

# Notes for New Adults in the Colony



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## Welcome to Beaver Scouting

Beaver Scouting provides the first opportunity for young people to join the exciting world of Scouting. All Members of the section are enthusiastic, energetic and full of get up and go, and that includes the adults!

As a adult new to the Colony, you will have lots of questions to ask, so here are a few of the answers. Much more detail can be found in the Section's key publications, *The Colony Essentials*, *The Colony Programme* and *The Colony Programme Plus*.

## The Scout Association

The Scout Association is a youth movement founded by Lord Baden-Powell in 1907, which now has over 400,000 Members in the United Kingdom. Beaver Scouts started informally in Northern Ireland in the sixties and became a formal part of The Scout Association in 1986. Beaver Scouts meet in groups called Colonies which are part of a Scout Group. The other sections are Cub Scouts who are 8 – 10.5 year olds, Scouts who are 10.5 – 14, Explorer Scouts who are 14 – 18 and Scout Network who are 18 – 25 year olds.

## The Colony

Your Colony will comprise of up to 24 Beaver Scouts and a team of adults who work together to plan and run the meetings.

Beaver Scouts are young people between the ages of six and eight, although children can join Beaver Scouts at 5¾ at the discretion of the Leaders of the Colony. They meet together as a Colony and, within that, work in a variety of small groups, usually called Lodges. Once they turn eight they are then able to move on to Cub Scouts where they can make new friends and try new and exciting activities.

You will soon discover that no two Beaver Scouts are the same. What they do have in

common is their age and their ability to have fun at Colony meetings. Gradually, you will get to know their individual personalities, likes and dislikes, personal strengths and special needs.

## The Leadership Team

There will be a group of adults helping with the Colony, which may be just yourself and one other Leader, or a whole army of adults. Everybody will have something to offer the Colony. These adults could be:

- The Beaver Scout Leader is an uniformed warranted Leader who regularly attends Colony meetings and is in overall charge of the Colony.
- Assistant Beaver Scout Leaders are also uniformed warranted Leaders, and regularly attend Colony meetings.
- Colony Assistants attend on a regular basis and may or may not wear uniform.
- Parent helpers, who usually help once or twice a term on a rota, and don't wear a uniform.
- Young Leaders are Explorer Scouts (between the ages of 14-18) who have made a choice to work in the Beaver Scout section, as a way of continuing their Scouting.

If you are the Beaver Scout Leader, you are responsible for the running of the Colony and leading the team of adults that assist you. The responsibilities of Assistant Leaders and Assistants are decided by the Beaver Scout Leader. However, an attitude of agreed and shared responsibility for different aspects of the Colony provides a quality leadership team.

## What are you taking on?

- The Colony will usually meet once a week, for about an hour to an hour and a half.
- You and the other adults in the Colony will spend time planning the meetings. Good planning will mean that everyone gets a chance to take part in the running

## The Scout Information Centre

Gilwell Park Chingford London E4 7QW Tel + 44 (0)20 8433 7100 Fax + 44 (0)20 8433 7103 email [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) [www.scoutbase.org.uk](http://www.scoutbase.org.uk)

of the meeting and responsibilities can be shared out between you. You will also be aware of any equipment needed for each meeting. This preparation will ensure that you are more prepared for the unexpected.

- As well as the Colony meetings and the planning meetings, there will also be meetings with other the adults in the Group, meetings with other adults involved in Beaver Scouts in the District and other meetings with all adults in the District.

## The Beaver Scout Programme

### *Beaver Scout Promise and Motto*

All sections have a promise including the Beaver Scout section. The Beaver Scout Promise, which is appropriate for the age range, is:

**I promise to do my best,  
to be kind and helpful  
and to love God**

There are variations on the Promise to take into account the different religious obligations of the Members. Please see Rule 1.1 in POR for the details of the variations

The Motto for the Section is the same as for the other Sections: 'Be Prepared'

### *The Programme*

The Beaver Scout section in common with the other sections has a balanced programme. It is made up of Zones, Methods, The Bottom Line and Badges and Awards.

The Balanced Programme is defined as:

*Young people experience Scouting through regularly taking part in quality activities, drawn from each Programme Zone. Personal achievement can be recognised through earning awards and badges leading to the Chief Scout's Awards and the Queen's Scout Award.*

### *Zones*

There are six Zones which split the Programme into manageable areas.

### *Beliefs and Attitudes*

This zone is at the heart of all our Scouting activities and underpins all the other zones. It helps Beaver Scouts to understand their

Promise and how to put it into practice. This zone will also help to develop their sense of right and wrong and help them to respond to the needs of others.

### *Community*

Through this zone, Beaver Scouts will find out about the community in which they live, and how they contribute to it. They will also learn about local people, places and facilities.

### *Fitness*

This zone focuses on activities to improve fitness, promote personal health and increase awareness of personal safety. It should provide Beaver Scouts with the opportunity to participate in a variety of games and to improve their co-ordination skills.

