





Beaver Activity Badge Night

In the Autumn term we will be having a badge night.

Beavers will be able to come in and tell us all about a badge they have been working towards over the summer holidays.

This should not be anything extra for the Beaver but something they already enjoy doing.

There is a choice of 4 activity badges the Beaver may wish to talk about.

Book Reader	Collector	Hobbies	Sports
			
<p>How to earn your badge</p> <ol style="list-style-type: none"> 1. Design a cover for your favourite book and tell your Colony, Lodge, Explorer Scout Young Leader or Beaver Leader why this book is your favourite. 2. Read at least six books. Books you have read on an e-reader count too. 3. Show that you know how to look after a book. 4. Make a bookmark and explain what bookmarks are for. 	<p>How to earn your badge</p> <ol style="list-style-type: none"> 1. Spend at least six weeks making a collection 2. Show your Colony or Lodge a sample of things from your collection 3. Tell others in your Colony or Lodge about your collection. What is your collection? Why do you collect these things? What is your favourite thing from your collection? 	<p>How to earn your badge</p> <ol style="list-style-type: none"> 1. Choose a hobby to take part in for at least six weeks. 2. Show that you have stuck with your hobby. Show what you know about your hobby and the skills you have learned. 3. Show and tell the Colony, your Lodge or leaders about your chosen hobby. Talk about what it is, why you enjoy it and what your favourite thing about it is. 	<p>How to earn your badge</p> <ol style="list-style-type: none"> 1. Play a team sport with the Beavers in your Colony. This could be a game of football, basketball, rounders, cricket, netball, rugby or volleyball. 2. Understand the rules of that sport. 3. Take part in a sport or physical activity regularly for at least six weeks. 4. Take part in a match, competition, show or pass an exam or achieve a grading for that sport. 5. Show your Lodge, Colony or Explorer Scout Young Leader the skills you have learnt and the equipment you need for your sport. Explain the rules of your sport.