Introduction

Step 1

First Pitch

for Beaver Scout Colonies

Introduction

Dear Beaver Scouters and Cub Scouters,

We are delighted to bring you our eight-step 'Camping with the Stars' resources over the next few weeks. These resources aim to help you and your Colony or Pack have a fun-filled, youth-centred camping experience in May or June 2018 by building your capacity and confidence in camping step-by-step.

Step 1: **First Pitch** 31st January 2018
Plan for camp in small groups; roles for Scouters.

Step 2: **Gearing Up** 21st February 2018
Clothing, layers, personal first aid kit, packing an overnight bag, hygiene.

Step 3: **Out and About** 21st February 2018
Day activity with the correct gear.

Step 4: **Site and Oversight** 7th March 2018
Group gear, Leave No Trace, risk management, site layout.

Step 5: **Food for Thought** 7th March 2018
Overnight with food hygiene and prep in small groups.

Step 6: **Spars and Sparks** 11th April 2018
Tent pitching, gadget construction, fire-lighting.

Step 7: **Adding the Magic** 11th April 2018
Campfire, Scouts' Own, flag ceremony, gear check, revision.

Step 8: **Camping with the Stars** 2nd May 2018
Revision, get out and camp, review.

We hope you find these resources helpful and informative. Remember, your Scout section may also benefit from camping resources, which are organised slightly differently than those for Beaver Scouts and Cub Scouts.

Wishing you and your Colony or Pack the best of success in the months ahead. Happy camping!

Ian Feighery
Programme Commissioner (Beaver Scouts)

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Programme Commissioner (Cub Scouts)

Camping with the Stars
A Camping Initiative

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Year Plan

Beaver Scouts' confidence to camp should be built from early in the Scouting year. It is a big deal for Beaver Scouts to stay away from home- many stay away from home for their very first time when they go on a camp or sleepover with their Colony.

Beaver Scouts should be encouraged to attend all day activities such as hikes, backwoods activities, visits to the park, etc from September onwards. Not only will this give Beaver Scouts independence and help with skills such as packing a bag, it will also allow friendships to form.

If your Colony has the facilities, consider holding a sleepover in October or November. Allow the Bree Beaver Scouts to attend the daytime component of the activity; hopefully they will leave the activity excited for their opportunity to have an overnight with the Colony later in the year. (Bree Beaver Scouts should not complete an overnight until they are invested.)

An overnight indoors should take place in spring, with all Beaver Scouts invited. This is an essential step before an 'annual camp' taking place in May or June; it would be a big ask for new Beaver Scouts to camp without prior experience of staying overnight with the Colony. More information and tips around such an preparatory overnight can be found in the third resource pack of this series.

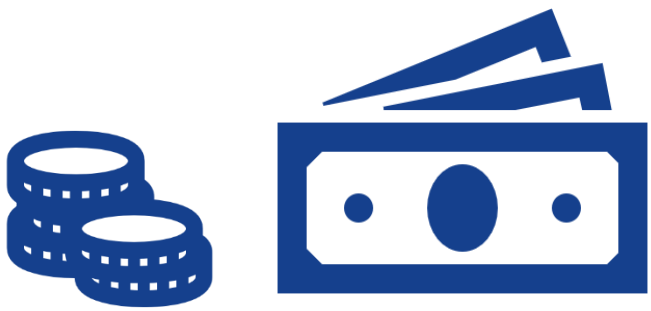
The camp in May or June of the Scouting year should see a 'coming together' of preparations that have been taking place throughout the year. The first camp is a big 'make-or-break' moment for Beaver Scouts and as such the Scouter team should take it seriously by putting a proper plan together to ensure everyone leave with fantastic memories. Camping is one of the most exciting activities Beaver Scouts can do- let's do it right!

Camp Plan- Basic Details

In January and February, a rough plan for annual camp should be drawn up. Basic details that should be included in the plan are:

Location

In Beaver Scouts, the Scouter has a big role to play in terms of organising a campsite. However, that is not to say that Beaver Scouts cannot have an input. Perhaps Conn Bevaer Scouts visited somewhere when they were in Bree and would like to return… perhaps a Beaver Scout has been somewhere with their school… perhaps a Beaver Scout has heard of an amazing campsite from their Venture Scout sister. Log Chews and Lodge Discussions could be held to ascertain what type of campsite the Beaver Scouts would like (for example, one near a beach to do a litter clean-up, one near a river to make mini boats, one in the hills to go on a night hike..) and the Scouters can do their best to facilitate this when looking at options.



