

BEAVER COLONY SECTION SNAPSHOT

Beaver Scouting is for youth 5 to 7 years of age. Beaver Scouts is filled with outdoor activities, games, music and sports. Beaver Scouts meet new friends, learn cooperation and develop self-confidence.

THE BEAVER SCOUT PROMISE, LAW AND MOTTO

The Beaver Scout Promise: I promise to love God and help take care of the world.

The Beaver Scout Law: A Beaver has fun, works hard and helps family and friends.

The Beaver Scout Motto: Sharing, Sharing, Sharing

THE FOUR ELEMENTS

The Four Elements of The Canadian Path are essential to the Beaver Colony:

Youth-led: On The Canadian Path, the youth are the leaders and the Scouters are the mentors. Beaver Scouts is where youth first learn about leadership, while Scouters provide a great deal of mentoring, encouragement, guidance and support.

Adventure: Beaver Scouts will have many ideas about the adventures with which they want to challenge themselves. It is all about trying things for the first time in a safe and supportive environment.

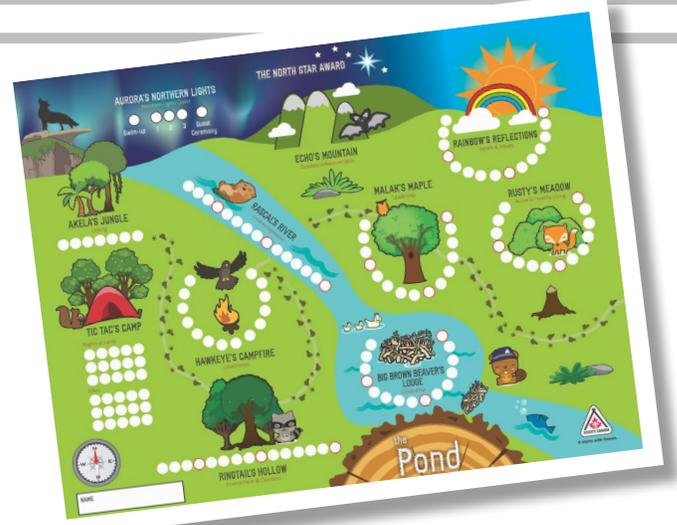
Plan-Do-Review: Adventures in the Beaver Scout program are guided by a three-step process in order to make them something that youth will remember and upon which they will build.

SPICES: Social, Physical, Intellectual, Character, Emotional and Spiritual are the six dimensions of personal development that Beaver Scouts explore and develop through their adventures.

THE POND

Beaver Scouts discover the world around them by exploring the Pond. In Lodges, and as part of the Colony, Beavers plan adventures that will take them to all of the Program Areas (and more) laid out on their Pond Map. There are six Program Areas that Beavers will visit over the course of the year: Ringtail's Hollow (Environment & Outdoors), Malak's Maple (Leadership), Rusty's Meadow (Active & Healthy Living), Big Brown Beaver's Lodge (Citizenship), Rascal's River (Creative Expression) and Rainbow's Reflections (Beliefs & Values).

Each grade level of Beavers is named after a Beaver tail colour, following the framework of the Pond. Brown Tails are Beaver Scouts in kindergarten, Blue Tails are Beaver Scouts in first grade, and White Tails are Beaver Scouts in second grade.



Canadianpath.ca

the
Pond



It starts with Scouts

THE BEAVER SCOUT UNIFORM

The Beaver Scout uniform consists of the Beaver Scout hat, vest, t-shirt, neckerchief and neckerchief slide. The Beaver Scout uniform is available at the Scout Shop nearest you, or at scoutshop.ca. The neckerchief and slide will be supplied by the Group.



BADGES

The focus of the Scouting program is on personal progression—on Beaver Scouts bringing their diverse experiences to Scouting adventures and growing through new experiences. Badges help youth recognize and celebrate their personal progression and encourage them to set new goals. Beaver Scouts can work towards a variety of badges, including:

Outdoor Adventure Skills: The Outdoor Adventure Skills allow Beaver Scouts to build Scouting expertise that they will use along their journey from Beaver Scouts through to Rover Scouts. Each of the Outdoor Adventure Skills has nine stages. For Beaver Scouts, these are typically pursued as a Colony.

Personal Achievement Badges: A Beaver Scout has the opportunity to achieve 16 Personal Achievement badges, which are pursued as an individual. The Beaver Scout, in consultation with a Scouter or parent, plans three requirements to complete for each badge.

The North Star Award: The North Star Award is the Top Section Award for Beaver Scouts. Work for this award is undertaken during the year before the youth moves to Cub Scouts.

BEAVER SCOUT TERMINOLOGY

Scouter: A Volunteer in the Beaver Scout Section who provides support and mentorship to all Beavers in the Colony.

Lodges: A group of six to eight youth. Each Lodge is comprised of a mixture of grade levels of Beaver Scouts so that everyone can learn from each other. Collectively, Lodges make up a Colony.

Colony Leadership Team: The Colony Leadership Team, also known as the White Tail Council, includes all of the White Tails in the Colony. This team takes an active role in making decisions for the Colony.

RESOURCES

Trail Cards: Youth-led program resources that provide adventure ideas that correlate with the six Program Areas represented on the Pond Map. Trail Cards can be found [here](#).

Journey Card: The Journey Card is an excellent resource to complete the year-end review. Scouters can use the Journey Card to provide each youth with a summary of the Colony's activities throughout the year, then youth can work within their Lodges to complete their Journey Cards and their reviews. The Journey Card can be found [here](#).

For more information on the Beaver Scout program, please visit: scoutinglife.ca/canadianpath/beaver-scouts.