### *Creative*

This zone provides opportunities for Beaver Scouts to take part in and enjoy different creative activities. Beaver Scouts are at an age where they are starting to learn how to express themselves. They enjoy making things, creating and developing their talents, skills and interests, and expressing themselves through creative play and activities.

### *Global*

Scouting is proud of its strong international links and its presence in 216 countries and territories. This zone will help Beaver Scouts to start exploring the similarities and differences between people of different cultures. The zone also helps Beaver Scouts to develop an awareness of both the natural and manmade worlds.

### *Outdoor and Adventure*

Beaver Scouts should be given the chance to enjoy the outdoors and sample different adventurous activities, whilst perhaps learning some Scouting skills. This zone is relevant for both urban and rural Beaver Scouts Colonies.

Being in the outdoors and taking part in adventurous activities is fundamental to Scouting and play a big part in the other five zones.

### *Methods*

There are twelve methods that are used to deliver the Zones and give the programme variety and range. Sometimes one Method will

be more suitable than another. On occasion you may use a number of Methods within the same activity. The twelve Methods are:

- Help Others
- Go on visits
- Play games
- Explore their world
- Meet new people
- Act, sing and make music
- Listen to stories
- Prayer and worship
- Chat
- Follow themes
- Go outdoors

To achieve a Balanced Programme, Colony Leaders are encouraged to plan activities which cover all of the Zones and Methods over a 3 to 4 month period.

*The Bottom Line*

Underlying Ways of Working are what anyone would see happening in your Colony if they were to walk into your meeting. These are:

- Have fun
- Make friends
- Try new things
- Keep the Promise
- Make progress
- Share in groups

**Badges and Awards**



Beaver Scouts have many opportunities to try new activities and improve their skills and knowledge. While they are doing this it gives them the opportunity to gain different Badges and Awards within Beaver Scouting.

- **The Membership Award** – is awarded at a Promise ceremony after a young person has spent four to six weeks in the Colony. It helps the young person understand the commitment

they are undertaking when they make the Promise and become a member of the Movement.

- **The Joining In Award** recognises the length of time spent in Scouting and is awarded annually.
- **Challenges Badges** challenge young people to use the skills that they have learnt through participation in the Balanced Programme. There are six Challenge Badges: Promise, Friendship, Fitness, Creative, Global and Outdoor. Activities for the Challenges are usually undertaken as a Colony and not individually.
- **Chief Scout's Bronze Award** is the top award that a Beaver Scout can achieve and is awarded after gaining all six of the Challenge Badges. Each Challenge Badge fits into a Zone.
- **Activity Badges:** there are twelve for the Beaver Scout section and cover a range of areas.
- **Six Staged Activity Badges** and are staged across the first four Sections. A young person can gain whichever badge is appropriate to the ability level they have reached.
- **Partnership Awards** are tackled with other Sections and outside bodies and promote activities within the Balanced Programme of each Section.
- **The Moving On Award** helps ease the transfer of a Beaver Scout to the Cub Scout Pack.

More details of the Beaver Scout Programme and the requirements of each badge can be found in *The Colony Programme*.

 <b>Programme Zones</b> Challenge Badges Example Activity Badges and Partnership Awards for each Programme Zone	<b>Beliefs &amp; Attitudes</b>	<b>Community</b>	<b>Fitness</b>	<b>Creative</b>	<b>Global</b>	<b>Outdoor &amp; Adventure</b>	<b>Chief Scout's Bronze Award</b> 
	Promise	Friendship	Fitness	Creative	Global	Outdoor	
	Faith Partnership Award	Animal Friend Emergency Aid Staged Activity Badge Safety	Health & Fitness Swimmer Staged Activity Badge	Creative Musician Staged Activity Badge	Experiment Environment Partnership Award	Adventure Explore	

The chart shows how the Zones and badges fit together in the section.

## An Adult in Scouting

Apart from parent helpers, all adults volunteering with The Scout Association are required to become either Members or Associate Members of The Scout Association. Those adults holding an appointment of Beaver Scout Leader and Assistant Beaver Scout Leader are required to become Members and do so by making the Promise and completing a Members' Declaration. Those who become Associate Members only need to complete a Members' Declaration.

The Promise is:

**On my honour, I promise that I will do my best to do my duty to God and to the Queen, to help other people and to keep the Scout Law**

As with the Beaver Scout Promise, there are variations on the Promise to take into account the different religious obligations of our Members. Please see Rule 1.1 in POR for more details.

Other adults volunteering in Scouting can decide whether to make the promise, depending on their wishes.

