), score two points. The penny stays wherever the ball moves it throughout the game. Eleven points wins.

Hobby Horse

This is one toy most settler children learned to make. Each Beaver needs a stick about the size of a broom stick, a bundle of twigs or straw, two lengths of string and, for a really fancy hobby horse, a horse head made from cardboard.

Tie the twigs or straw to one end of the stick to represent a tail and tie a length of string long enough to be the reins to the other end. For a fancy horse, cut a horse head with a long narrow neck from cardboard. Punch two holes about 5 cm from the base of the head and fasten the head to the stick by pulling a string through the two holes and tying it several times around the stick and neck. Hold with a good strong knot. When the horses are ready, set up some relay races to run on horseback.

Hole in the Wall

For this energetic game, we thank "Chopper" of the South Waterloo Notes 'n News. Beavers gather in the centre of the room, which they pretend is the "lodge". Each boy holds an imaginary hammer in one hand and an imaginary nail in the other. The "lodge" is in rather bad shape after a long winter. Holes keep appearing in the wall and, of course, that makes the lodge leak. The Beavers' job is to repair all of the holes in the wall. When a leader calls, "There's a hole in the end wall!", all the Beavers run to the end wall to fix it. When it is repaired, the leader will notice, "There's a hole in the left wall!", and so on, until the repairmen are tired enough to call it quits for the day.

Honey Pot Game

Bears love honey. Sometimes they get into terrible trouble trying to take it from bee hives.

Two leaders (the bees in a hive) crouch in a circle in the middle of the room with two small paper cups (the honey). The bears (Beavers and their teddies) roam around outside the circle trying to get the honey. When the bees jump up and shout "SWARM!", the bears scatter to safety (touch a wall) before a bee catches them. Caught bears can help the bees.

Hook Tag

For this game, ask some Beavers to pick partners, leave a few others to be free runners, and choose one or more to be IT. Partners link arms at the elbow and put the hands of their other arms on their hips to make hooks that free runners can latch onto. IT chases the free runners, who are safe if they link up to the free elbow of a partner. When they do make a link, the partner on the other side must break off and run free, looking for another safe elbow.

Hopping

Frogs and toads are also noted for their hopping ability (and, in the case of Kermit, their singing ability). Play follow the leader in a circle in a playground or nature trail parking lot. Begin by hopping on two feet, switch to one and add variations as the game goes along. Hop forward, backwards and sideways. Hop on one foot and swing the free one. Then switch.

Encourage the Beavers to "R-RIBBETT!" as they hop.

Horse Relay

Line up the Beavers in relay formation at one end of the room and place a chair for each team at the other end. On signal, players run in turn to the chairs, place their hands on the seat, kick up their legs three times, and neigh like a horse. Then they run back to tag off the next Beaver. Keep the game going as long as they think it's fun.

Horse's Tail

Beavers line up in threes, the two rear Beavers in each line holding on to the Beaver in front. One Beaver is chosen to be the chaser. The object of the game is for the chaser to try to attach himself to the rear of any line - thereby becoming a new 'tail' for the various lines - or 'horses' - to prevent the chase from doing this by dodging and turning so as to keep him in front of them. If the chaser succeeds in becoming a new tail, the head of the line he has attached himself to becomes the new chaser.

Hot Potato

Children originally played this game with a hot potato, but we suggest you use a ball or beanbag. The Beavers form a circle, standing or sitting, and pass the hot potato from player to player as quickly as possible. If a Beaver drops the potato, have him do some action (race around the circle and back to his place; skip three times; sing a little song) before starting to pass the potato again.

For variety, add music to the game. The Beavers pass the potato while the music plays. The player left holding it when the music stops must do a little action as above before play begins again.

Hot Potato Gift (Variation of Hot Potato)

The game starts with everyone sitting or standing in a circle. The wrapped present is then given to one individual in the group.

The leader starts a rhythm by either clapping hands or by singing a simple short song. The present is then passed around the circle as one might pass a hot potato. When the rhythm or song stops (whenever the leader chooses) the Beaver who ends up with

the parcel at that moment must take off one layer of wrapping. That individual then leaves the game to join the leader in keeping up the rhythm and the game starts up again. This goes on until there is only one Beaver left to unwrap the present.

Hot Stuff

Gather everyone in a circle. Leader starts as the Caller, selecting a number from 1 to 50 (or less). As the Beavers stand in the circle, passing the ball from Beaver to Beaver, the caller counts aloud to the preselected number, then yells 'Hot Stuff'.

Meanwhile, the Beavers in the circle must keep the ball moving from Beaver to Beaver. When the Caller yells 'Hot stuff', the Beaver with the ball, (or if the ball is between Beavers, the Beaver just about to catch the ball) leaves the circle and joins the Caller. As more and more Beavers leave the circle, the Caller group becomes larger and larger, and the counting becomes louder and louder. The original Caller tells the new Callers the number to which the group will count. As the game dwindles to two Beavers passing the ball back and forth, the last Beaver left without the ball when the callers yell 'Hot Stuff' will be the winner.

Hug a Balloon

Play outdoors where this simple game will not be so noisy. Ask the Beavers to choose partners and give each pair a large, fully inflated balloon. Have them place the balloon between them and see if they can give each other big enough bear hugs to burst it.

Hugs

This is a version of the traditional "it" game with a twist.

One Beaver is "it" and tries to tag the other boys in the colony. The only way to escape "it" is to hug another Beaver.

To prevent Beavers from simply standing still and hugging one player, signal when to change hugging partners. Encourage the Beavers to hug a different person each time they try to escape from "it".

Hula Hoops

This activity involves three Beavers per hoop. Two Beavers hold the hoop while the other follows instructions such as: go through the hoop head first, feet first, backwards, etc. Rotate the position so that everyone has a turn.

Human Chair

This is a great cooperation and balance game for the whole group to play outdoors or in. Ask the Beavers to form a circle and face the centre with shoulders touching. Then have them all turn to the right and, very carefully, sit down on the knees of the person behind. How long can the human chairs last?

Hunt the Thimble

This must be one of the simplest games there is and yet, at every party we give in our family, it is the one most clamoured for by the small fry.

Simply send the boys out of the room (no peeking allowed) and hide a thimble somewhere. It should be visible even to the smallest boy without anyone having to move any objects in the room. A good place, for example, might be on a leader's finger! Then when the boys come in, let them wander around looking, and the leaders call out "Tim's getting warmer" when a particular boy gets close. There will then, of course, be a stampede into Tim's corner. If he moves away from the thimble call, "Tim's getting colder now".

Try to see that each boy finds it at least once.

Husky Hunt

If you're using an Inuit theme, play Husky Hunt. Prepare a wide circular path in an area of snow. Criss-cross the path with other trails so that it looks like a wheel with spokes.

Divide the colony into two groups of huskies. Huskies, of course, move on all fours, so have the Beavers take a hands-and-knees position. Give one team of huskies a head start and let the other team try to catch them. Everyone must stay within the marked paths and on all fours. When a husky in the first team is tagged, he helps the second team catch the others. Continue until everyone is in a single team.

Husky Races

Use heavy-duty plastic garbage bags as sliders and arrange Beavers in threes. For each lap of the race, one Beaver sits on the bag as driver while the other two are huskies pulling the sled. They can race a straight course to a mark, then change again for a final dash to the mark. Or you can set up a course where they zig zag, go around marks, and the like.

Ice Relay

Line the teams up at one end of the rink. Each team uses a lit flashlight or a cardboard tube as a relay baton. Place an adult opposite each team at the other end of the rink. The first Beaver in each team skates to the adult and tags him, returns to the team and hands over the baton to the next player. Finish the game when all team players have completed their turn.

Bring some plastic toboggans to the rink and run a similar relay with adults pulling Beavers behind them. Challenge the Beavers not to fall off the toboggans during the relay. Be prepared for some "accidental" spills.

Form a long line of Beavers and adults. With everyone holding onto the waist of the person in front, let them snake in and out of obstacles placed on the ice. Let the "ice snake" curl back on itself, to make the game more challenging.

Icicle Tag

Choose one Beaver to be the 'sun', the rest of the Beavers are 'icicles'. The sun must run around and touch as many icicles as possible. When an icicle is touched, he must 'melt' and fall down. This continues until all the icicles are melted.

Iceworm in the middle

Another excess energy release-valve. One boy is the iceworm; the rest are trappers. The trappers form a circle around the worm and join hands. The shy iceworm must escape. He can't bear the thought of being a captive and having everyone in town come to gawk at him. He can crawl under, hop over, or break through the joined hands. If he does escape the circle, all the trappers must chase him. The trapper who tags him becomes the next iceworm.

Pin the tail on the iceworm--A revised version of pin-the-tail-on-the-donkey, this should be easy to design.

In and Out

On the floor, mark off a square or circle large enough to hold the whole colony. Give the Beavers the command to jump into the pond and out of the pond. Start slowly, and speed up until you're going so fast they become confused by the repetition. Then, try the game backwards, so that "in" means "out" and "out" means "in". Giggles guaranteed!

In the Pond

Beavers in a circle around leader just outside chalk line. On order "In the pond" all jump in. On order "On the bank" all jump out. If order "In the pond" is given when all are in, none must move and, vice versa, "On the bank" when all are out must be ignored. Two mistakes and you fall out.

In the Woods

Arrange boys in relay formation at one end of the room and set cards with names of trees or leaves written on them in front of each team. Place a second set of cards showing corresponding pictures at the other end of the room. In turn, Beavers pick up a card, run to the other end to match it with a picture, then return to the team. Finished teams either continue until time's up, or cheer on teams who are still running.

Into the Pond

Mark a big circle on the floor to be the pond. The whole colony stands around the edge and a leader or Keeo is the referee. When he shouts, "Into the pond!", all jump into the circle. When he shouts, "On the Bank!", all jump out of the circle. Sometimes he will try to trick the players by shouting, "On the pond" or "Into the bank". When he does this, nobody should move. Those who do move on an incorrect order, sit down.

Inuit Football

Draw two parallel lines some distance apart in the snow. Arrange the Beavers in two teams that stand behind the lines facing each other. A leader stands midway between the two lines and starts a football rolling slowly between the teams. When the ball stops, the leader shouts "Ai!", at which point the teams rush to the ball and try to kick it over the other team's line. Try it with two balls or even more, and have fun in the rough and tumble!

Jack-In-The-Box

Collect boxes big enough for the boys to stand in. Choose one Beaver to be the Toymaker. All the others climb into the boxes and crouch down. The Toymaker turns and walks away, counting to ten. When he reaches ten, all the "Jacks" jump out of their boxes and run away. The Toymaker tries to catch them. If a Jack-in-The-Box is caught, he must return to his box, but another Jack-In-The-Box can free him by touching him. After a while, change Toymakers.

Japanese Tag

This game of tag has an anatomical twist, and calls for plenty of running around space and a lot of players. One Beaver is It. He tries to tag another player in a silly spot like his knee or elbow or nose, for example. The tagged person must hold onto that spot with one hand while he runs and tries to tag somebody else.

Jello Eating Contest

The idea of the game is to suck up, through a milkshake straw, 8 oz. of jello. This may be run on a team basis or individually.

Jingle stampede

Blindfold all Beavers except one. (Small paper bags work well and won't come off.) The Beaver without the blindfold carries a bell or key chain and shakes it to let the others know his location. The blindfolded Beavers try to catch the Jingler. The successful player becomes the new Jingler.

Johnny, May We Cross Your River

The more players you have for this game, the more fun. Set up two "safe zones" at either end of the play area. Let a leader start as "Johnny", who stands on one safety line while the players line up on the other and face him.

The group calls, "Johnny, may we cross your river?" Johnny answers, "Not unless you wear a red sweater" (or blue pants, or have red hair, or whatever you wish). Beavers who meet the requirement race across the river to safety, and the others may try to bluff, sneak, or brazenly run across or choose to wait to see what the next requirement will be.

Johnny tries to catch players who try to cross without meeting his requirement. When he's successful, the two change places, and the game continues. Play until everyone is on Johnny's side of the river, or the Beavers are tired of the game.

Jump and Look

A jumping game ideal for Beavers. All are in position in a circle with eyes closed. The leader places a disc (a poker chip will do) under the foot of one of the boys, then asks all boys to open their eyes. On signal, the boys begin to jump. The Beaver who has the disc under foot must be careful not to jump too high because the others will try to spot the disc. The boy who finds the disc becomes the one to place it under some other Beaver's foot the next time around.

Jump the Shoe

This favourite from your childhood will be a challenge for your Beavers, too. Tie an old running shoe to a long piece of rope. The boys form a circle around a leader or Keeo who will swing the shoe around for the boys to jump. If the shoe touches a Beaver's foot, he becomes the swinger, but make sure you caution him to keep the shoe low. For more fun, try a variation where the Beavers stand facing each other, join hands and try to jump the shoe as a pair.

Jumping Bean

You need an old sheet or blanket with a hole cut in the middle. Players grasp the edges of the sheet and a leader tosses a number of balls onto it. The object is for players to get the balls jumping up and down like jumping beans and then to manoeuvre them so that they jump out through the circle in the middle.

Jumping Jelly Beans

You need a shallow bowl filled to the brim with jelly beans, and a jelly bean for each Beaver. Beavers sit in a circle around the bowl and each in turn tosses his bean at the bowl to try to knock other jelly beans out of the bowl and onto the floor. If the thrower knocks out three jelly beans, for example, every player takes three jelly beans from the bowl and eats them. The game continues until everyone has had a toss. Leaders eat any jelly beans left in the bowl.

Just Flying

Gather the colony in a circle and tell the boys to flap their 'wings' every time a leader calls out the name of something that flies. If the name called is of a non-flying creature, they must stand very still, and those who move must sit down for a turn. To make things more difficult, flap your arms every time you call out a name, and call the names rapidly.

Just in passing

Have Beavers stand in a circle. Begin by passing a ball around the circle in one direction. Try passing the ball overhead, through legs, and around backs. Get a rhythm going. Beavers may want to chant "Pass, pass, pass" so that the ball keeps moving as fast as possible. As Beavers master a one-way pass, heighten

the challenge by passing another ball in the opposite direction. This will cause some silly confusion but insist that balls keep moving no matter what. You can also yell "Switch!" and have Beavers reverse the directions in which they are passing the two balls. To keep things exciting, keep adding more balls so that Beavers haven't time to think. Eventually, the game will end in one free-for-all ball.

Kangaroo relay

Divide the group into two teams and have Beavers line up, one behind the other. Place a chair about ten feet in front of each team. The first Beavers place a ball between their knees, hop around the chair, and return to tag the next Beavers in line. Beavers may touch the ball with their hands to pass it to the next Beaver or to pick it up when dropped, but they cannot move while touching the ball with their hands. The first team to send every member around the chair and back is the winner.

Keep it Moving

This is a water variation of a game you play with parachute and ball. Boys form a large circle in waist-deep water and join hands. Place a round beach ball on the water in the centre of the circle. By swishing their arms through the water, the boys make waves to try to push the ball over to the opposite side of the circle. Those on the opposite side make waves to keep the ball from touching them.

