

What's the big idea

Forces of Nature



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

Fire safety in the Den

Hold an emergency hike

Visit Fire Station

Know the emergency numbers

Recovery Position



Make a DVD of where an accident might happen

Secrets of Healing

Learn Simple First Aid

Make a First Aid Kit

Invite Dentist to the log
chew

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The idea of this adventure is to explore and introduce the idea of first aid and dealing with emergencies into the Colony. The adventure can be set around a false incident and beaver Scouts have to bandage up and care for the injured. This adventure could also be a good opportunity for cross Section activity with the beaver Scouts working alongside more experienced Scouts.

Traditionally, within the 'Tribe' the skills of healing were held by the 'Wiseman' or Druid. Warriors need to know how to treat minor cuts and scratches and how to seek help.



Secrets of Healing

Ideas on what to do

Plan

Introducing First Aid to the Lodges is important so that they can learn to deal with surprises and emergencies. Ask the Beaver Scouts if anybody has had to deal with an emergency - put on a plaster or tried to stop a cut bleeding.

Do

There are simple first aid things that every Beaver Scout can do like knowing what to do with bee stings and small cuts. Putting ice on a wasp sting relieves some of the pain and the swelling, cleaning cuts and putting pressure on the wound also is good to practise with them.

Review

Do a review by getting each Beaver to do a first aid challenge and then asking them how they got on and what they collected in their memory bags. The bottom line for Beaver Scouts is to know how and when to get help.

Comments

Try making simple first aid kits in the Lodges so that every body has there own kit.

Resources

First Aid Kit. Ice Cubes. Fake blood (watered down ketchup)