As well as the Promise there is the Scout Law, which is:

- A Scout is to be trusted;
- A Scout is loyal;
- A Scout is friendly and considerate;
- A Scout belongs to the world-wide family of Scouts;
- A Scout has courage in all difficulties;
- A Scout makes good use of time and is careful of possessions and property;
- A Scout has self-respect and respect for others;

When you make or renew the Promise you make the Scout Sign. All Members of the Association shake hands with their left hand. This is a sign of friendship and trust amongst Scouts, originating from Baden-Powell's meeting with a Zulu Chief. The Chief took his shield from his left hand to shake hands with Baden-Powell. This was a great sign of trust and friendship.

## Training

The Scout Association has a training scheme in place for all adults in Scouting. It is divided into modules. Some modules must be completed by all adults, whilst others are taken depending on

what your role is. Each module has a variety of ways of being delivered, depending on your needs. An important part of the current training is being recognized for prior learning so if you already have the necessary skills and abilities, there is no need to do any training or learning to complete for those modules. You do however, need to demonstrate that you can do what you claim.

To help you decide the appropriate modules for you to cover, help you through your training and validate the modules as you complete them, you will be assigned a Training Adviser. They are usually people who have a similar position to you so will understand a lot of your needs and problems.

Training provides a great opportunity to meet other adults, exchange ideas and develop your skills. It is the most effective way for experienced adults to share their ideas and experiences.

Your Training Adviser will be able to give you specific details of courses in your local area.

## Support and advice

As an adult in Scouting you will receive a lot of friendship and support. The other adults in your Colony will soon become firm friends and it goes much wider than that.

There will be further opportunities to talk with other adults involved in the Group and District at regular meetings and events. These other adults will include the Group Scout Leader, the Leaders in the other sections, Assistant District Commissioner (BS) or District Beaver Scout Leader. All these adults will be able to offer support and advice. Also, they will be able to offer ideas and activities for your Colony meetings.

## Safety

When running the Colony meetings and activities safety is very important. You should always try to do a risk assessment. Although this sounds scary, you subconsciously do risk assessments all the time in your everyday life. An example of this is when you cross the road. The Scout Association has a factsheet FS120000 *Activities – Risk Assessment* (available from [www.scoutbase.org.uk](http://www.scoutbase.org.uk)) which will help you with carrying out risk assessments.

## Rules

When running the Colony you need to follow the rules laid down by The Scout Association. These can be found in *Policy, Organisation and Rules*, also known as POR. The rules for Beaver Scouts can be found in Chapter 3 (rule 3.7). If you are unsure of the rules please speak to another Leader or contact the Scout Information Centre (see below for the contact details).

## Ratios

The Colony can have up to 24 members, who will need to have a number of adults looking after them. When you are running activities indoors you need to plan to have at least two adults there, one of whom should have a Warrant. When outdoors the minimum ratio is one adult to six Beaver Scouts plus the Leader in charge. You will get to know the Beaver Scouts in your Colony and know how many adults you will need to look after the Colony while running activities.

## Visits

Outings and visits are an important part of the Beaver Scout Programme. You can either go for a short outing or visit during the Colony meeting or take a whole day. For more information on planning a visit or outing with Beaver Scouts please see the factsheet: FS155052 *Planning an outing for Beaver Scouts* (available from [www.scoutbase.org.uk](http://www.scoutbase.org.uk)).

## Resources

There are a number of resources available to help you in the Colony. There are the publications specific to the section:

*Colony essentials* is the guide to Beaver Scouting. It is packed with useful information to help you run a successful Beaver Scout Colony.

*The Colony programme* tells you how to plan your programmes and contains the Beaver Scout Badge requirements.

*The Colony Programme Plus* contains 40 programmes, skills and games all ready to use and is the paper version on POL (Programmes Online)

There are other publications for all adults in Scouting which you will also find useful:

*Scouting* is the bi-monthly magazine of The Scout Association. It is sent to you as part of your Membership of The Scout Association. It is

packed with information on all aspects of Scouting. There is a separate supplement each issue for the Section containing information and programme ideas for adults.

*The Information Centre* has a wide range of factsheets and books available by mail order. Contact them on 0845 300 181 or [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

*Programmes Online* is an online resource and has an ever increasing set of activities. As well as accessing ideas you can also build programmes for your meetings. It can be found at [www.scouts.org.uk/pol](http://www.scouts.org.uk/pol) You will need your membership number in order to sign up to Programmes Online.

*Nights Away* is a guide for adults taking young people on Nights Away. Beaver Scouts can go away on Sleepovers for one night only. For more information on Sleepovers please see *Guidelines for Beaver Scout Sleepovers* FS155053.

*The Policy, Organisation and Rules of the Scout Association (POR)* is the rule book for Scouting and is a valuable aid for you.

There are many other books and publications packed with ideas for handicrafts, songs, stories and other activities for this age range. A browse through the children's shelves of your local bookshop or library will show you what is available.

If you keep a record of what you did in your weekly meetings with your Colony you will soon have your own book full of tried and tested ideas which you can share with other Colonies