After a go at this, encourage the whole circle to cooperate in an attempt to make the ball move in certain ways. What happens when they use both arms and legs to make currents and waves? Can they keep the ball moving around the circle in one direction--in the opposite direction? Can they make it hop? Can they create equally strong waves or currents from all sides so that they keep the ball spinning in one spot in the centre of the circle?

Keep It Out

The Beavers stand in a circle with legs apart so that a utility ball could fit through. One Beaver outside the circle runs around with the utility ball and tries to surprise the Beavers by tossing it through their legs. The Beaver in the circle may not kneel down etc., but can stop it with their hands. The ball can only be tossed between the legs. When one gets a ball through, he changes with the one who let it through.

Keeping Cool

It's always wise to have some ideas to help your Beavers cool down during an activity on a hot June day. Bathing suits are the most appropriate wear for these antics.

Find a wide open space and fill some balloons with water. Invite the Beavers to toss the balloons back and forth, and wait for the inevitable. A couple of dozen plastic squeeze bottles full of water will do the trick, too. And, if there are no detergent bottles handy, try soaking large sponges in a big bucket of water. Finally, there's the traditional neighbourhood cooler- a sprinkler and a large lawn. Any of these ideas will keep the boys refreshed and happy.

Keeping Fit

Since winter is a time when outdoor play and activity is restricted, introduce the Beavers to some simple fitness exercises that you can use regularly in your program. It's a good way for the colony leadership team to keep fit, have fun, and set an example, too.

Start with some stretching. Ask the Beavers to sit on the floor with legs spread wide and reach towards each foot four or five times, trying to reach as far as possible each time. Then, ask them to stand up with feet spread and try to grab each ankle in turn with both hands. Can they do it four or five times each side?

A two minute run around the meeting hall is a good way to burn up energy and can be a lot of fun, too, if you mix it up by having them run forwards, backwards, sideways, around the outside, across the middle, and the like.

Kipper Racing

For this game you need one 'kipper' (cut a foot long fish shape from tissue paper) and a folded newspaper for each team. The teams divide, half of each team behind the line at one end of the room, half at the other. At the word 'go' the players try to waft or fan their kipper up to and across the line at the other end of the room with the folded newspaper. Once the kipper is over the line, the newspaper is handed to a team member on that side and the fish is fanned back again. The first team in which every member has fanned the kipper over the opposite line is the winner.

Knee-bend race

Each Beaver crouches in a knee-bend position, with hands on hips, and jumps or walks along.

Knots

Beavers stand in circles of six to ten, shoulder to shoulder and facing inward. They thrust arms into the center of the circle to make a mess of hands. Tell them to close eyes and fumble around until they find two other hands in the mess to hold. When they open their eyes they should be facing a veritable knot of hands. Tell them to try to untie the knot without letting go of any hands.

Land of the Hoppits

Introduce your Beavers to a strange imaginary land and its creatures. If one of your leaders is very fit, he or she can both spin the tale and lead the action, but you might find it easier to give the storyteller a buddy to keep the Beavers working.

Briefly describe a wondrous place where the sky is pink, the sun green, the earth orange and yellow, the lakes and ponds red, and the strange-looking plants blue with shocking pink stems. As you introduce the interesting creatures that live in this land, you (or your helpers) also introduce the movements Beavers make whenever a creature's name comes up in the story. Following the lead of the storyteller or helpers, they keep moving that way until a new creature is named to signal the start of a new action. The story may go something like this.

Many curious creatures lived in one little corner of this wondrous land. Flappits (Jumping jacks) flitted around the pink sky. One-footed Hoppits (hop on the spot on one foot) and Two-footed Hoppits (hop on the spot on two feet) hopped about the orange and yellow earth. Flippits (breathe in and bend knees in a crouch, breathe out and return to standing position while making a breaststroke action with the arms) flipped and flopped in the deep red ponds.

Generally, the creatures were happy. The Flappits found plenty of green nuts and berries to eat. The One-footed Hoppits liked to nibble on blue leaves and green berries. The Two-footed Hoppits preferred snacking on shocking pink plant stems, and the Flippits enjoyed a liquid diet of deep red pond water.

Every once in a while, however, the Flappits wished they could be Flippets and the Flippets yearned to be Flappits flitting free in the pink air. The Twofooted Hoppits got tired of pink plant stems and wanted to be One-footed Hoppits, while the One-footed Hoppits started thinking pink stems looked much more appetizing than blue leaves and green berries and wished to be Twofooted Hoppits.

And so, life went on, with all the creatures happy most of the time and only occasionally wishing they were something else. Then, one day, everything changed. Suddenly, into the small world of the Flappits, One-footed Hoppits, Two-footed Hoppits and Flippits appeared a brand new creature--a Joggit (run on the spot).

The Joggit jogged around the orange and yellow earth, singing at the pink sky, sipping from the deep red pond, and nibbling on green nuts and berries, blue leaves, and pink stems. The Flappits, One-footed Hoppits, Two footed Hoppits, and Flippits were so astonished to see such a creature that they stopped dead in their tracks and then flopped to the ground to take a well deserved rest!

And believe me, you and your Beavers will want one, too.

Lap Ball

Players sit shoulder to shoulder in a circle. The object of the game is to pass a ball around the circle from lap to lap without using hands.

Last Detail

Place several simple objects in a box. Let the Beavers study the box for several minutes. Turn away and remove an object, then see who can guess what is missing.

Laughing

All Beavers except one who is 'It' form a circle. 'It' stands inside the circle and tosses a handkerchief into the air. Everyone, including 'It' must laugh until the handkerchief touches the floor. Then there must be perfect silence. Anyone laughing after the handkerchief touches the floor becomes 'It', and the previous 'It' joins the circle.

Laughing Ball

Beavers in circle formation. One Beaver is given a playball which he throws into the air, lets bounce once and catches. The other Beavers must laugh while the ball is in the air or bouncing, but must stop and adopt a very serious expression when the ball is in a player's hands. The Beaver who lets a smile cross his face, or who allows a giggle to escape at this time, receives the ball for the next bounce.

Laughing Balloon

This is a good way to start off a party. Blow up a large balloon and gather all Beavers into a circle. Toss up the balloon. While it is in the air, everybody laughs. When it touches the floor or comes to rest anywhere, everyone must stop laughing.

Laughing matter

A single Beaver is selected to be the Laugh Igniter. He lies down on the grass. The rest of the Colony is divided into two groups. A Beaver from each lodge lies down on either side of the Laugh Igniter with his head on the Laugh Igniter's stomach. One by one Beavers lie down, placing their heads on the stomach of the last Beaver. This makes two branches of Beavers with the Laugh Igniter at the center connecting them both. This is useful when shy boys prefer separate groups. After everyone is arranged, the Laugh Igniter takes a deep breath and yells "Ha!" The two Beavers resting on his stomach yell "Ha Ha!" The Beavers resting on their stomachs yell "Ha ha ha" and so forth. The idea, of course, is that each Beaver adds to the number of "ha's" at each turn.

Leaf Match Game

Here's an idea from Program Ideas for Fall. While the Beavers play in an open area, collect two each of several different kinds of leaves, one set for each Beaver. Place one lot of leaves in a pile on the ground and keep the other with you. Gather the Beavers about 3 m from the leaf pile and give each of them one of the leaves you are holding. Then, organize them into lodges or tail groups and, one by one, have them run to the pile of leaves and pick out a leaf that matches the one they are holding. If you play this game after Switch, ask the Beavers to identify their leaves.

Lean

The Beavers hold hands and stand in a circle, then count off by twos. On signal, the "ones" lean forward while the "twos" lean backwards. On another signal, they reverse the direction of their leans.

Lean in, Lean Out

All Beavers join hands and form a circle. The circle must be large enough so that everyone can hold their arms at shoulder height. It is also important that everyone is around the same height and weight for best results. Before starting, each Beaver is given either the number one or two. As the leader, either include or exclude yourself so that there is an even number of Beavers in the circle. You are now ready to begin. On the count of three all the number ones will lean in and all the number twos will lean out. It is important to encourage the Beavers to move slowly, so that their weight is evenly distributed at a constant rate. Ask the Beavers to speak up if they need the participants on either side of them to either increase, or decrease their weight by moving their bodies accordingly. It will most likely take a few practice trials before Beavers will feel comfortable trusting the others. With encouragement and co-operation they will soon be able to master the techniques. Once the Beavers feel comfortable with this exercise, see how many times the ones and twos can switch positions without letting go of each other. Help the Beavers change positions by orally guiding them through the switch.

Leaning Towers

In case your Beavers lean too far, play this game in a soft grassy field or on a lawn. The boys join hands in a big circle and number off in twos (one, two, one, two, etc.). Show them how to stand with their feet spread apart to about shoulder width. When everyone is ready and you've instructed them to hold hands tight and lean their whole body rather than bending from the waist, give a signal. On signal, all the "Ones" lean forward slowly toward the centre of the circle, while the "Twos" lean back away from the centre.

After the first "lean", give another signal for the "Twos" to lean in and the "Ones" to lean out. Practise leaning a few more times, then pick up the pace of the signals to get the whole colony swaying gently in and out.

Leap Frog

Leap frog needs lots of players - the more the merrier. Form two lines and ask all the boys to squat down to make themselves as small as possible. The last Beaver in each line jumps over his squatting chums until he reaches the front of the line, then squats himself and yells, "Go!" to start the Beaver at the end of the line leaping. You can leapfrog in a circle, in a square, or to get from one place to another in orderly fashion. The two lines can work together, too, as the two leapers try to leap together, signalling to each other to get ready to jump. Try it with lodges leaping in tandem. See what other ideas the boys come up with.

Leap Into Small Spaces

Play this game at the end of the year when all the Beavers know each other well and know what to expect from each other. Ask the boys to choose partners and have the partners stand across from each other at opposite ends of the playing area. At a signal, they run towards one another and, when they draw near, leap up. The object is to land very close together without colliding.

After partners have practised the trick a few times, try the game with four Beavers running towards each other from different spots. The first few times, ask them to run slowly. As they become familiar with each other's moves, they can increase their speed. Gradually add to the number of players until the whole group is leaping expertly into small spaces.

Lemon golf

This is played as nearly as possible in the manner of ordinary golf - but with lemons and walking-sticks. For holes you may have chalked rings on the floor, or circular pieces of paper, cloth or cardboard, laid

about. Until you have tried to knock a lemon about the floor, and make it go in a straight course, you have no idea of what an awkward fruit it can be.

Letters

A Beaver is chosen to stand in front and he then calls out a letter from the alphabet. The lined-up Beavers then jump forward according to the number of times that the letter is in their name. Sometimes the Beaver in the front turns his back to the rest and when he thinks that another Beaver is nearby, he screams out a certain word and the dash for the starting line.

Line switch (Outside game)

Divide the Colony into two teams. On a sidewalk or paved area, draw a line of squares with a piece of chalk. Allow one space for each Beaver. Leave an empty square in the center between the two teams. The object of the game is for all the Beavers on one side of the blank space to switch places with the Beavers on the other side. Have Beavers stand in the squares. One team will be on one side of the empty square, one team on the other. To begin, the leader yells 'Line Switch'. One at a time, Beavers may move forward into the free spot or jump over an occupied space to a free one. Only one Beaver is allowed per space. When both teams have successfully maneuvered to the opposite side of the empty center square, everyone wins.

Lions and Tigers

Travel to the wilds of India with this passing game. In lodge groupings, Beavers sit in a circle. Choose two boys who are sitting on opposite sides of the circle and give each a small object to hold--a stick and a stone, for example, the stick representing a lion and the stone a tiger. Better still, bring along a small toy lion and tiger.

On signal, the Beavers pass the objects to the right around the circle as quickly as possible. The idea is to have one animal overtake the other as they are passed.

Little Beaver

Ask the colony to form a circle and put one "little Beaver" in the centre. The others join hands and dance around little Beaver singing, to the tune of "Here We Go Round the Mulberry Bush":

Look here comes the little Beaver the little Beaver the little Beaver
Look here comes the little Beaver lets copy what he's doing.

When the song is finished, the Beavers clap hands loudly and wait for little Beaver to perform something. Whatever he does, the others follow along. Play long enough to give every Beaver a turn in the middle.

Little Beavers

In groups of three or four, they are asked to make the letters of "Sharing" with their bodies. Each group works together to make an S; then after a suitable time for the leaders to view the S and praise their efforts, they make an H, and so on.

Lobster Lift

Ask the Beavers to choose a partner and sit back to back, bolt upright with knees bent and feet on the floor. Then show them how to lock arms at the elbows and tell them to try to stand up without releasing each other's arms.

After the Beavers have mastered the Lobster Lift in pairs, have them try it in groups of four and eight. Finally, hold a mass Lobster Lift. The trick here is to start by sitting as close together as possible and to use a signal so that everyone stands up quickly at the same moment.

A mass Lobster Lift is impossible to resist- a great activity for a Beaver picnic where other colonies can join in, too.

Long Jump

Mark a jumping line and, a short distance away, a target line. Tell the boys to try to see how far they can jump past the second line. If your day is being spent on a field marked out for track and field, use the sand pits. You'll need a rake to smooth out the sand between jumps.

Here's another idea. Have each Beaver make five successive two-footed jumps then show him how far he travelled. You might even try it again, this time asking the Beavers to keep jumping until they don't think they can jump another jump. Boy! Can they travel!

Look at One Thing

Ask each Beaver to find one natural thing and isolate it by putting it in a box or drawing a circle around it so that it is the only thing in focus. Tell him to ask this thing a question. If it could talk, what would its answer be? Pretend that it does talk, but only to you, and tell everyone else what it is saying. Would it like to live in a cage, a pot, or alone? Would you? Why or why not? What kinds of things bother it? Does it like or dislike people? Why?

Looking for Small Things

In a 15 minute hunt, ask each Beaver to collect a sample of the smallest living thing he can find. Then have him look at it under a magnifying glass and describe what he sees. Does it move? Have hairy legs? Is it mouldy? Does it have teeth or roots? Can it make a noise? What does it eat? After this, ask him to draw a large version of his creature, giving it personality. Talk about what this thing does for nature. Is it important even if it is small? Encourage the Beavers to hold a boasting session on how important their particular creature is.

Loose Cabooses

Arrange the Beavers in groups of three, leaving one or more extra to be loose Cabooses. Boys in each group form a Train by lining up one behind another, each holding the waist of the boy in front. The lead boy is the Engine, and the one at the end is the Caboose. On signal, the Trains start chugging around, making appropriate train noises. The Loose Cabooses try to catch onto the end of a Train while the Trains try to prevent them by making quick turns. When a Loose Caboose catches a train, the Engine of the train becomes a Loose Caboose. Noisy and fun.

Lost Beaver

One Beaver is sent out of the room in an unobtrusive manner; the leader then announces that he sees someone is missing and asks for a description of the missing boy, to give to the search party.

Lucky Numbers

This is a good counting game that gives you a chance to treat the boys with small prizes of toys or candies. Give each Beaver five buttons to hold. On signal, they all begin to move around from one to another, giving away as many buttons as they can to anyone they choose. This exchange continues for one minute, and no Beaver may refuse to accept any number of buttons. At intervals during the minute, the leader stops everyone and calls out a number between one and 20. Any player who holds that number of buttons receives a prize.

