

Beavers My World Challenge Award

Work with people or an organisation from a community. Take the chance to find an issue that your Colony could help with. It should be something that helps people and also helps you grow as a person. Plan and carry out the project with your Colony and others in the community. Then share what you learned from the activity with other people. Talk about how it helped other people and what you will do with the skills and experiences you have gained

Care Fare[©]

By Samantha Eagle

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Work with people or an organisation from a community. Take the chance to find an issue that your Colony could help with. It should be something that helps people and also helps you grow as a person. Plan and carry out the project with your Colony and others in the community. Then share what you learned from the activity with other people. Talk about how it helped other people and what you will do with the skills and experiences you have gained

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Overview

For this task the Beavers will conduct an activity called ‘**Care Fare**’ in one of the parks in the community. This campaign will let people know that everyone is obliged in giving proper care for the parks. They will do this through a series of mini games and activities

If your meeting place isn’t near a park then you will need to organise transport. And will need to give out the relevant forms to be able to take the children on an outing. Also if it’s winter you will need to organise this on the weekend because you need daylight. Maybe you can combine it with a *one day camp or sleepover*.

If you feel your local park won’t get many visitors at the time you want to be there you could invite some parents or friends and carry out the activities with them.

Materials Needed

- Printed documents as stated on ‘Preparation Before the Meeting’
- Large picnic type table that you can easily transport
- Rubbish sacks, 5 pairs of gloves
- 5 pieces of cleaning rags
- Care Fare Banner and tape to display the banner in front of your table

Preparation Before The Meeting

1. Coordinate with a nearby park that has trees and open grass within its vicinity. Ask for the permission to do clean-up drive, games, and activities around the area. Make sure that the trees and grass plains at the park are not being habituated by harmful insects and animals
2. Print 3 copies of ‘Care Fare Log’ – found in this document
3. Print and cut out 2 copies of the ‘Tree Hug Oath’ – found in this document
4. Print and cut out the ‘Park Shout-Out’ – found in this document (if possible print on sticker paper this is just optional) – you need 4 copies
5. Print the ‘Bring Me! List’ – found in this document
6. Print, cut out and roll the ‘Inspirations’ – found in this document
7. Print and cut out the “Care Fare Banner” – found in the document named ‘02B-Working in Community-BANNER’. Tape the pages of the Care Fare Banner to look like this...



Before the Event Takes place

1. Explain and go through what is expected of the children when they arrive at the park

Preparation At The Meeting

1. Assign a place in the park where you could set up the 'Care Fare Booth' – the place should be in shades, and can be easily seen and is accessible for the people going to the park
2. Hide and scatter the 'Inspirations' pieces of paper on the park benches where they will be used for the 'Treasure Hunting group'

Directions/Leader Speak

Setting up the Care Fare Booth

1. **Action** – Gather the Beavers in the place you think is appropriate for the 'Care Fare Booth'
2. **Speak** - The next task you need to complete for your 'My World Challenge Award' is to work with an issue in the community that helps people. So what we are going to do is something called 'Care Fare'. Care Fare shows people how they can look after their local park

Parks are beautiful places that provide serenity and joy to people who want to take an escape from work stress, daily problems and city life. However, as many people come and go sometimes rubbish gets left behind which destroys the tranquil vibes

So Care Fare will show that in little ways, you together with the community people can do a big favour for the parks and the environment.
3. **Speak** – First we need to set-up our Care Fare booth
4. **Action** – Bring out the Care Fare Banner, table and tape. Show these items to the Beavers
Speak – This is the Care Fare Banner. I need two volunteers to tape this in front of the table
5. **Action** – Tape the banner

Grouping and giving out their tasks...

1. **Speak** – Now that the booth is ready, we need to give you your tasks but before we do that let's play a little game called, 'The Park Rumbles'.
2. **Speak** – When I say, "The Park Rumbles"! Divide into [and I will say a number]', you have to group yourselves into the number that I say. Each group has to have an equal number of members. Whoever doesn't find a group will do a forfeit!
3. **Speak** – The Park Rumbles divide into 2!
4. **Direction** – Any child left has to jump five times
5. **Speak** – The Park Rumbles! Divide into 3!
6. **Direction** – Any child left has to hum loudly for 15 seconds
7. **Speak** – The Park Rumbles! Divide into 4!
8. **Direction** – Any child left has to jog on the spot for 10 seconds
9. **Direction** – Now divide your group into four teams it doesn't have to be equal numbers
10. **Direction** – One leader should also be assigned to each group for supervision
11. **NOTE** : If your group is smaller or larger then change the number in the teams, but ideally you need 4 teams
12. **Direction** – Assign a group number to each team
13. **Speak** – Group 1 you are called the '**Booth Ushers**' – your task is to stay at the booth and accommodate the people inquiring on the booth. You should also be the ones to gather people towards the booth.

