

What's the big idea

Ways of the Tribe



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step



What's the big idea

This adventure is all about the art and culture of the Colony. The adventure will be wrapped up in the 'Tribe' Theme and the symbolic framework associated with it. Totem poles, secret signs, logo's face painting, jewelry and precious talismans and charms. All sorts of things are possible that draw on and develop the Beaver Scouts art and self expression.

The 'Tribe' has a unique identity and this is expressed in the art and culture of the tribe. Symbols of all kinds adorn the cannog and the lodges within it. Some have spiritual meaning where as other add colour and life to the living space inside the cannog.

Ways of the Tribe



Ideas on what to do

Plan

Tribal people drew pictures to tell stories on the walls of caves. They also had an animal or other creature to represent a characteristic that they wanted to show. Chat to a Lodge about what animal they would like to be and why

Do

Go for a walk to a rocky area and draw a picture of that animal on the rocks using berries and ash. These paints will need to be prepared for them.

Review

Play a memory game when you get back to see if the Beaver Scouts remembered the other Lodge members animals. If they can't remember try getting the Beaver Scouts to make the call of the animal so others know it.

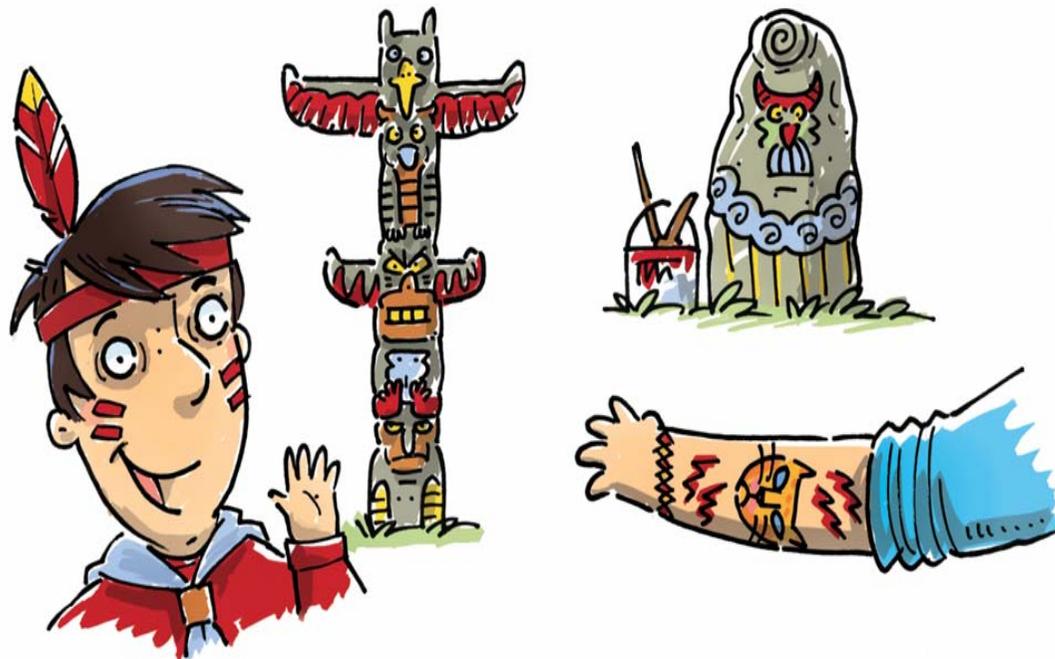
Hint: Use the memory bags to help remember!!

Comments

Make totems using moulds from clay/wax

Resources

Berries. Ash. Rocks



Arts and Totems