Mad Hatter

This tag game has added complications to make things interesting. To play it, you need a large old hat.

One Beaver is chosen "It" and the others pass the hat around from one to another. No player may refuse to accept the hat and, once he has it, he must wear it until he catches someone else to pass it on to. Meanwhile, the Beaver who is "It" tries to catch the person who is wearing the hat. If he succeeds, the two exchange places.

As you can imagine, things get hectic as players tear around trying to catch another Beaver to wear the hat while "It" chases around trying to be in the right place at the right time.

Magic Music Game

Gather the colony in a large circle. Send one Beaver out of the room and hide a small object such as a button or tennis ball. When the Beaver returns to look for the hidden object, he is guided by a tune hummed or sung by the colony. As he comes closer to the object the music becomes louder. As he moves away from the object, the music becomes softer.

A variation of this game is to decide upon a secret action for the returning Beaver to do -- such as touch another Beaver, or tie someone's shoelace. Again the volume of the humming or singing should indicate whether the Beaver is 'hot' or 'cold'.

Marble Game

Using a cardboard box, cut three triangular holes at the bottom of your box. Using three marbles, give each boy a turn to see who can get the most in. Don't stress winning, but make sure everyone has a turn

Marshmallow

Beavers line up in lodges. At the far end of the room in front of each line hangs a number of marshmallows threaded on a string, one for each Beaver in the line. Each boy in turn, runs to the string, eats his marshmallow without using his hands and returns to start the next Beaver. The game ends when all the marshmallows are eaten.

Marshmallow Game

Beavers line up in lodges. At the far end of the room in front of each line hangs a number of marshmallows threaded on a string -- one for each Beaver in the line. In turn each child runs to the string, eats a marshmallow without using hands and returns to start the next Beaver. The game ends when all the marshmallows are eaten. (For a more nutritious treat substitute bananas cut in half for marshmallows.)

Me & My Shadow

Put on some lively music and send boys running, hopping or skipping randomly around the room. On the call, "Partners", they find a partner, hold hands and freeze. On the call, "Shadows", one boy becomes a shadow and imitates the movements of his partner. Each takes a turn as shadow, then the two split up and scoot around until "Partners" is called again. This time they choose a new partner with which to play the game.

Meal Mixer

Try this one with the colony for Thanksgiving. In small groups, Beavers cut out pictures of food items from old magazines (e.g. glass of milk, egg, cake, chicken, carrots, apple). Then, bring everyone together. Put all the cut-outs into a bag or box, shake well, and have each Beaver pull out one picture. The Beavers' job is to find other Beavers with appropriate food pictures to put together a meal. You can guide them by telling them they need an appetizer, meat, vegetables, drink, salad, and dessert Or you can let them choose their

own ideas about breakfast, lunch, or supper. In either case, when everyone is ready, take a look at the "meals" and talk about which ones Beavers would like best, which ones are best for Beavers, and the like.

Meet a Beaver

Here's a silent beckoning game to calm everyone down for the end of the meeting.

Beavers form a circle, with one in the middle. The Beaver in the middle beckons to another Beaver in the circle. That Beaver comes to the centre and shakes hands with the first Beaver. The first Beaver then goes out into the circle and the second Beaver repeats the action. Continue in silence until every Beaver has had a turn.

Memory Circle

You can play most of the other games indoors or out, but this one is for an early June indoor meeting. To play, mark four circles on the floor. Arrange the colony in four groups, each standing around one of the circles. When you turn on some music, the Beavers begin to march around the room. When the music stops, they try to get back to their circles as quickly as possible.

If the playing area is free of obstruction and the boys are brave, try it this way. Beavers start at their group's circle, begin to march around the room and, when you turn off the lights, carefully make their way back through the dark to where they remember their circle to be.

Memory Game

Played in lodges while waiting for others to "finish up". Use an egg carton. Place one object in each egg cup, let everyone examine it for one minute. All close eyes and leader removes one object and conceals it. Boys again examine carton cups to determine which object you have removed.

Memory and observation training!! Portable games such as this could be kept on hand for tail-level activities, too.

Merging Circles

The Beavers form groups of three and hold hands to make small circles. On signal, each circle begins to whirl around the room, trying not to bump into other circles. If two circles collide, they merge into one circle. Keep playing until there's just one huge circle left - a good way to lead into a full-group circle game. You might want to put on some music while the circles are whirling.

Midnight

A Beaver chosen Mr. Fox stands at one end of the room. The rest are Chickens at the other end. The Chickens walk toward Mr. Fox clucking, "What time is it, Mr. Fox?" Given any time but "Midnight", they keep approaching. When Mr. Fox says "Midnight!", he chases the Chickens home. Those he catches become foxes too, and help him catch other Chickens.

Mile of Yarn

This is an interesting way to knit Beavers together. One Beaver starts with a bright ball of thick yarn, or a strip of material, wraps the end of the yarn around his waist, and passes the ball to another Beaver. He wraps it around his waist, and passes it to another child, and so on. Once the whole group has been intertwined in yarn, the whole process is reversed. The last Beaver begins to rewind the ball, passes it to the next Beaver, and so on until the fully wound ball reaches the first Beaver.

Minutes Count

This will settle your Beavers down after a boisterous part of the evening. It's also a nice quiet game you can play while some of the other leaders are setting up for the next activity.

Ask the boys to sit in a circle and close their eyes. Tell them that, when you say, "Go", they should start counting slowly to 60, because there are 60 seconds in one minute. When they think a minute has passed (because they've reached 60), tell them to raise their hands. Congratulate the boys who come closest and try again.

Mirror, Mirror

You'll need a source of lively music for this imitation game.

The leader stands where he is visible to every Beaver. Slowly, the leader begins to move to the music. The Beavers mimic the movements. Begin to make the movements more complex: e.g. put one foot forward and move it back; jump once, clap hands. For a grand finale, clap, spin around twice and leap into the air.

Mitten Scramble

Here's a quick game to play as your Beavers get ready to go home. Collect each boy's gloves or mittens and turn them inside out. Pile them up in the middle of the floor and have the Beavers choose a partner. On signal, each Beaver scrambles for his partner's mittens. Wait until all are finished and are wearing their mittens before you send them off for coats and boots.

Mother Hen

Choose a player to be Mother Hen and ask the others to form a line of chicks. Mother Hen stands in front of the line with back towards it and throws a ball over "her" shoulder. The chicks try to catch it, and the successful one hides the ball behind his or her back. The others also place their hands behind their backs and cry, "Cheep, cheep, cheep!" Mother Hen turns around and tries to guess who has the ball. If she is wrong, the chick with the ball becomes Mother Hen for the next round.

Mousetrap

Two Beavers make a mousetrap by joining hands. Beavers go through the trap. When the Leader calls out 'Mousetrap', anyone inside the trap becomes part of the trap. Eventually, you will have a large circle mousetrap, and only a couple of Beavers running through.

Moving Games

Talk about the creatures you've discovered and the ways they move. Ask boys to try to imitate the movements of a creature while the others guess what they are imitating. Creatures with more than four legs offer a great opportunity for cooperation. Encourage the Beavers to work together.

All animals inspire simple but fun moving games. For example, start the boys walking or running around the playing area. Each time you call out an animal name (squirrel, rabbit, frog, robin), they imitate the movements of that animal.

Mr. Muffet and The Spider

One Beaver is chosen to be Mr. Muffet. He sits in the centre on a low bench while the other Beavers stand in a circle around him. Mr. Muffet covers his eyes and another Beaver is chosen to be the spider. The spider creeps up towards Mr. Muffet. When Mr. Muffet hears the spider, he chases him away. If he can catch him before he reaches his place in the circle, he must become the new Mr. Muffet and he joins the circle but if he cannot catch him, he must return to his bench and try to catch the next spider.

Musical Balloons

Bright red and pink balloons will put everyone in a Valentine mood. The game is a simple variation of musical chairs. The Beavers bat balloons around the room while the music plays. When the music stops, they all try to catch their balloons. There are two rules: no one can catch a balloon until the music stops; the boy who doesn't catch a balloon controls the music for the next round and then returns to the game.

Musical Bumps

Everyone jumps up and down in time to the music. Each time it stops, they all sit down. Pick out the last one to sit down, but don't make them sit out for the rest of the game. The winners can be the ones who have never been last.

Musical Chain

Arrange players in a long line and give the first in line something that will clatter when dropped (e.g. a pebble-filled tin). With Beavers, have Keeo or a leader start at the head of the line. The leader begins to sing a song (perhaps something Christmassy?) and marches around the room while the others sing along and march behind. He suddenly drops the rattle, a signal for everyone to sit down and stop singing. The last one down takes the rattle and leads the next round.

Musical Crocodile

Here's another "mixer", with music provided by the colony.

Everyone sits in a circle except the leader, who marches around the room singing one of the colony's favourite songs. When the leader finishes a verse, he or she picks out one of the sitting Beavers, who grasps the leader's belt and follows on behind. They walk or skip around together singing another verse. After every verse and chorus, another Beaver joins the chain of singers until the whole colony is part of one long musical "crocodile".

Musical Groups

Play music while the Beavers skip or hop around. When the music stops, the leader calls a number. The Beavers form groups of that size. Make sure other leaders are available to help complete groups if needed.

Musical Neighbours

Gather the colony into a circle and divide into two teams by numbering alternately around the circle (1-2-1-2, etc.) Have team two leave the room while team one remains sitting and is blindfolded. Call team two back into the room and have them sit in the empty spaces between members of team one. At a signal, team two begins to sing loudly. Team one tries to identify, by the sound of their voices, their neighbours on the right or left. When a Beaver has correctly identified his neighbour, he takes off his blindfold and joins the singing. Continue until everyone has been identified.

Musical Paper Folders

For this game, pick a tape of lively music and give each Beaver a sheet of newspaper. While the music plays, they hop around carrying the paper. When the music stops, they fold the paper in half and stand on it until the music starts again. Keep going until you feel they've had enough, then let them count how many times they folded the paper in half.

After your music session, calm things down with a little tongue twister. Try something familiar, such as How much wood could a woodchuck chuck if a woodchuck could chuck wood? Or make up your own custom version: e. g. Buster Beaver built a big beaver dam from brown branches and a bunch of mud. See how fast the Beavers can say it!

Musical People Chairs

Everyone knows how to play musical chairs, but here's another way. In this game, leaders are the singing "chairs" and, just as in the regular game, more and more chairs are removed as the game continues. Beavers who miss a chair don't drop out. Instead, they team up and sit on parts of chairs or on each other to keep everyone in the game. At the end, the whole group will be perched on one (very strong) "chair".

Mystery Rhythm

This is a guessing game that can be played either by the whole colony or in separate lodges. A leader claps out the rhythm of a favourite song, and the Beavers try to guess what it is. If your colony is particularly musical, or rhythmically inclined, have each Beaver clap out his favourite song while the others try to guess.

Name Ball

Form the lodge into a circle in the pool, with one Beaver in the middle. Have him throw a ball into the air and call the name of one of the waiting Beavers, who must catch it before it hits the water. If the catcher succeeds, he becomes the thrower. If not, the thrower tries someone else. Make sure everyone has a turn.

Name Drop

Before the meeting starts, write each Beaver's name clearly on a separate piece of paper. When you're ready to start the game, give every Beaver his name. Have the colony form a circle and begin marching clockwise to music.

When the music stops, everyone must drop his paper onto the floor in front of him. The music starts again and the colony marches counterclockwise. When the music stops, each Beaver picks up the paper nearest him and must find the person whose name is written on it.

Name Shapes

Here's a simple and personal craft Beavers can try on a picnic table under the tree or at an early meeting in the fall. Give each Beaver a 3" x 5" card folded in half. Help the boys write or print their names along the fold on one half of the card. Show them how to trace the name shape around the top of the letters. Then, they start at the fold and cut around the shape. Finally, they open the card to see the shape their name makes. They can decorate a name shape, use a name shape to decorate something else, or simply take it home to keep.

Nature Freaks

It may be unpredictable, but November can bring bright cool weather perfect for a Saturday or Sunday afternoon outing. If you can arrange it, try this ramble from Central Alberta's Big Brown Beaver. It sounds like a lot of fun.

Beforehand, leaders "seed" the hike area with 15 or 20 objects that are not a part of nature - a balloon, mug, wooden spoon, pair of socks, rubber gloves, piece of rope, plastic flowers, and the like. Mix up small and large items, putting some down low and others up high, and try to blend them into their surroundings without hiding them. As they walk, the Beavers pick up all the unnatural things they find along the trail. They will have to use their powers of observation. After the hike, talk about what they found. Were the things easy or hard to see? Why? What natural resources went into making them? Why was it important to gather them all up?

Neckerchief Race

Form teams of three Beavers each. Tie together their neckerchiefs, then tie together each team by using the neckerchief "rope" around the middle of the group. Place cones and other obstacles in the play area and set

the teams weaving around the obstacles. As the game goes on, you might give other directions: ask teams to run and touch a particular object, for example. Play until the Beavers have had enough.

Newspaper relay

Divide the group into two teams. Fold several sheets of newspaper into quarters to create a solid pad on which to step. Each team will need two pads. Give the first Beaver on each team two folded newspaper pads. Define the starting line behind which teams must stand, and select a goal across the room. When the leader signals, the first player on each team must put down a newspaper pad and step on it, then put down the other newspaper pad and step on that one, then pick up the first and put it farther ahead to step on, and so on, until the player reaches the goal. The process is repeated while returning. On returning, the first player touches the next player in line. The next player continues in the same fashion.

Numbers

Here's a simple game with an educational purpose. Begin by sending all the Beavers running around the room. When a leader calls out a number, the boys form groups of that number. A signal sends them running off again until the leader calls out another number.

Numbers Change

Players sit in a circle with IT in the centre. Give everyone in the circle a number. IT calls out two or more numbers, who jump up and exchange seats while IT races to take one of the seats during the exchange. The player left without a seat becomes the new IT.

Numbers Lineup

Even up the size of the lodge and give each boy in a lodge a large card with a number from 0 to 6 (or whatever the size of the lodge). Send each lodge to a different corner and mark a line in the middle of the room. A leader stands at the line and calls out a number (e.g. 142). At this, the boys from each lodge with the correct numbers run to the line and stand in correct order to form the number. The game can be varied by signalling simple arithmetic steps such as "Seven plus three take away four". What is the total?"

Nut race

This is a relay race in which the Beavers must transfer nuts (in shells) from one bowl to another by carrying them on the back of the hand. Only one hand may be used. Each Beaver, in turn, scoops up - on the back of his hand - as many nuts as he thinks he can safely carry, runs to the far bowl and deposits the nuts. Any nuts dropped or thrown outside the bowl may not be retrieved; they are lost. Each returning Beaver taps the next Beaver in line to start him off. As soon as the first team is finished, the game ends, and the team with the most nuts deposited in the bowl wins.