14. **Speak** – Group 2 you will be called the '**Tree Huggers**' – your task is to guide the park goers into doing the 'Tree Hug Oath'.
15. **Speak** – Group 3 you will be called the '**Clean Clan**' – your task is to guide the park goers into doing a mini clean-up drive around the park through a fun game.
16. **Speak** – Group 4 you will be called the '**Swipe Treasure Hunters**' – your task is to guide the park goers into doing a mini fun activity to clean the benches or any equipment you can see in the park
17. **Direction** - Before you attend to any real customers you need to go through the tasks at each booth so the children know what they are doing when someone arrives

Running the Care Fare

Group 1 – Booth Ushers

1. **Speak** – Group 1, here's how you are going to do your task. Altogether, you should tell to the park goers passing by, "Good Morning! Are you ready to have fun by being a **park ranger**? Come visit our booth!"
2. **Direction** – Ask Group 1 to repeat the chant until they say it perfectly as a group
3. **Direction** – When people approach the booth, ask them to form a line and assign them evenly between your three booths (Tree Huggers, Clean Clan, or Swipe Treasure Hunters). If you don't have many park goers they can visit all three booths if they wish, this will keep the Beavers busy. Get them to write their name on the Care Fare Log.– Once they've signed up direct them to that station
4. **Direction** – Group 2, 3, and 4 shall then assist up to 5 people at a time on each station. The other park goers shall then wait around the booth until there are slots available.

Group 2 – Tree Huggers

1. **Direction** – Take your customers towards one tree in the park
2. **Direction** – If you have a confident older Beaver get them to do the following speech to the 'rangers' otherwise you do it. For this task the Beavers on that booth can join in too...

Do you know that hugging a tree is proven to boost our health and emotional wellness? Today, we are going to hug trees and manifest our love for them because they are not just oxygen-providing beings – they are our friends. And the right thing to do is to care for our friends.

3. **Action** – Bring out the "Tree Hug Oath" and give a copy to everyone

TREE HUG OATH

I treely truly love you Mr. Tree
You give me not just air, but utmost glee
I promise to care for you wholeheartedly
And protect you from harms endlessly
I treely truly love you Mr. Tree

4. **Direction** – Ask everyone (beavers and park rangers) to form a big circle around a tree by holding each holding their oath
5. **Speak** – Altogether, let's say the "Tree Hug Oath".
6. **Direction** – After reciting the "Tree Hug Oath", the beavers and the rangers should do a group hug around the tree
7. **Direction** – After the activity, collect the copies of the 'Tree Hug Oath', then give one copy of "Park Shout-Out" to everyone as a reward
8. **Direction** – The park-goers can again sign up on the booth to try the other stations. The beavers should stay put for another batch of park rangers.

Group 3 – Clean Clan

1. **Direction** – Usher the park goers that signed up for the ‘Clean Clan’ towards one area that needs to be cleaned in the park so this could be a bench
2. **Direction** – If you have a confident older Beaver get them to do the following speech to the ‘rangers’ otherwise you do it. For this task the Beavers on that booth can join in too

Good day Beavers and Rangers! Today, you are going to do a very special mission and defeat an enemy. I will be giving you weapons which shall help you accomplish this mission.

3. **Action** – Bring out the rubbish sack and the gloves. Give one glove to each beaver and ranger and ask them to wear it in one hand
4. **Speak** – These are your weapons in the mission-game called “Bring Me!” A rubbish monster is roaming around the park and is leaving behind some pieces of rubbish. Your task is to collect the trash so that the monster would get weak and eventually get defeated
5. **Speak** – I will say, “Bring Me” and I will mention a specific type of rubbish. Whoever accomplishes the task first, will be granted a reward and can retreat from the mission. Remember, you should only get the scattered rubbish and not the items already in any bins!
6. **Direction** – Read an item aloud from the “Bring Me!” list
7. **Direction** – The batch will then go to find the rubbish and whoever accomplishes the task **first** will be given one copy of “Park Shout-Out” and can now go back to the booth to try another station.
8. **Direction** – If no one from the batch accomplishes a mission, the beaver will read another item from the “Bring Me!” list.
9. **Direction** – Step 6 to 9 will repeat until everyone gets to accomplish a mission.

