

What's the big idea

Forces of Nature



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

Make a stretcher

Tug of War challenge

Make Indian Rope

Learn a reef knot

Use a clove hitch

Make a swing

Learn a bowline

Make a lodge knot board



Ropes & Fibres

What's the big idea

The idea of this adventure is to introduce Beaver Scouts to ropes. Beaver Scouts will make their own ropes and use these ropes to make knots and as a tool to help them overcome obstacles, climb trees and Tarzan swing across rivers.

In the 'Tribe' a rope is a valuable tool that every 'warrior' possesses and uses for many different tasks. The key skill is that every 'warrior' makes their own length of rope and by connecting the ropes of the Lodge members they can overcome many challenges.



Ropes and Fibres



Ideas on what to do

Plan

Introduce Lodges to the wonders of ropes and knots. It is always good to show a practical use for knots so that they will be able to see the knot in action.

Do

Play games using knots like 'sea rescue' where they have to join small bits of rope together using knots so that they can throw someone a rope. Lasso games are also good for using knots with loops. Making rope is also very easy to do and essentially is just twisting smaller strings or fibres together. You can use two sticks to twist the rope.

Review

Use rope as an review tool to illustrate what they thought of the games. By making shapes like a graph it can be fun for a Beaver Scout to do but also a good way to show what they think and have learnt during this activity.

Comments

Try to encourage them to take care of rope as well. They can do this by always tidying it up after use and keeping it stored when they are not being used.

Resources

Rope for each Beaver Scout