Off the Ground

Tell the Beavers to find a space and start them hopping, skipping or jumping to some bouncy music. When the music stops, all must have one foot off the ground. Those who don't are asked to take a giant leap before the music starts again.

One Elephant Went Out to Play

Beavers form a circle and a leader or Keo starts marching around the outside of the circle as they chant, "One elephant went out to play, upon a spider's web one day; He thought it such tremendous fun that he called for another elephant to come..." As the verse ends, the leader taps one Beaver on the head, the two link "trunk and tail", and the song continues. When all the elephants are linked up and marching in a line, the spider web breaks and they all fall down.

One, Two, Three, Change

Beavers stand back to back with elbows hooked together. "IT" stands in the centre and shouts: "One, two, three, change!" Every player must get a new Beaver partner. The person who fails to do so becomes "IT".

Ooh Aah

When you need a break from more energetic games, this one provides some quieter fun. The whole colony stands in a circle holding hands. A leader starts by giving a quick squeeze to the hand of the Beaver on the right. He passes it to the next Beaver, and so on around the circle. Keep passing the squeeze until it is moving smoothly around the circle, then speed it up and add a sound, like this.

Squeeze, say "ooh", and watch it move around the circle. Then add a squeeze, say "aah", and send it in the other direction. You may have to get things organized again after "ooh" and "aah" meet. Or try sending "ooh" and "aah" around the circle in the same direction and play a little tag game with them. Can you think of other variations?

Opposite Orbits

Use two beach balls or balloons of different colours. In circle formation have the boys count off in twos (1, 2, 1, 2, etc.). Give a different coloured ball to each team. One team passes its ball in one direction around the circle; the other team passes its ball in the other direction. Depending upon the general state of co-ordination in the group, the pass can be either hand-to-hand or a toss. How long can they keep the orbits spinning? How fast?

Oranges under the chin

Two teams line up with their hands behind their backs. An orange is placed between the chin and shoulder of the first person in each team. At the word 'Go' the oranges are passed without using hands to the next person in the line. If the orange drops, it has to go back to the beginning of the line.

Orbit Ball

Arrange players in two groups. One forms a large standing circle. The players in the other group lie on their backs with heads pointing towards the centre of the circle and feet propped into a bicycling position. Players work together to keep a beach ball in play while moving it around the circle. The ball alternates between inside players, who kick it with their feet, and outside players, who push it back with their hands. The object is to get the ball around the circle without letting it touch the ground. Count aloud the number of times the ball is exchanged between the inside and outside circles.

Ostrich Tag

This game is played like regular tag, preferably outdoors. To be 'safe' a Beaver must stand with his right arm under his raised left knee and his right hand grasping his nose.

Before beginning the game, it's a good idea to demonstrate the 'safe' position and give each Beaver a chance to practise it.

Overall Understanding

Beavers are divided into two teams. Teams line up in parallel rows with Beavers standing behind one another. The first Beaver on each team is given a basketball, beach ball or balloon. When the leader says 'Go', the first Beaver on each line passes the ball backward over his head to the second Beaver. The second Beaver passes the ball under his legs to the next Beaver behind, and so forth. The ball continues to be passed backward down the line, alternately over and under, until it reaches the last

Beaver. The last Beaver, receiving the ball, runs to the front of his line and begins to pass the ball backward again. This continues until every Beaver on the line has a chance to be at the beginning. The team whose first Beaver gets to the front of the line again first is the winner.

Overall Understanding variation

At one end of the Meeting Place, form a single line with the entire Colony. Four or five balls or balloons will be needed to play. One by one, the first Beaver takes each ball or balloon and passes it backward overhead to the next Beaver. The next Beaver passes it under his legs to the next Beaver, and this continues alternately down the line. When the last Beaver receives a ball, he runs to the front of the line and starts again. With four or five balls moving down the line, and Beavers running to the front of the line, the line will move slowly across the Meeting Place.

Owl Prowl

Play this outside game when it is dark enough for Beavers to use flashlights.

Before the game, cut out cardboard owls and paint them with fluorescent paint. Before the meeting, hide the owls in a designated area -- in the grass, in the trees, on fences, etc..

The children should bring their own flashlight to the meeting and use them to find the owls. Make sure they find all of them.

Oxygen Mask Race

The Moon Meal will leave the space travellers thirsty, but they'll have to work for a drink. Set up a short course for the Beavers to run. They run it balancing a paper cup on a drinking straw which they hold in their mouths. At the finish line, reward all with a cool glass of Martian Mix.

P.I.G. Game

Get two objects that are the same (two for each Beaver, i.e., baby food jar lids, painting the inside of the lid). Have the Beavers sit in a circle and hand out the lids to the Beavers (two each). When you say 'go', they pass their one lid to the Beaver on the left until a Beaver gets a pair of colours that match. The Beaver then puts finger on their nose and the rest of the Beaver will do the same. The last Beaver will get a 'P' until it spells P.I.G. and they are out of the game.

Paddy's Jackstraws

Here's a game your Beavers will enjoy from Ireland, another Beaver country.

Make a pile of green candies in the centre of a table, or on the floor in the middle of a circle of Beavers. Put a small toy animal on top of the pile. Have the Beavers take turns removing a candy from the pile without knocking off the toy.

Rebuild the mound after each Beaver has a turn. Beavers, of course, can eat the candies they manage to remove before the toy topples.

Palmistry

Beavers stand facing each other in pairs, place hands together palm-to-palm and close eyes. Keeping eyes closed the whole time, they count to four, drop hands to their sides, spin around three times, and try to place hands palm-to-palm again as in their starting position.

Paper Pat-a-cake

To add an interesting variation and challenge to Pat-a-cake, two Beavers can attempt to support a sheet of paper between their two hands as they go through the clapping actions. Each Beaver extends one hand and

the sheet of paper is slipped between them; they then try to separate their hands and connect them again without dropping the sheet of paper. If successful, they can switch hands or go through a variety of other Pat-a-cake hand sequences.

Partner Back-up

Two Beavers sit back to back, knees bent. From this position they try to stand up by pushing against each other's backs without moving their feet. Sitting down again can also be attempted. If the Beavers are successful, propose that from a halfway position they try to move like a spider. . .

Partner Pull-up

Partners sit down facing each other with the soles of their feet on the floor, toes touching. Partners reach forward, bending their knees if they must, and grasp hands. By pulling together, both come up to a stand and then try to return to a sitting position.

Partner Back-Up

Again Beavers choose a partner and sit, this time back to back with knees bent. From this position they try to stand up by pushing against each other's backs.

Partner Tag

All of the Beavers, except two, hook arms as partners. Of the two who are separate, one is 'It'; the other Beaver is the runner. The runner may save himself by locking arms with either member of any team he chooses. When the runner has chosen a partner the third member becomes the new runner and the game carries on. For large groups have more than one runner and chaser.

Partners

Here's a simple game for the younger members of your colony. Beavers form two concentric circles with equal numbers in each. Every player chooses a partner in the other circle.

While a leader plays music (use a radio if you're outside), boys in the circles join hands and skip around in opposite directions. When the music stops, everyone rushes to find his partner, join hands and sit down.

Pass it On

Beavers line up in two equal teams. One filled container is placed at the front end of each team and an empty container at the back. At a signal, the first Beaver takes one object at a time out of the front container and passes them down the line to be deposited into the empty container at the back of the line. If an item is dropped, it must be passed back to the head of the line and started again. The first team to transfer all the items wins.

Pass the Mask

Players sit in a circle and a person chosen IT begins by turning to the player next to him, looking directly into his eyes, and making a funny face. The second player passes on the face to the third player, and so on. Meanwhile, IT immediately turns to the player on his other side and starts a different funny face going in the other direction. The round ends when both "masks" return to IT. Choose another IT and play again. A guaranteed howler.

Pass the Parcel

This well-known children's game will put everyone in the mood for Christmas morning. In case you've forgotten it, here's one version.

Wrap a small prize like a candy cane in as many boxes and layers as possible. The bigger the parcel, the better. The colony sits in a big circle and passes the parcel around to the music of Christmas songs. When

the music stops, the boy holding the package unwraps a layer. Continue passing and unwrapping until the treat is uncovered.

Passed over

Beavers form two lines about four feet apart and face each other. The Beaver at the start of one line tosses a ball across to the Beaver at the start of the other line. After the Beaver tosses the ball, he runs to the end of the opposite line. The Beaver catches the ball, throws it to the next Beaver on the other line, then runs to the end of the opposite line. This continues until the Beavers on both lines are reversed. The game may continue with both lines taking a giant step backward to increase the space between them.

Passing the bean bag

With the Beavers in a circle, you start to pass one bean bag around. After a couple of rounds, you add another and then another until you have all the bean bags in the circle. The more that are in the circle, the faster they go and the more Beavers will love it. They love to see all the confusion with the bean bags.

Passing the Beaver Hat

Beavers form a circle with all but one wearing their hats (make sure names are on all hats). On signal 1 each Beaver reaches to his right, removes the hat from the Beaver and on signal 2 places it on his own head.

Passing the Hat

Beavers form a circle with all but one wearing their hats (make sure names are on all hats!). On the signal "one" each Beaver reaches to his left, removes the hat from that Beaver and on the signal "two" places it on his head. Gradually speed up the count of "one-two" then abruptly stop. The Beaver without a hat drops out but only until a few are out when they then start their own circle. As one circle diminishes the other increases until you are back to one circle or until the game has run long enough. Reverse direction from time to time.

Pea Relay

Each Beaver carries a pea in a teaspoon from one point to another. Place an equal number of peas in a container for each lodge, and an empty container in another point in the room.

Peanut butter and jelly

All of the Beavers stand in a circle. Beavers pass one of the balls, "Peanut Butter," around the circle. To make things sticky, the second ball, "Jelly," is tossed from Beaver to Beaver in any direction. Beavers must keep both balls moving without stopping. The object of the game is for the Jelly to catch up with the Peanut Butter. When one Beaver catches both balls, everyone shouts "Peanut butter and jelly!" Then everyone starts again.

Peanut Hunt

You need a big bag of peanuts in the shell and a pen that will write on them. To make four sets of peanuts that spell "Hanukkah", mark the letter H on eight peanuts, A on eight peanuts, and K on eight peanuts; Mark N on four peanuts and U on four others. Hide marked and unmarked peanuts around the party room. Set a time limit and signal hunt's start. When time is up, see if any one can spell "Hanukkah". You might offer small prizes to those who can spell the word, those who gathered the most peanuts, and the like. Put all the peanuts in a big bowl so that every player can eat an equal share.

Peanut Hurdles

Set a trail of peanuts at six-inch intervals along a ten foot course for each Beaver. Have the boys race from start to finish line by stepping between the peanuts. At the finish line, Beavers eat all peanuts they haven't crushed.

Pencil Game

A pencil is passed around to each Beaver, who is to mime an action with it, e.g., eating a cob of corn, hitting a ball, etc. The other Beavers have to guess what the action the Beaver is doing.

Perpetual Motion

Beavers sit in a circle on the floor and count off so that each Beaver has a number. Place a frisbee or a metal plate on the floor in the center of the circle. The first Beaver gets up, turns the disc on edge and spins it as you would a coin. As the Beaver sits down, he calls out the number of another Beaver. The Beaver whose number is called jumps up, gets the disc before it stops, give it another spin, and calls out another Beaver's number before sitting down. Beavers continue calling each other's numbers and keeping the disc spinning. If the disc completely stops spinning, a Beaver starts it again. The object of the game is to cooperate in keeping the disc spinning, not to trick other Beavers.

Petrified

Go out as much as possible in early spring for energetic games like this tag variation. Choose two players to be "It". The others run around the play area to escape these chasers. If "It" tags a player, that person is "petrified" and must squat down on the spot. An active player can release any petrified player by touching a shoulder and shouting out, "Free." After playing a short time, call a halt and choose another couple of players to be "It" for a second round.

Pick A Pumpkin

Cut a five-inch pumpkin from orange construction paper for each group of five or six children. Each boy is given five pumpkin seeds (toothpicks will do). The pumpkin is put in the centre of the group. Each boy takes a turn until all five of their seeds are used up. They throw it and try to get the seed to land on the pumpkin.

Pieces of Santa (or anything else for that matter)

Draw two identical outlines. Tape one to the floor. Fill the other in and cut up into pieces (one per Beaver). Each Beaver places his piece in the appropriate spot.

Pilgrim and Turkeys

One player (the pilgrim) stands in the centre of the hall and the rest (the turkeys) at one end. A leader calls, "Gobble, gobble" to signal the turkeys to run to the other end of the hall.

The pilgrim tries to tag as many turkeys as possible. Tagged turkeys crouch down and become rocks. They do not move or try to touch turkeys in any way. The remaining turkeys run back and forth across the hall avoiding the pilgrim and the rocks on the floor. A turkey who accidentally touches a rock becomes a rock himself.

The last turkey to remain standing receives a turkey cheer (Beavers put hands in armpits and flap "wings" calling, "Gobble, gobble, gobble!"), then becomes the pilgrim for another round.

Pin The Nose On The Jack-O-Lantern

This game may seem like old hat to you, but to a five year old Beaver it might just be something new and exciting. Even if your Beavers have played "Pin The Nose..." before, this old stand-by remains popular because it's fun!

Draw a gigantic picture of an orange jack-o-lantern (minus his nose) and pin it on the wall. Have everyone take turns at pinning the nose on the jack-o-lantern while blindfolded. Don't forget to give each new player a spin before he starts.

Pin the Tail on the Dragon

This is a variation on the ever-popular party game. Draw a tailless dragon on a large piece of paper and pin to the wall. Make a windy, pointed dragon tail and get your blindfolded Beavers to pin the tail on the dragon.

Looking for a variation? Try pinning the head on the dragon, or the wings (or even head, tail and wings). Take some pictures to show the Beavers what their funny creations looked like.

Pipe cleaner zoo

Each Beaver is given two pipe cleaners and five minutes in which animals, or any living creature, can be made from these.

Pipe Line

Give each Beaver a piece of construction paper and two paper clips. Have Beavers roll their papers into 12-inch cylinders with a 1-inch overlap. Fasten ends with paper clips. Separate the group into two teams and have them stand in two parallel lines. Tell teams to hold their paper cylinders end to end to create a long pipe. Crush two pieces of paper into balls small enough to fit through the cylinders. Say 'go' and drop the paper balls into the ends of the first two cylinders. Team members must jiggle the paper balls from one cylinder to the next. If a paper ball drops on the floor, the last Beaver must pick it up and try again. Passes can only be made from cylinder to cylinder. When the paper ball gets to the last Beaver's cylinder, teams must reverse the passing. The first team to get the paper ball back to the beginning is the winner.

Pizza Game

Try this simple variation of "Hit the Deck". The 13th Red Deer Beaver leaders called each of the four walls of the hall an ingredient--salami, cheese, pineapple, ham. As a leader called an ingredient, Beavers raced to touch the appropriate wall. When the leader called, "Pizzas!", Beavers ran to the centre of the hall and fell flat on their tummies.

Playing Catch

The game of catch has been around for centuries and there are many variations of it. To start, try this game.