BRING ME...
Any plastic wrapper
Any plastic bottle
Any cans
Any gum
Cigarette butt
Some fallen dried tree leaves

Group 4 – Swipe Treasure Hunters

1. **Speak** – Usher your customers towards one bench in the park where the “Inspirations” are hidden
2. **Direction** – If you have a confident older Beaver get them to do the following speech to the ‘rangers’ otherwise you do it. For this task the Beavers on that booth can join in too

Good day beavers and rangers! How would you like to do treasure hunting around the park today? Bring out your excitement because we are going to swipe some treasures today through rags!

3. **Action** – Bring out the cleaning rags and hand them to the Park Rangers
4. **Speak** – That cleaning rag will serve as your treasure detector. One by one, all you have to do is dust off a bench using that rag until you find the “Inspirations.”
5. **Speak** – You need to find one rolled up piece of paper on the bench as you wipe it clean. Don’t open the paper until everyone has found one. Ready, swipe, go!
6. **Direction** – When the group accomplishes the task, get them to open their paper read it aloud one by one. Once this is done, give one copy of a “Park Shout-Out” to the rangers as a reward
7. **Action** – The leader should again hide a new set of “Inspirations” on the bench, or go to other benches where “Inspirations” are hidden as well

Post Activity

1. **Direction** – The beavers should be gathered inside a closed room so that everyone would hear the sharing of their fellow beavers
2. **Speak** – Now that we are done with the activity, I want you to share what you felt while we were conducting the Care Fare community project.
3. **Speak** – In one word, describe your feeling. Start with this phrase: I am (state your name), and I felt (state your feeling).
4. **Action** – When all the beavers are done sharing their feelings, ask everyone to do a group hug.

CARE FARE LOG

Tree Huggers	Tree Huggers	Tree Huggers
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
Clean Clan	Clean Clan	Clean Clan
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
Swipe Treasure Hunters	Swipe Treasure Hunters	Swipe Treasure Hunters
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.

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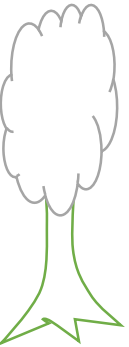
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PARK SHOUT-OUT

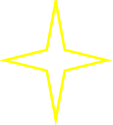
I am a
**PARK
HERO**

I 
the Park

**CA
RE** 
F A R E

P _ _ _ _
Pa _ _ _
Par _ _
Park

KEEP IT COMPLETE


I Took Part in
a Park 'Care
Fare'

**save
our
parks**


PARK

responsibility

I Took Part in
a Park 'Care
Fare'

**park
ranger
on
duty**

Inspirations

WHAT WE FEAR DOING MOST IS USUALLY WHAT WE MOST NEED TO DO	EVERYTHING YOU'VE EVER WANTED IS ON THE OTHER SIDE OF FEAR	CHANGE YOUR THOUGHTS AND YOU CHANGE YOUR WORLD
DON'T WAIT. THE TIME WILL NEVER BE JUST RIGHT	ONCE YOU CHOOSE HOPE ANYTHING IS POSSIBLE	DO WHAT YOU CAN, WHERE YOU ARE, WITH WHAT YOU HAVE
YOUR IMAGINATION IS YOUR PREVIEW OF LIFE'S COMING ATTRACTIONS	TO AVOID CRITICISM, DO NOTHING, SAY NOTHING, BE NOTHING	DON'T COUNT THE DAYS MAKE THE DAYS COUNT
LIGHT TOMORROW WITH TODAY	A YEAR FROM NOW YOU MAY WISH YOU HAD STARTED TODAY	BELIEVE AND ACT AS IF IT WERE IMPOSSIBLE TO FAIL
THERE ARE NO SHORT CUTS TO ANY PLACE WORTH GOING	THERE ARE NO TRAFFIC JAMS ALONG THE EXTRA MILE	THINK BIG THOUGHTS, BUT RELISH SMALL PLEASURES
YOU MUST BE THE CHANGE YOU WISH TO SEE IN THE WORLD	BELIEVE YOU CAN AND YOU'RE HALFWAY THERE	IMAGINATION IS MORE IMPORTANT THAN KNOWLEDGE
MAKE EACH DAY YOUR MASTERPIECE	WHEN YOU COME TO A ROADBLOCK, TAKE A DETOUR	DO WHAT YOU LOVE AND THE MONEY WILL FOLLOW
THE HARDER I WORK, THE LUCKIER I GET	THE PURPOSE OF OUR LIVES IS TO BE HAPPY	DREAM BIG AND DARE TO FAIL
IF YOU CAN'T OUTPLAY THEM, OUTWORK THEM	THE BEST WAY TO PREDICT THE FUTURE IS TO INVENT IT	THE ROAD TO EASY STREET GOES THROUGH THE SEWER