Estimated cost

Transport, food, camp fees and activity resources should all be factored in to an overall cost. The Colony must make their own decisions regarding Scouter contributions, money from their programme/ Group budget, fundraising, etc.

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Camp Plan- Basic Details

Charge per Beaver Scout

With all details factored in and a contingency included, a rough estimate of cost per Beaver Scout should be calculated. If it is a substantial sum, perhaps give parents and guardians the option of paying in two or three stages over a number of weeks. A Scouter should be assigned to be in charge of all monies coming in.

Scouter availability

It is hard to estimate availability of Scouters a few months in advance with work, college and family commitments, but there is no point planning a camp for a weekend you know half your Scouter team will be unavailable for!

Ideas for themes (symbolic framework)

Have a Log Chew or Lodge Discussions around possible themes. If there are special events taking place during your camp (World Cup, Olympics, etc.), perhaps this may be a good starting point. There may be a theme from your Colony's current programme your Beaver Scouts would like to continue- planets, emojis, under the sea….You could also use the Beaver Scout handbook for inspiration!

Dates for the diary

Have a rough idea of important dates in the run-up to camp. For example, the parents' meeting might be in early April, a preparation sleepover might be held in late March, a recce visit to site might take place a month before the camp.

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Programme

A good-quality programme is necessary to ensure that the purpose and goals of the camp are achieved and that the camp is conducted in a worthwhile and safe manner for the Beaver Scouts attending.
The programme for camp is dependent on factors such as site, the time of year, the purpose of the camp, and the length of the camp.

- The programme should be decided on with appropriate input by Beaver Scouts, who can plan activities through Lodge Discussion and Log Chews (see separate resources for advise on these).

- By catering for all areas of the SPICES, the camp should be an immersive experience which allows all young people to learn, grow and have fun.

- The camp should include a campfire and a Scouts' Own.

- The programme timings should be structured so as not to interrupt mealtimes and bedtime. Programme 'overload' prevents Beaver Scouts from experiencing some basic camp fun. Beaver Scouts should, for example, assist where possible in preparing meals and washing up their dishes.

- Similarly, structured free time should be provided within the programme to allow for Beaver Scouts to explore nature and socialise, utilising Conn Beaver Scouts to assist where appropriate.

- A Log Chew can draft a set of Camp Rules for approval.

- Plan B – make a provision for a wet weather programme in case the weather conditions are unfavourable for your original planned programme.

- There should be opportunities for progression in Personal Journey Badges Bree, Ruarc and Conn awards as well as the advancement of Adventure Skills.

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Lodges in Action

- Beaver Scouts should carry out simple activities in Lodges. Examples: games rotations, making dessert, washing up.
- Conn Beaver Scouts should be given extra responsibilities such as helping to look after equipment and helping to buy ice-creams for the Colony.
- Meals should be eaten in Lodges as much as possible.
- Beaver Scouts should share a tent with members of their Lodge if possible.
- The Buddy system should be used to help Beaver Scouts look out for each other especially for new Beaver Scouts or those who are new to camping.

Support

- Encouragement from Scouters; Conns encouraging Brees and Ruarcs.
- Support provided by Scouts and/ or Venture Scouts if help is need with camping skills.
- Our campsites provide excellent programme centres for your camp. Each site has a team who will help you with programme ideas including on-site activities, potential day trips and details of local shops and transport and wet weather shelters for wet days. The campsites are also available for pre-visits where you will be able to see your campsite and view programme areas and any discuss access issues.

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Roles for Scouters

Camp Chief: Responsible for coordinating, organizing and ensuring documentation is completed and filed with the relevant bodies. Acts as the first point of contact for the whole camp. Makes sure that all role holders, both adults and youth members, are supported and know what is expected of them. Ensures that timings are kept and that back up plans are put in place in case of adverse weather, illness or other issues which may affect the planned schedule of activities.

Quartermaster: Responsible for the Colony's Equipment including the preparation, during and after the camp.

Camp Chef/Cook: Responsible for the food including purchase, storage of food and involving Beaver Scouts in the meal preparation process where possible.

First Aider: the lead First Aider who is responsible for ensuring consent forms are up to date and holds the managing medications forms as well as any medications; ensures that the First Aid kit is complete and performs the primary delivery of First Aid on camp.

Programme Coordinator: Coordinates the programme material and ensures there are Scouters assigned to the different challenges/ bases/ activities.

Treasurer: Ensures that camp is kept within budget. Holder of petty cash on site. Keeps pocket money for Beaver Scouts, if applicable.

Scouts Own Lead: Assists the Beaver Scouts in preparing material for and organising the Scouts' Own.

Campfire Lead: Plans and leads the campfire.