Beavers stand in a ring and throw a ball around the circle. Any Beaver who misses has to freeze in the position he had when he dropped the ball. Then, the game continues.

Pluck the Peach

All Beavers hut one, who is the customer, form a line, each with his hands on the shoulders of the player in front. The player at the head of the line is the Gardener, the one at the end the Peach. The players in between the Gardener and the Peach are the trees in the orchard.

The Customer tells the Gardener he wants to buy a Peach. The Gardener tells him that the Peach is on the last tree in the orchard. As the customer runs to the end of the line, the Peach, followed by the rest of the trees, attempts to run to the Gardener, without anyone breaking hold. If the orchard remains intact and the Peach reaches the Gardener before the Customer catches him, the Peach becomes the new Gardener and the customer tries to catch another Peach

If the Customer catches the Peach, the Peach becomes the new Customer and the old customer takes the place in line after the Gardener.

Polar Bear

Beavers form a circle with a "polar bear" in the centre. Beavers in the circle run in and out of the ring, crossing the circle as they please while the polar bear tries to tag them. Polar bear can only tag someone while he is inside the circle. Tagged Beavers trade places with Polar Bear.

Poor Pussy

One Beaver is the pussy. The other Beavers form a circle, sitting around pussy. Pussy moves on hands and knees to a Beaver who must pet Pussy's head three times and say "poor Pussy, poor Pussy, poor Pussy" without smiling. Pussy meows and tries to make the Beaver smile. If pussy is successful, the Beaver must take Pussy's place.

Potato & Spoon

Beaver teams in file; each Beaver in turn runs to a given point and back, carrying a potato in a large wooden spoon. The spoon must be held at the end with only one hand used. A tennis ball on a book may be used, or a snowball for winter fun.

Potato Puppets

You will need potatoes and assorted items for decoration. A hole about two inches deep is cut in one end of each potato, so that a finger may be inserted to manipulate puppet. A face is made on one side of the potato, using raisins, thumbtacks, and pasted paper. Cotton or wool is fine for the hair and beard, and scraps of cloth can be turned into fancy hats. By putting a finger in the hole and draping a handkerchief around the hand, a child is now ready for the show to begin.

Potato Walk

And, just in time for St. Patrick's Day, try the Potato Walk.

Beavers choose partners and line up with arms linked. Place a potato on the head of each Beaver in the first pair and tell the boys to walk to a certain spot without dropping the potatoes from their heads. If either drops a potato, the two return to the starting place and give the next pair in line a turn.

Puddles

Place hoola hoops on the floor around the room. Have Beavers skip through all of the "puddles" until they're told to stop. Beavers then find a puddle and sit in it. Give directions such as: put right hand in; jump in and out with both feet; put knees and head in the puddle; etc.

End the game with the word "Splash!" and let Beavers pretend to splash each other.

Racket Squad

Mark start and finish lines about 10 yards apart. Each Beaver takes a balloon, blows it up, and ties a knot in it. Beavers line up at the start line with balloons balanced on their wire rackets. When the leader says 'Go', Beavers begin to walk quickly toward the finish line, balancing their balloons without letting them blow off. Beavers may not use hands to touch balloons; however, if a balloon falls off, the Beaver stops, picks up the balloon, counts to three, and continues.

Rainstorm

Everyone sits quietly in a circle, with their eyes closed, waiting for the leader's first movement. The rain slowly starts as the leader rubs his palms together. When the Beaver on the leader's left hears this sound, he makes it, too, and each Beaver starts upon hearing the Beaver to the right. Once everyone is rubbing palms, the leader increases the sound of the rain by snapping fingers, and that sound in turn is passed around the circle. Then the leader claps both hands together, and that sound is passed around the circle. The leader then switches to thigh slapping, and the storm comes with feet stomping as the rain becomes a hurricane. To indicate the storm will start to subside, the leader reverses the order, beginning with thigh slapping, then

hand clapping, finger snapping, palm rubbing, and finally passes around silence as the storm dies away. During the game, Beavers have their eyes closed.

Red Handed

The Beavers form a circle, and one Beaver, chosen as 'It', stands in the center. While 'It' closes his eyes, the other Beavers pass a small object (like a marble or a stone) from Beaver to Beaver. 'It' gives a signal and opens his eyes and decides who has the object. 'It' walks up and taps one fist of the Beaver 'It' feels has the object. Meanwhile everyone has been passing the object around. Fake passes by Beavers who don't have the object are allowed as decoys.

Red Light, Green Light

Green means Go and red means Stop. One Beaver at one end with the others at the other end. The one Beaver faces away from the other Beavers. He yells green light and the other Beavers start moving up until the Beaver yells red light and turns around. The other Beavers have to immediately stop and stay still. The Beaver turning around checks to see if he can see anyone moving. If he does, he can tell that Beaver to go back to the start. The game continues until someone crosses past the one Beaver. The Beaver at the head can turn around yelling red light as many times as he wants.

Return the Ball

Keeping their hands behind their backs, Beavers stand shoulder to shoulder facing a line drawn five to fifteen metres ahead of them. Taking a ball, a leader runs along behind the players and places it into a Beavers' hands. The child then breaks away and tries to cross the line holding the ball while other Beavers give chase. To add to the excitement (and confusion!), the Beaver receiving the ball may choose to hold onto it for a moment while the leader runs back and forth behind the players before sprinting for the line. For the next round, the Beaver who received the ball drops it into someone else's hands.

Reverse Hide 'n' Seek

One Beaver hides while all the others close their eyes. Everybody looks for the one Beaver that is hiding and when someone finds the one hiding, he hides with him. Eventually, all the Beavers are hiding together in the same spot.

Ring Game

Balance your meeting with a few Valentine's games. To play this one, arrange your Beavers in a circle around one boy chosen It. Tell him to keep his eyes closed as the game begins.

Thread a ring on a circle of string, and have the circle of Beavers hold the string taut, arms out and hands touching. One of the boys in the circle has the ring in his hand. All of them slide their hands back and forth along the string, passing the ring along.

Let them practice and, when they have the knack, ask the Beaver in the middle to open his eyes. His job is to try to guess who has the ring. While the boys in the circle chant, "Ring, ring who's got the ring?", It calls out his guesses. When he guesses correctly, he changes places with the boy who has the ring.

Ring Master

Beavers circle a leader who is ring master. With appropriate gestures and tones, the ring master announces the names of the animals in the circus (eg. "We have dancing dogs, and we have prancing horses, and..."). Each announcement is a signal for the Beavers to imitate the sounds and movements of that animal. When the ring master calls, "Circus parade now begins!", each Beaver chooses his favourite animal and parades around the circle pretending to be that animal. Let Beavers take turns as ring master, and give leaders a chance to roar like lions!

River Rat

Similar in principle to musical chairs, this game uses an area marked down the centre of the room to represent the river. All the boys line up on one side of the room. Start the music and have the boys run back and forth across the room touching the wall on either side. When the music stops any boys caught in the river must do some crazy activity such as hop on one foot five times. This should be a real energy burner.

River Rat

The game uses an area marked down the centre of the room to represent a river and is similar to musical chairs. Have all the Beavers line up on one side of the room. Start the music and tell them to run back and forth across the room, touching the wall on either side. When the music stops, anyone caught in the river must do some crazy activity such as hopping on one foot five times.

Rock-a-bye Baby Balloons

Give each Beaver a balloon on a 30 cm string and help the boys tie the string around their ankles. Ask them to form a circle and sing the nursery rhyme, "Rock-a-bye Baby". When they reach the word "breaks", the boys scramble to try to stamp on another person's balloon while protecting their own. Make sure you have enough balloons to play more than one round.

Rolling Race

Beavers space themselves about three feet apart and lie down on starting line. At the signal, they start rolling towards the finish line about ten feet away. Warn them to keep hands over their heads as they roll.

Rope Ring

Tie together the ends of a long thick rope to make a circle. The Beavers stand holding onto the rope circle with both hands. Name one Beaver the Ringmaster and ask him to stand in the middle of the circle. The Ringmaster tries to tap the hand of a Beaver holding the rope. The Beavers may drop the rope to avoid being tapped and the Ringmaster may try to trick them by pretending to tap one boy and then quickly tapping another. If he is successful the two change places and the game continues with a new Ringmaster. If you play the game with the whole colony, choose two or three Ringmasters to keep everybody off guard.

Round & Round

Players form two equal circles placed fairly close together. One player in each circle begins passing a ball around the circle while all the others sing or chant: "The ball goes round and round/ It stops at every town/ And when it stops/ It stops at YOU!" The player holding the ball at the end of the verse joins the other circle and the game continues.

Round Up

Mark out a large circle in the centre of the room and organize the colony in two teams - cowboys and broncos. Ask the broncos to take off their hats or scarves so that everyone knows who's who. On signal, the cowboys chase the broncos and, when they tag one, lead him to the corral (the circle). He must stay there unless one of the free broncos can sneak into the corral to release him. Play until all the broncos are corralled or for a set time, then change sides.

Row Race

Divide Beavers into pairs. Mark a short course with the start and finish lines about 15 or 20 feet apart. Pairs line up. Partner A sits on the starting line with knees together and legs extended straight out. Partner B sits facing Partner A with soles of shoes together, knees bent, and hands clasped. To move, Partner B pulls Partner A into a bent-knee position. Partner B then pushes back to straighten his legs. Next, Partner A

straightens his legs and pushes Partner B's legs into a bent position. This pushing and pulling motion resembles rowing and moves Beavers along at about a yard at a time.

Rubber Band

Players form a circle and hold hands. Ask them to pretend the circle is a rubber band and try to stretch it as far as it can go without breaking. Then, have the rubber band move inward. When players all meet in the centre, they again stretch the rubber band.

Rubber Band Toss

Each Beaver begins with a wristful of rubber bands. One Beaver tosses or shoots a rubber band onto the ground, and the Beavers then take turns throwing one rubber band at a time, trying to make it hit any other rubber band on the ground. If a Beaver is successful, he immediately picks up all the rubber bands on the ground and redistributes them among all the players. They then begin tossing again, with the winner each time being given the privilege of redistributing the rubber bands for the next game.

Rump Bump

Partners stand back to back, bend down, and place their hands on the floor in front of them, with or without bending their knees. They then place a balloon (or ball) between their behinds and try to move around without dropping it. To end the game with a bang, the partners can press their behinds together until the balloon pops.

Run Rabbits Run

Choose three Beavers to be foxes and ask them to sit in a fox-hole at one end of the playing area with their backs turned away from the rest of the colony. The other Beavers are rabbits who line up at the opposite end of the playing area facing the foxes. When a leader calls, "Rabbits, go eat!", the rabbits begin creeping across the playing field towards the foxes. When the leader calls, "Run, rabbits, run!", the foxes jump up and chase the rabbits. The rabbits they tag become foxes and the game continues until there's only one rabbit left. He can be the caller for the next round.

Save a Friend

Choose one Beaver to be It and give another boy an object that can easily be passed--a small ball or stick, for example. It tries to tag the boy who has the object and the others cooperate to save him by taking the object from him and running away with it. All must help to keep the object moving from one player to another.

If It tags a Beaver who has the object, that Beaver hands the object to another in the group and becomes It.

Scavenger Run

For about five minutes, players run around within your play area and collect as many interesting objects as they can find; small stones, funny-looking twigs interesting leaves, lost buttons, etc. Go through all the things the Beavers bring back. Save suitable objects for crafts and dispose of the remaining bits and pieces in an appropriate manner.

Scramble

Mark four areas on the floor and give each a name. Play music as Beavers move around. When music stops, call a name of one of the areas and have all of the Beavers try to get within it. If possible, make it smaller next go around. Carpet scraps or samples are possible markers. The game ends when the Beavers no longer fit into any area.

Secret Leader

Choose one Beaver It and have him leave the room. The others sit in a circle and pick a secret leader who starts a motion like clapping or finger snapping while everyone copies him. It returns to the room and tries to guess who is the secret leader. The leader keeps changing his antics while the others look at him as little as possible. When It spots him, the two switch places and the game continues.

Secret Taps

Here's a game for any night when you have an uneven number of Beavers at a meeting. Divide the colony (or lodge) into two groups of uneven numbers (three and four or nine and 10, for example). Ask the Beavers in the largest group to sit down and close their eyes. The Beavers in the other group line up in a file and, on signal, each in turn tiptoes over to a sitting Beaver, taps him gently on the head and returns to his group to stand at the end of the line. When all the standing Beavers have tapped a sitting Beaver, those who are sitting open their eyes. Each tries to guess who tapped him. If he's right, the tapper and sitter change places. If not, he remains sitting for the next round.

Help your shy Beavers with lots of hints and make sure that everyone has a turn at tapping and guessing.

Seesaw Sit-Ups

A sit-up done with a partner is a good way for your Beavers to meet new friends - at an end-of-the-year picnic or your first meeting next fall. Partners sit facing each other, knees bent and feet on the ground. One partner spreads his legs and the other sits between his ankles with his legs around his partner's waist. The partners hold hands and seesaw back and forth, each going down until his back touches the ground before his partner helps pull him up again as he goes down. Two pairs can also get together to play the seesaw game. One pair makes the first seesaw and the other makes a seesaw across their legs at right angles. Then each pair sets their seesaw going up and down alternately

Sense of Touch

Beavers stand in a circle with hands behind them and eyes closed. A number of articles pass from hand to hand behind their backs. The game is to identify these articles by the sense of touch only. After they have been all the way around, Beavers are asked (secretly) by leaders how many articles they can remember. Suggested articles--comb, ring, key, scissors, pencil, thimble, pocket knife, flashlight.

Sew the Seams

Beavers form a circle. One Beaver is the tailor, and another Beaver is 'It'. 'It' tries to catch the tailor before he can sew all the seams. To sew the seams, the tailor runs between the Beavers, who then join hands - the seam is then sewn. 'It' can only run around the outside of the circle while the tailor can run in and out.

Sewing Up the Gaps

The colony stands in a circle. Choose two Beavers to stand outside the circle, one to be the Tailor, and the other to be It. Give the Tailor a head start of ten counts before letting It try to tag him. The Tailor runs in and out between the other players. When he does, any pair between whom he runs join hands to "sew up" the gap.

The Tailor may run under the joined hands to save himself, or the players may release hands to let him pass, but they immediately rejoin to prevent his pursuer from taking advantage of the gap.

It tries to tag the Tailor before he sews up all the gaps. When the Tailor is tagged, he chooses another player to continue the sewing and becomes It, while It joins the circle.

Shake & Salute

Introduce or re-introduce your Beavers to some Beaver customs as well as each other. Ask the boys to squat in a circle in chopping position. Tap one boy, who gets up, runs around the outside of the circle, and gently taps another Beaver - preferably someone he doesn't know - on the head. The two introduce themselves and then run off in opposite directions around the circle. When they meet again, they stop, shake left hands in proper Scouting fashion, give the Beaver salute, and return to their original spots. Once they are back in place, the Beaver to the right of the first runner jumps up to continue the game.

Shake Hands With a Friend

This game is a quick way to introduce Beavers to each other in a safe and unthreatening manner. The leader counts off the Beavers by ones, twos, or threes. Everyone then walks around the room shaking hands with each other. A Beaver whose number is one, shakes the other Beaver's hand once. If the number is two, the Beaver shakes a hand twice. If the number is three, the Beaver shakes three times. One Beaver will have to stop shaking while the other Beaver continues because each Beaver shakes a different number of times. Beavers with identical numbers form a group looking for other Beavers with the same number.

Shamrock Hop

If you're planning a St. Patrick's Day evening, try this game. Arrange the Beavers in pairs and give each pair two big green shamrocks cut from cardboard. One Beaver in each pair is the "hopper" and the other is the "helper" as they cross the Pond from one side of the room to the other. The helper places a shamrock on the floor and, with both feet, the hopper hops onto it. The helper puts the other shamrock a little farther ahead and the hopper hops onto it. They continue until they reach the other side of the room, then hopper and helper change places for the return trip.

Sharp Eyes

Have one of the leaders stand at the front of the room. Tell all the boys to look closely at him. Then tell the boys to close their eyes and turn around. The leader must then do some small thing to change his appearance, e.g. remove woggle, remove hat, turn up pant leg. The boys then look at the leader and try to guess what is different.

Shoe Mixup

The Beavers are divided into two equal teams. The team members will take off one of their shoes and put them into a pile; with one pile per team. The Beavers will stand about eight feet from their pile waiting for the leader to give the signal to start. On the word 'go', team Beavers will put on a shoe that belongs to another team member. Once the shoes are on, the Beavers must then match up their left and right feet with the other team members wearing similar shoes. The feet of each Beaver must be pressed against the same shoe to be matched. The first team to match all of their feet wins the game.

Shoe Scramble

Put everybody's shoes in a pile and mix them up. All the boys stand behind a line or up against a wall some distance from the shoes. At the leader's signal, they run to the shoes and try to find their own and put them on.

Shoe twister

Each Beaver removes one shoe and places it in a pile. Everyone then picks up someone else's shoe, and while holding the shoe (method left up to Beaver's ingenuity) everyone joins hands, forming a large circle. Each Beaver then locates the owner of the shoe that he is holding, and all Beavers exchange shoes without breaking their joined hands. Once all shoes have been returned to their owners, the circle is reformed and Beavers make another pile of shoes to start the game again.

Shoes

Beavers sit cross-legged in a circle, take off their shoes and place them on the floor by their feet. On signal, they begin to pass the shoes around the circle. When the leader calls, "Change", the passing changes direction. When the leader calls, "Find", the players begin watching for their own shoes as they are passed. When their shoes reach them they set them on the floor by their feet and keep passing on the others. The game ends when everyone has his own shoes back again.

Shopping

On the walls around the Pond, pin up signs bearing the names of some of the stores and services in your neighbourhood. Call out things like: bacon and eggs; haircut; toy truck; ice cream. As quickly as they can, boys run to the sign which represents the place they can buy each thing.

Simon Says

One Beaver is Simon. He stands facing the others and shouts out instructions, such as 'Simon says, "touch your toes"'. Everyone has to obey. But if he leaves out the 'Simon says', anyone who obeys the instruction is 'out'.

Singing Words & Syllables

This is a good game to play in a large group. Send one Beaver out of the room, and have those remaining decide on a word or group of words to chant. When they've chosen, break the word or word group into syllables and assign each syllable to a subgroup. Start all the groups chanting their syllable at the same time and invite IT back in to guess the word or phrase. If you choose "Santa Claus", for example, one group chants "San, San, San", while the second chants "Ta, Ta, Ta", and the third chants "Claus, Claus, Claus". If IT guesses correctly, ask him to change places with another Beaver and play again.

Skin the Snake

Beavers are divided into two lines, with about ten Beavers to a line. Everyone spreads their legs and passes one hand through their legs to the Beaver behind them. Each Beaver then grabs hold of the hand in front of them and the hand behind them. When everyone has joined their hands in their fashion only the front and last Beavers will have a free hand. The two snakes are now ready to be skinned. To skin the snake, the back Beaver starts the process by sitting down. The whole line of Beavers then shuffles backwards. The back Beaver lies right down as the group continues to move over top of him. As the line moves backwards, each Beaver in turn will sit down and then lie down, spreading their legs to either side of the Beaver lying in front of them. The line keeps moving backwards until everyone is lying down. The snake is now ready to grow a new skin. To grow the skin back, the last Beaver to lie down will stand back up. Once standing, the Beaver then shuffles forward over the other Beavers pulling up others as he moves. Everyone will now rise in turn, as the line moves forward overhead. When everyone has risen and is back in their original places, the activity ends. The first group to complete this task without letting go of any hands, wins the game.

Slap The Beaver's Tail

Have the Beavers sit cross-legged in not more than two rows facing a leader. The leader gives instructions clearly and, where possible, demonstrates the actions the boys must take. The gesture that ends the game should always be a tail slap. For example, tell the boys: put your nose on your knee, and hands behind your back, toes on your toes, elbows on ankles, tongue on the nose (this can be fun to watch); stretch your arms above your head; clap your hands; wiggle your ears; close your eyes and shake your head; snap your fingers; slap the Beaver's tail!

Sly Fox

This is a "golden oldie". Choose one Beaver to be the Fox and position him a short distance away from the others. The rest of the colony forms a line facing the Fox, who turns away from them. As soon as the Fox turns away, the other Beavers try to creep up on him. But, if the Fox turns and sees someone moving, that

boy has to return to the original line to start again. The first person to touch the Fox becomes the new Fox. The boys will really enjoy it if a leader is the first Fox because they'll find it fun to creep up on you.

Smiling Faces

This game is most successful when played with small groups of 15 Beavers or less. Have everyone form a close circle, sitting on the ground. On the count of three, Beavers put on their most serious faces and stare into the eyes of the others, trying not to be the first Beaver to laugh or smile. The first Beaver to break the spell goes into the middle of the circle and lies on his back. The others gather round, and on the word 'go', tickle the Beaver until he yells 'Stop !'. After being tickled the Beaver joins the circle once again, but now tries to make the other laugh, doing anything except touching them. Continue until everyone has been tickled.

Snake in the Grass

Establish a fairly small grassy area as the snake pit for this game and choose one Beaver to start as the Snake. Make sure the snake pit has been cleared of sharp objects and ask the Beavers to take off their shoes. The Snake lies on his stomach on the ground in the snake pit and everyone else groups around him, carefully touching him with one finger. When a leader calls, "Snake-in-the-grass!", they scatter but must stay within the snake pit while the Snake hisses and slithers around on his stomach trying to tag them. A tagged Beaver becomes a snake, too, and hisses and slithers around on his stomach trying to catch the others. When the snake pit is full of hissing, slithering snakes, play another round, starting with a new Snake.

Snake tag

The Beavers form two teams in two lines, with the Beavers holding onto the waist of the Beaver in front. The Beaver at the front of each team tries to tag the last Beaver on the other team. When caught, the Beaver joins the other 'snake'. The game ends when there is only one snake, or....

Snakes Alive

This game from Scouting (UK) magazine sounds like a lot of fun. Choose one Beaver to be the head of the snake and have the rest lie flat on the floor with legs together and arms close to their sides. Legs astride, the "head" begins hissing and walking over the line. As the head passes over the first Beaver, he gets up, joins on by holding the head's waist, and begins hissing. The two collect the next Beaver in the same way, and so on, until all the Beavers are up to form one long noisy, hissing snake.

Sneak and Squirt

If the colony likes to play tag, give an old detergent bottle full of water to the Beaver who is 'it'. He must squirt someone in order to pass on the tag.

Have enough detergent bottles on hand so that everyone has a chance to squirt something during the afternoon. Leaders should beware of the 'sneak and squirt' tendency of some Beavers.

Sneaky Peter

One Beaver is blindfolded and sits on a chair with a teddy underneath it. The others try to sneak the teddy away without him catching hold of them. When someone is caught, he becomes 'It'.

Snow Hill Sprinting

If your Beavers have any energy left over after all their busy building, they can build their own snow obstacle course, too.

In a flat area, have them make little mountains of snow about 10 feet apart. The snow hills should be about two feet high and form a large circle or square. When the course is ready, line up the Beavers in single file.

The idea is to have them sprint over each hill as fast as possible without falling. Keep the game going until the hills are destroyed or your Beavers exhausted.

Snow Shovel Race

Beavers work in pairs as part of a relay team according to lodges. The first boy drags his partner, who is seated on a snow shovel, to the finish line and back. Positions are then reversed and the first lodge to complete the course with each Beaver having taken a turn at pulling and riding, wins. Toboggans, sleds or brooms can also be used.

Snowball Beavers

Have pairs of Beavers lie on their backs in the snow with the soles of their boots touching. Indicate a spot towards which they must roll, keeping the soles of their boots touching at all times. See if any pair can get there without becoming completely tangled.

Snowball Toss

Use a plastic hula hoop to mark a target area in the snow, or simply draw a circle. Have the Beavers stand on a line a little distance away and try to throw a snowball into the target. When a toss is successful, the Beaver moves back a few steps and tries again.

Snowbutton

Here's an outdoor game which also uses snowballs.

Arrange the Beavers into lodges and have them make a pile of plain snowballs. Hide a brightly coloured button inside one of them.

Choose one Beaver to be "it". The lodge stands in a circle around him and passes three snowballs, one containing the button, around the circle. When "it" calls, "Stop!", he has to guess who has the snowball with the button inside. To find out, everyone holding a snowball breaks it open.

To start the game again, "it" makes another snowball to hide the button and the Beavers use two more snowballs from the pile.

Something in Common

The object of this game is to find other cars which have something in common with yours. Give Beavers 15 minutes to watch passing cars and passengers. Leaders help to judge the things they notice: e.g. "Our car is green and so is that one; It has four doors and so does ours- The driver has the front window open, like we do."

Space Tunnel

All but three Beavers form two lines, arms-length apart, facing each other. They join hands with those opposite them and lift arms to form a tunnel. The three remaining grasp each other by the waist to make a spaceship that must travel through the tunnel. Meanwhile the tunnel moves up and down and in and out. Continue the game until everyone has travelled down the space tunnel.

Special Halloween Treat

Wrap a special treat to be given out to the Beavers in a box with layers and layers of paper. The Beavers form a dam. When the leader blows a whistle the package is passed around the circle. When the whistle is blown again, whoever is holding the package starts to unwrap it until the whistle is blown again, and the

package continues to be passed around. This continues until the final wrapping has been removed and whoever has it must share with all the other Beavers.

Spider Web

Bobbing for apples, listening to spooky stories, or visiting a "haunted" house are traditional Hallowe'en games. If you can go outside or set up this game in a large indoor space, the Beavers will enjoy playing Spider Web. Give each boy a ball of string or yarn (different colours if possible). Help the boys attach one end of their string to an object like a tree trunk, chair, doorknob, etc. When all is ready, they start moving, unravelling the string as they go. Outdoors, they can wind over fence posts, through swing sets, around trees, etc.; inside, send them over, under, and around chairs, tables, and boxes. Tell them to keep going until they've unwound all the string to create a tangled "spider's web". The fun starts when it comes time for everyone to help untangle the web.

Spin the Beaver

To play this variation of an old favourite, make some construction paper beaver shapes you can attach to small pop bottles, and lay in some small treats like jelly beans. In lodges, the boys sit in a circle and take turns spinning the bottle. When it stops, the boy it points to takes a treat. Keep playing until everyone has had a treat.

Spirals

Colony and a leader join hands and form a circle. The leader drops the hand of one of the Beavers beside him and begins to walk around the outside of the circle. The Beaver whose hand he dropped remains still but the others follow the leader, who spirals the chain of Beavers around the one standing still until everyone is packed together in a tight coil. To unwind the spiral, all keep holding hands while the boy in the middle ducks down and begins to crawl out through the forest of legs. The whole line follows and soon you should be back in a circle again. If it works, start anew, leaving another boy in the centre.

Splash

If you're lucky enough to have a hot summer day for your outdoor event, this game will keep everyone cool. Bathing suits are a good idea, even though getting wet isn't the main object of the game. You need an outside water tap, a garden hose, a picnic table and stacks of paper cups. Set up a step stool (or sturdy wooden box) near the hose and position the picnic table in the vicinity. Line up several different sized stacks of paper cups on the table. The boys get on the stool and aim the hose full blast at the paper cup targets to try to knock them down. If it's too easy, you can increase the table's distance from the stool or add pebbles to the paper cups. Encourage the Beavers to help each other aim. Position leaders near the stool to act as spotters in case anyone loses his balance.

Spool Ring Toss

Glue spools together to make a stick, for the ring toss game. Use old jar rings as tossers. Mount the spools on a cardboard base.

Spot tag

The Beaver who is 'It' tries to tag one of the others, the Beaver tagged then becoming 'It'. This new chaser, however, must place either hand on the spot where he was tagged and must do all his running and chasing in that position until he has tagged someone else with his free hand. This game is a lot of fun, especially when 'It' aims for a spot that will be particularly awkward for the new chaser (the foot, for example).

Spud

Assign each Beaver a number that he is to remember. Gather in a circle with one Beaver in the middle with a ball. (A leader should start the game.) The Beaver in the middle is to shout out a number as he bounces

the ball once on the ground. While this is happening, all the Beavers are supposed to run away from the circle, but the one whose number is called must run to catch the ball. Once he has it, no Beaver can move. If the ball holder sees anyone moving, he takes two giant steps toward them. The object of the game is to get close enough to a Beaver so that the ball holder can roll the ball toward a Beaver so he can be tagged by it. If the Beaver is tagged, then he is to call the next number and the game continues. If a Beaver is not tagged, then the ball holder must continue to try to tag someone else.

Squat tag

One Beaver is designated 'It'; the other Beavers scatter over the game area. The only way to avoid being tagged is to squat down and call out 'Squat'. "It" tries to tag one of the Beavers in order to exchange places.

Squeak, piggy, squeak

Everyone sits on the floor except for one Beaver, who is blindfolded. He tries to catch hold of the others. Each time he does, he says "Squeak, piggy, squeak" and the Beaver has to squeak. If he guesses who it is, the squeaker is blindfolded.

Squirrel and Fox

Pick one fox and one squirrel. The rest of the Beavers pair off and become trees by facing each other, holding hands and putting their arms in the air. The fox chases the squirrel, who is holding a 'nut' in his hands, in and out of the trees. The squirrel is safe when he stands inside a tree. The squirrel passes the 'nut' to half of the tree, who becomes the squirrel, and the squirrel becomes half of the tree. The fox continues to chase the squirrel. If touched by the fox, the fox and the squirrel may change places or they may choose two new Beavers.

Squirrel in the Tree

The leader divides the group into threes. In each group of three, two Beavers join hands and form a tree for the third Beaver (the squirrel), who will stand between them. The leader calls, "Squirrels change trees." Then all the trees raise their arms while the squirrels run to find a new tree. If there are extra squirrels the challenge is to get to a free tree.

Steal the Booty

Boys are divided into two crews. Each crew is separated by a line. Each crew has a pile of booty on their side of the line as well as their own brig. Object of the game is to try to steal each others' booty without being tagged. If you are tagged before you reach your opponents' booty you are put in the brig. However, if you reach their booty you have free passage back to your side. One person at a time can be tagged free from an opponents' brig. Designate a time limit and have fun.

Stepping Stones

Two pieces of cardboard approximately 9 in. by 11 in. (stepping stones) are required for each team. The first boy takes both stepping stones and makes his way to one end of the hall by placing one stepping stone in front of him, stepping on it, and then placing the other in front of him and stepping on it. When he reaches the end of the hall he runs back giving the stepping stones to the next boy in line.

Stick in the Mud

This game is appropriate in muddy late March. Choose one Beaver to be It. When he tags other boys, they must stand still with legs apart and call for help. Boys who haven't been tagged can free those "caught in the mud" by crawling between their legs. Keep rotating the It position, and the game can go on indefinitely.

Sticky Popcorn

This game begins with the whole colony 'popping'--jumping or hopping around like individual pieces of sticky popcorn and making popping sounds while searching for other pieces of popcorn. When one piece of

popcorn comes into contact with another piece, they stick together. Once stuck, they continue to 'pop' around together, sticking to other pieces until all end up in one giant popcorn ball. A good game for using up excess energy and noise.

Still Pond

Blindfold one Beaver and stand him in the centre of a circle made by the others. While he counts to 10 as fast as he can, the others dash away in all directions. When he reaches 10, he shouts, "Still Pond! Don't move!" and the others freeze. The blindfolded Beaver then moves around trying to catch someone. The rest of the boys help him by shouting, "Hot" when he comes close, or "Cold" when he is off track.

When the blindfolded boy catches another, they change places. You can make the game more complicated by allowing the Beavers to take three steps after the "Still Pond" command, or by having the blindfolded Beaver try to identify the boy he has captured before they change places.

Stones and Pebbles

If you're lucky enough to get outside with your colony this month, try this early spring game to warm them up for the big outdoor game season that's ahead.

Mark a start and finish line a good distance apart. Choose one Beaver to be the "stone" and ask him to crouch somewhere between the two lines while the others stand on the start line. On signal, they start to tiptoe towards the finish line. When a leader calls, "The Stone's Alive!", all the Beavers race for either the start or the finish line while the "stone" tries to tag them. Those he tags become "pebbles" and help him for the rest of the game. Beavers who safely reach the finish line can rest, watch and cheer on the others. The last player to become a "pebble" is the leader for the next round.

Streets & Alleys

Choose one boy the policeman and one the thief. The others form a series of parallel rows and join hands across the rows to form streets. Policeman begins to chase thief down the streets. At a signal, boys in the rows make a quarter turn to their right and join hands again, changing the direction of the streets. Signal changes fairly often. Neither thief nor policeman can break through the lines and, if policeman catches thief, they change places with two other boys. If not, stop the game after a bit to choose a new policeman and thief.

Stringing along

Cut 75 to 100 pieces of string of varying lengths - from 2 inches to several feet. Hide each piece of string someplace in the room before Beavers arrive. Have Beavers stand in the middle of the room. Divide the groups into two teams and explain that you've hidden pieces of string, pointing out the more obvious ones. The object of the game is for each team to find and tie together as many strings as possible. Since the strings are not the same length, the winning team will not necessarily be the one with the largest number of strings, but the one with the longest line. When it seems that most strings have been found and tied, have teams stretch their lines of string next to each other to compare. The team with the longest string is the winner.

Submarines

This game-and-craft won't necessarily get the Beavers wet, but you never know. Thank you to Scouting (UK) magazine for this and the Matchstick Trick following.

For each submarine, you need a soft plastic bottle with a lid, the cover from a disposable pen, and a glob of plasticine. Fill the plastic bottle three-quarters full of water. Stick the plasticine over the open end of the pen cover and carefully put it into the water. Screw on the lid of the bottle tightly. The pen cover (submarine)

will float close to the surface of the water. Squeeze the bottle and see what happens. Control the submarine with pressure applied to the sides of the bottle.

Sun & Moon

Choose a Beaver to be the Sun and another to be the Moon. The rest bend over to touch the floor, making arches with their bodies. The Sun tries to evade the Moon and pass under all the arches while the Moon tries to catch him as soon as he comes out from under an arch. Each time the Sun passes under an arch, the "arch" also runs off and the Moon tries to catch him. The game is over if the Moon catches the Sun or all of the arches (you can stop it earlier if it goes too long). Choose a new Sun and Moon and start again.

Super Beaver

You need lots of inflated balloons plus several sets of men's long underwear (one per lodge). Have one Beaver put on the long underwear. The other Beavers stuff balloons into the long underwear, trying to see how big they can make their beaver. They can change "wearers" and see if they can beat their own record. Why not add a tail, also ? (The Leader, May 1986)

Surprise Balls

As a special end of year treat, make a surprise ball for each of your Beavers and play this game. To make the balls, wind a strip of crepe paper around a small toy and continue winding and adding other treats such as wrapped candies at intervals under the paper until the ball is 10 to 12 cm in diameter. Then play musical ball. Sit the Beavers in a circle and, as music plays, start one ball moving from hand to hand around the circle. When the music stops, the Beaver who has the surprise ball leaves the circle to unwrap his surprise. Continue playing until every Beaver has his own surprise ball.

Tag Helper

For this tag game, name one Beaver It and a second Beaver his helper. The other boys run freely around the playing space while It and his helper try to tag them. The helper catches and holds a Beaver until It comes over to tag him. It can only tag players his helper has caught. Continue until all boys have been caught, then start again with a new It and helper.

Tail

Each Beaver receives a 'tail', and puts it UNTIED in the back of his pants. Spread the Beavers out and say go. Beavers run around trying to grab and keep the other tails, but at the same time try to keep their own tail. If the Beaver loses his tail, he may continue to collect other tails. "Winner" is either the Beaver who is the only one with his tail, or the Beaver who has collected the most tails.

Target Practice

Try some wet fun on a hot early summer day. Give the Beavers squeezey bottles filled with water. In turn, they try to shoot down a paper plate thrown by a fearless leader. Maybe it's a game you can fit into a space theme.

Target Race

Foot racing was very popular among boys in camps and helped them develop speed. By incorporating different types of challenges into a race, they could also develop their observation skills, distance judgment, and reflexes.

Around a tree (or post), set up a hairpin trail about 10 m on each side. Hang a paper plate from the tree as a target. Give each runner a short stick (a paper towel tube is extra safe) with which to hit the target as he passes around the tree (it can be difficult on the run) before sprinting back to the start line.

What other kinds of races might native boys have devised? Check your library to see what you can come up with.

Test of Bravery

In this challenge, the knights rescued villagers in distress. To play, arrange the lodge in two groups and ask them to line up in single file. Opposite each, set 10 cuddly toys of different sizes along a line about 60 m long. In turn, each player (Beaver or parent) races to pick up all the toys and, when they are all off the ground, sets them down again along their course before returning to the start point. The game ends when every knight has successfully completed the rescue.

The 8:30 Special

The 8:30 Special can pull from six to 20 cars. To start, a leader is the locomotive. Another adult takes a place somewhere in mid-train, and a third makes the caboose. Line up in shallow water. When the locomotive calls, "All aboard!", players place hands on the waist of the person in front and the locomotive starts the train chugging through the water on a zig-zag track. Whenever he calls, "Tunnel!", everyone must duck underwater. Those who don't duck move to the back of the train, just in front of the caboose. When everyone has the idea, let Beavers take turns as the locomotive while the leader becomes the coal car immediately behind. Keep chugging away and ducking tunnels as long as you're all having fun.

The A.B.C. Game

A Beaver is chosen to start. He must name a letter of the alphabet. The next Beaver must think of a word beginning with that letter within 15 seconds (or any time period). The above steps are continued until each Beaver has a turn, then a new Beaver is chosen to start the game. If a Beaver can't think of something, then he's out. The last remaining is the winner. No Beaver can use the same word twice. Variations: Not only could they think of a word beginning with that letter but also it must be a city, or an animal or something relating to the theme of the week.

The Chocolate Game

You will need: a large bar of chocolate, a plate, a knife, a fork, gloves, hat scarf, a dice. All the Beavers sit in a circle. Put the knife and fork, hat, gloves, scarf, and the chocolate on the plate in the middle of the circle. Dice and shaker are passed round. Each Beaver throws the dice in turn. When a Beaver throws a six, he goes into the middle of the circle and puts on the hat, scarf and gloves. He then starts to eat the chocolate using the knife and fork. He is not allowed to touch the chocolate with his hands, or put his face down to the plate. Meanwhile, the other Beavers go on passing and throwing the dice. Whoever throws the next six goes into the middle of the circle and the first Beaver goes out, after handing over the hat, scarf, gloves, knife and fork. Some Beavers will have time to eat several squares of chocolate, others may only have time to put on the hat and scarf before another Beaver throws a six and they have to leave the middle of the circle. The game continues until the bar of chocolate is finished.

The Egg Game

Some of your Beavers may be familiar with the tradition of egg-rolling. Save some of your blown eggs and try this version indoors.

Give a blown egg and a piece of cardboard to each pair of Beavers. With the cardboard they try to fan the egg between one line and another. They'll have to work together, because eggs are not noted for their tendency to roll straight. When a pair is successful, they go back to help some other friends, until all eggs cross the finish line.

The Fish

Gobbler moves around the room with arms outstretched like a big bird swimming toward the other Beavers but not touching any of them. The Beavers are all 'safe' as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal 'Rescue' is called.

At his moment all the Beavers jump to their feet, join hands, and yell 'Yah', raising their joined hands over their heads. Various other calls could be added, such as 'Sardines', everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a massive standing hug; 'Fishermen All' - everyone sits on someone else's knee or knees; 'Crabs' - everyone backs up to a partner, bends over, and reaches under their own legs to hold hands.

The Popcorn Game

Tell the Beavers how popcorn is made and why corn pops when heated. (This will make it easier for them to understand how the game works.) Divide the Beavers into two groups--one as 'popcorn', the other as 'poppers'. The 'popcorn' group stands in the middle of a circle formed by the 'poppers'. All Beavers crouch down, the 'poppers' gradually rise up as tall as they can stretching out their arms to indicate high heat. The 'popcorn' in the centre start popping as the heat increases. When the 'heat' is at its highest all 'popcorn' Beavers should be jumping up and down. (Don't be surprised by shrieks of glee!) Switch the groups and play the game again.

As a treat, serve some popcorn to your Beavers after the game.

The Secret Handshake

The Beavers are divided into groups of three or four and asked to make up their own version of a secret handshake. Once each group has chosen their signal for handshake and can recognize it with their eyes closed, they will be ready to begin. The groups are intermingled and everyone closes their eyes. Without talking, each group will now intermingle in an attempt to find their group members. The first group to find all its members, by using the secret handshake, will have won the game. The winners must be together and sitting on the ground.

The Train Name Game

All the Beavers should be standing in a circle. Five Beavers make a train, and they move around the circle. Each train should approach a Beaver and say, 'Do you want to be part of my train?' Once the Beaver says 'yes', you then ask their name. Once you know their name, you repeat it five times jumping right to left, swinging their arms and legs in a jumping jack fashion. After yelling their name five times, you yell reverse and you turn around so the Beaver can grab on. Once you've found someone, you move on to the next Beaver and repeat the procedure.

The Wave

Here's a game for your whole colony. Sit on chairs in a circle. To start, a leader stands in the middle of the circle, leaving one chair empty. The leader points in one direction and calls, "Slide this way!" The Beavers quickly move to the chairs on their right or left while the leader tries to get to the empty chair. The leader keeps changing the direction as he calls so that the moving Beavers look like a wave. When the leader finally manages to sit on an empty chair, choose a Beaver to take the middle and direct the wave.

The Witch Has Lost Her Cat

Boys form a circle. The old witch covers her eyes as she sits in the centre of the circle. The cat (bean bag) is passed from hand to hand, outside the circle. When the witch calls "stop", whoever has the cat keeps it hidden behind his back. The witch has three chances of finding it; if she does not succeed, the one holding the cat trades places with her. If she finds it in the three chances she gets another turn. (Also known elsewhere as "The Beaver has Lost his Brother".)

Thirsty Race

Requires jugs of water, tumblers and straws. Each runner pours out a tumblerful of water and drinks it through a straw, before returning to the starting point.

Three Deep Tag

Arrange the Beavers into two equal sized groups and form two circles, one inside the other with boys aligned and facing the centre. Choose a runner and a chaser and have them stand quite some distance apart outside the circles. At a signal, the chase begins. The runner is safe if he enters the inner circle and stands in front of one of the pairs of boys making the circle three-deep at that point. When he does, the boy in the outside circle becomes the runner. Runners may run left, right, and across the circle but may only stop in front of a Beaver in the inside circle. If a runner is tagged, he becomes the chaser.

If the Beavers find the game too complicated with a double circle, try it "two deep" by forming only a single circle. If you want to make it more complicated form three circles and make it "four deep tag".

Throw the Handkerchief

Beavers sit in a circle, and one boy stands in the centre. The sitting Beavers throw a handkerchief twisted into a ball across the circle and the Beaver in the middle tries to catch it. When he succeeds, he is replaced by the player who last threw the handkerchief.

Tic Tic BOOM

This game is started with everyone standing in a circle. One Beaver is then chosen to go around the circle tapping Beavers as they go, saying tic, tic, tic, etc. When the chosen Beaver decides he/she yells Boom! He/she runs off in one direction around the circle and the Beaver who was tapped runs in the other direction. The two race each other back to the original starting point on the circle. The first one back joins the circle. The last one back becomes the Beaver to go around the circle saying tic, tic, tic, etc. Also known under a number of other names, such as Duck Duck Goose.

Tightrope walking

Use existing lines on the floor of the Meeting Place, or use a clothesline stretched along the ground. To walk the 'tightrope', place the heel of one foot on the start line and begin to walk - placing the heel of one foot directly to the toe of the other foot - all the way to the finish line. Divide the Colony into two teams. When the leader says "Go", members of each team begin on their tightropes. Each Beaver waits until the Beaver ahead is finished 'walking the rope' before beginning.

Toesies

Partners simply lie stretched out on the floor, feet to feet, and attempt to roll across the floor keeping their toes touching throughout. Toesies can also be attempted with only the toes of the right feet connected, with legs crisscrossed, or in a sitting position, rolling toe to toe.

Toesie Roll with Control

Partners lie stretched out on the floor feet to feet with soles touching. Once you decide in which direction you would like to roll, hook your foot on your rolling side over your partner's foot. The top of your toes on that foot will be hooked over the top of your partner's toes. Roll in one direction and then try reversing the direction of your roll, but first unhook your toes on one side and hook them on the other side.

Too Many Balls

Play in thigh or waist-deep water. Arrange the colony into two teams and, between them, set up a dividing rope anchored at either end by an adult. Throw a dozen balls (or three or four more than the number of players on each team) into the water on one side of the rope. On signal, the team on that side immediately starts to pick up and toss the balls to the other side of the rope. Just as quickly, players on the other side try to pick them up and toss them back. The object is to keep the area on your side of the rope clear of balls but, with all the scrambling, splashing, tossing and laughing involved, by the time you blow the whistle to end the game, nobody will really care!

Touch Blue

The game begins with six to eight Beavers standing in a circle. A leader calls out instructions: First, all Beavers must use their right hand to touch something that is blue on another Beaver, and hold on. It could be a bit of blue trim on a shoe or blue jeans or a blue shirt. Next, the left hand has to touch something yellow and hold on. Have the left foot touch something black and the right foot something brown, the head can touch something red, and if the group hasn't fallen into a crumpled mass, the shoulder can touch something green.

Touch One, Touch All

Like touch tag, when 'It' touches someone, that one joins 'It', then two try to touch others, until all are caught and there is nobody left to chase. The first one touched becomes 'It' for the next game.

Touch Run

Mark off a long track around the perimeter of your play area. Tie a wide paper ribbon or neckerchief to several objects along the track (fence posts, trees, bushes, a bicycle stand) --any fairly sturdy object. The Beavers can run around the track and touch each marker as they pass.

Touch Walk

Blindfold half the Beavers in your group and have the others lead them through a safe part of the area. Tell each seeing Beaver to coax his blind friend to touch as many different things as he can in 15 minutes. As he does, ask him to describe what he's touching and say how he feels about it. Supervise well to ensure the sighted Beaver doesn't put his blindfolded buddy into unpleasant situations. Now switch the blindfolds and repeat the exercise. Finally, gather the group together to share their reactions to the experience.

Traffic Cop

Beavers hold hands in small circles of three scattered in the playing area. A leader starts the game as traffic cop. When the leader calls "traffic to the right" the circles rotate (run, skip, slide; vary the movement) in that direction. A call of "traffic to the left" means reverse direction. When the traffic cop calls "beep beep", the groups break up and Beavers race to form circles of three with new partners. The leader tries to grab one of the places in a circle, and the Beaver left over becomes the new traffic cop.

Traffic Lights

Hold up large discs coloured red, green or amber, or set up arm signals for each: e.g. arms swinging at sides for green, arms still at sides for amber, and arms raised high for red. At the signal for green light, Beavers race around the room; at amber they freeze; and at red they squat.

Train Game

Make a circle of chairs facing out. One chair for everybody--less one. Boy without chair is engineer. He runs around circle and taps boys on shoulders at random, who then join the train till all boys are up, as the Beaver leader calls out kinds of trains...

"Slow train"--boys walk slowly.

"Fast Train"--boys run.

"Reverse" --boys walk backwards.

"Tunnel" --boys run stooped over.

"Station" --boys sit on chairs.

Boy left standing is new engineer.

Train Tag

This game will give your old/new Beaver pairs a chance to get to know each other better, and to make a lot of noise while they're at it.

To start, make a leader the odd man out. Tell the Beaver pairs to scatter over the playing area. (If you don't have equal numbers of Beavers, team up another leader with the remaining boy). One member of each pair is the engine, the other is the coach. The coach clasps his arms around the engine's waist and the trains set off around the room making appropriate choo-choo sounds. The odd man out tries to catch a train by putting his arms around the waist of the coach. When he's successful, the engine drops off the train and becomes the odd man out. The game continues until all have had a turn as odd man out.

Trample

You need two large balloons for each Beaver, and a piece of smooth ground or pavement. Help Beavers tie their balloons to their ankles so that the balloons rest on the ground. Mark out a large circle and tell all Beavers to enter it. On signal, each Beaver tries to trample on balloons. See how quickly they can pop all of them. Be ready for lots of action and noise, and watch out for tromped toes.

Travelling Nuts

Beavers in lodges in relay formation. Each team has a bowl of nuts at its start line and an empty bowl at its finish line. Every Beaver in turn picks up as many nuts as he can on the back of one hand (no fingers allowed) and balancing them thus, carries them to the finish line where he dumps them into the empty bowl. On his return trip he picks up the nuts he dropped and returns them to the bowl at the start line. After all Beavers have run, the boys count up the nuts in the finish line bowl and share them equally among themselves. Leaders eat nuts that don't make the trip.

Treasure Chest

For a quiet game, leaders wrapped a treasure box filled with chocolate coins in half a dozen layers of newspaper. The Beavers sat in a circle and passed around the treasure while the music played. The Beaver holding the treasure when the music stopped unwrapped one layer before sending it around the circle again. After the final layer was gone, it went once more around. When the music stopped, the pirate who held it opened the box and shared the loot with everyone.

Trees in the Wind

This game will both use up energy and re-inforce the Beavers' tree learnings. Divide the colony into two teams; trees and winter wind. Stand trees on one side of the room, wind on the other. Trees must decide what kind of tree they are and choose one Beaver to represent them. Trees walk towards the wind and their spokesman asks wind Beavers to guess what kind of tree they are. Depending upon their knowledge, he can give clues to direct the winds' guesses. When wind guesses correctly, it races to tag trees, while trees race back to their safety line to try to escape. Tagged trees join the wind. After a couple of goes, let trees and wind change sides.

Triangle Tag

To start the game, have three of the Beavers join and forming a triangle. One Beaver on the triangle is then chosen to be the chasee and faces into the middle of the triangle. The other two Beavers will face outwards and use their bodies as a shield to protect the chasee from the fourth Beaver, the chaser. When the chaser tags the chasee, then the chaser will join the triangle and the chasee will become the chaser. Another Beaver on the triangle is chosen to be the chasee and the game continues until the four Beavers decide to end it.

Triangle Toss

Learning to catch is an important part of a child's development, and some of your younger Beavers may not have mastered this skill yet. This cooperative game will help.

Mark the corners of a large triangle and have a boy stand at each mark while the others wait their turn. The three throw a rubber ball around the triangle in a clockwise direction. Instruct the boys to catch with one hand and throw with the other. After two misses, a boy gives way to the next boy in line.

To emphasize the idea of teamwork, when one Beaver misses two catches in a row, replace all three players with three from the line. In this way, you can encourage everyone to work together to make good throws. Change players quickly so that no boy feels he has lost.

Try to Make Something of This

Every boy receives a pencil or crayon and a piece of paper. Have each boy draw a line. Then pass this paper on to the next Beaver and he adds a line, trying to create a figure. Eventually all the boys have added one line to everyone else's paper.

Tug of war

Each team takes hold of one end of a sturdy rope. A line is drawn in between them and at a given signal each team tries to pull the other over the line. You can rule that a team must pull the entire opposing team over the line to win, or you can mark the middle of the rope (with paint or a rag tied around it), set a time limit on the pulling (one minute, for example), and the rule that the team with the middle of the rope on its side of the line when the pulling stops is the winner.

Tune Tapping

In turn, each Beaver taps out the rhythm of a song with his finger on the seat or door while the others try to guess what song it is.

Under Cover

Boys hold onto the edges and inflate the chute. Still holding on, they walk under the chute to the centre and then back to their original positions. Or, have them meet in the centre and then all let go so that the parachute gently floats down to cover everyone.

Under the Lodge

Arrange the colony in a horseshoe shape. Have all except the leaders at each end join hands and raise them to form arches. A leader at one end of the horseshoe weaves in and out among the Beavers in line, pulling the others along behind. Beavers in the line keep their joined hands held high so that the leader and followers can march, skip or crawl under the arches. Continue until everyone is back in his original place.

Under the Waves

For this game, place leaders evenly among the Beavers. Raise the chute to waist height and use a gentle fluttering motion to start waves. When it's in motion, lodges take turns to walk, hop or skip under the floating chute to the other side and back again.

Underwater Kim's game

Place a number of non-floating objects close together underwater at the bottom of a pool or at the beach. For Beavers, place objects in water about waist-deep-- deeper for swimming Cubs and Scouts.

Each swimmer must wade, jump or dive into the water, look at the objects (without touching them), come to the surface, return to the leader and report what he can remember.

Untie the Knot

Play this game with an even numbered group of 10 or 12 Beavers. The boys stand shoulder to shoulder in a circle. To tie the knot, each player reaches out his right hand to grasp the right hand of the player directly across the circle from him. Then, he reaches out his left hand to grasp the left hand of any other player in the circle. When they've tied the knot, ask the Beavers to try to untie it and form their simple circle again without dropping hands. They can, however, turn around and duck under arms as long as they keep the palms of their hands touching. See how quickly they can untie the knot. and then try again.

Up and Over

For this game you'll need boxes of different sizes and colours--at least one box for every two Beavers. Large appliance boxes are ideal.

Give each pair of Beavers a box and have them place it among, but not too close to, the other boxes. When the boxes are arranged, every pair of boys goes to the box of another pair and follows instructions like: step over all the boxes; step over all the small boxes; step over the coloured boxes only; jump, hop or climb up backwards over the boxes, etc.

Upside Down Relay

Put a new twist on a simple old relay game by having the Beavers move along the course backwards with their heads between their legs. Ask them to notice how different things look from this perspective and, after the relay, let them talk about how things looked upside down.

Valentine Treat Box Game

Decorate a large cardboard box to look like a Valentine, cut armholes in each side and fill the box with small treats (heart-shaped cookies, candies). Blindfold each Beaver, have him reach into the box to grab something, pull it out and, with blindfold still in place, try to guess what it is. Everyone keeps what he's pulled out.

Vegetable Stew

The boys are seated in a circle with one boy in the centre. The leader assigns the name of a vegetable to each of two boys in the circle. When the name of their vegetable is called, the two 'corns' or 'potatoes' run to change places, while the boy in the centre tries to get one of the vacant places. When the leader calls 'vegetable stew' everyone scrambles to get a different seat. The one left standing is it' for the next round

Walk the Plank

The colony used a bench as a plank for each lodge. A leader stood at one end and the lodge lined up at the other. In turn, Beavers walked the plank. As they reached the end, the leaders asked them a question about their Beaver law, promise, or Motto. If they answered correctly, they could run around and walk the plank back to the ship. If not, they had to "swim" back at the mercy of sharks played by enthusiastic Keeos.

Walking on the Pond

To walk on the pond, half the boys get on top of the chute while the others make waves by holding the edges and moving their arms gently up and down. The wind rises and the waves grow stronger as those around the edge reach for the sky and then touch their toes. Meanwhile, the Beavers on top of the chute run across the waves. Gradually, the wind dies and the pond becomes calm, then freezes. Those who have been wave-walking quietly tiptoe off the pond and change places with those who were the wave-makers.

Water Brigade (Outside game)

Divide the Beavers into two teams. Teams stand in two parallel lines. Place a bucket at either end of each team. Fill the buckets at one end of each team with water while the buckets on the opposite end remain empty. Give each Beaver a disposable cup. The object of the game is for each team to transfer the water from the filled bucket - cup by cup - to the empty buckets. When the leader says "go", the first Beavers on each team dip their cups into their buckets. The water is passed from Beaver to Beaver on each team by pouring it into the next cup. The last Beavers pour their cups into the empty bucket.

Water Spaniels

The dog-paddlers can show their stuff on this one, but those who haven't yet mastered the real thing can "fetch" by moving with hands on the bottom, as they did for motorboats. Line up the boys on shore or deck and throw in a tongue depressor or large cork for each. When a leader calls, "Fetch!", all leap in, paddle to retrieve a stick between the teeth and, paddling all the way, carry it in the mouth back to shore. Perhaps you can have each water spaniel drop his stick at a shoreside refreshment table where he is rewarded with a snack and a cool drink.

We Are Beavers

A leader, or Keeo, stands in the centre of a circle formed by the colony. He calls out the different things that a beaver does during the day; swimming, diving, chewing, building a dam, slapping tails. The Beavers move around the circle and must do the actions as they are called out. The call, "Hungry Beavers!" ends the game. The Beavers run to the centre of the circle, sit down and pretend to be eating. Better still, provide a treat they can really eat.

Weasel

All Beavers face inward in a circle, hands behind back, eyes closed. The Beaver with the 'weasel' walks around circle and places it in another Beaver's hands quietly. The Beaver receiving the weasel bops the Beaver on his right with the 'weasel'. The Beaver being bopped runs around the outside of the circle while being bopped with the 'weasel' till he gets back to where he started. The Beaver that was bopped now gets a turn to place the weasel into another Beavers hands.

What comes next ?

A leader starts this counting game by having the first Beaver say one. The next Beaver says two, and then, three, and so on. When a Beaver comes to five or a number with five in it, he says, buzz. When a Beaver comes to seven or a number with seven in it, he says, fizz. For example, 57 would be buzz-fizz. When a Beaver who misses drops out and the next one starts over with one.

What Time is it Mr. Wolf?

One boy has a turn to be Mr. Wolf. All the other boys line up at the end of the room. The wolf faces the wall. They walk slowly towards him asking him: "What time is it Mr. Wolf?" The wolf repeats the different times but when the wolf says 12.00 he chases them all before they can get back to the wall. Whoever he catches also becomes a wolf and helps catch the other boys. This game can continue as long as the boys enjoy themselves.

Who is Knocking at My Dam?

Beaver sits on chair at centre of circle (eyes closed). One Beaver is chosen by the leader to go behind the chair and knock. The Beaver sitting on the chair says: "Who is knocking at my Dam?" "It is I". Beaver has three guesses.

Who's There ?

One Beaver is chosen to be 'It'. He covers his eyes or is blindfolded. The other Beavers tiptoe around him and one of them taps the chair. 'It' calls "Who's there?". The Beaver who tapped then replies with some

Mother Goose character trying to disguise his voice, then 'It' tries to guess who tapped and the game continues.

William Tell race

Each Beaver runs with an apple (or other object) balanced on his head. The event may be either for individuals or relay teams.

Wink

An uneven number of Beavers is required for the game. For example, there may be 21 Beavers. Eleven chairs are placed in a circle with 11 Beavers standing behind as guards. Ten Beavers are seated in the chairs. The object of the game is to avoid being the guard of an empty chair. All the seated Beavers look toward the Beaver who is guarding the empty chair. He winks at someone who is seated. At once, that Beaver jumps up and runs across to fill the empty chair. He may not escape if his guard lays his hands upon the Beaver's shoulders. Each guard must keep his hands at his sides and must not touch the shoulders of the Beaver he is guarding until the Beaver is winked at.

Wish Come True

Everyone dreams of meeting a wizard who can make dreams come true. It's possible in this game if you provide a ruler or short cane to be the magic wand and encourage your Beavers to let imaginations rip.

Appoint one Beaver the Magician and give him the magic wand. The others stand casually around the room waiting for instructions. He points at them with the wand and calls out things he wishes to turn them into; cars, trains, ducks, dogs frogs, etc. They make the noises and do the actions appropriate to their roles.

Witch and Cat

One boy is chosen to be the witch and another is chosen to be the cat. The remainder of the boys form a circle by holding hands. The witch stays in the circle all the time and the cat darts in and out or across the circle as he wishes. The witch tries to catch the cat any time he enters the circle. A new contestant can be chosen by the old one after the witch has succeeded in catching the cat.

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Wool Gathering

Scatter about the meeting place 3" lengths of coloured wool, and allow your Beavers to collect them. You can either assign a point value to each individual colour and the team with the most points wins.