

What's the big idea

Forces of Nature



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

Explore an area for wild flowers

Grow something from seed

Hold a Vegetable recognition quiz

Do science experiment.
How things grow

Visit a garden center or farm

Worm hunt

Growing Things

Grow something that you can eat

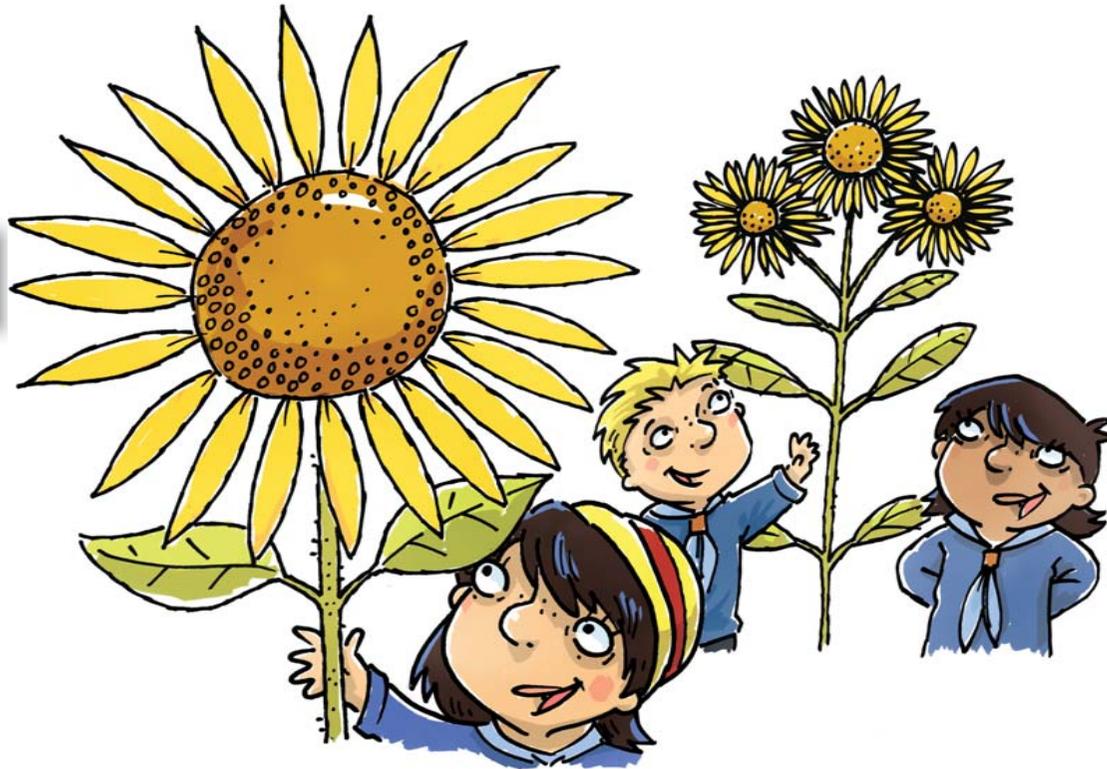
Make a height chart



What's the big idea

This adventure centers around the growing of things, ideally food. The Beaver Scouts learn how to grow, care for and ultimately eat the food that they grow. This is a long term adventure that can go on in the background for some months. It is often a good idea to have a garden or perhaps a Colony allotment on which to work.

It connects with the 'Tribe' Theme, as the tribe needs a food source and although the forest can provide food it is not an unlimited resource so the tribe need to grow their own food to survive and be healthy.



Growing Things



Ideas on what to do

Plan

In the Lodges, ask the Beaver Scouts if anyone has grown a seed before and what things help a seed grow. Try to grow a small container of seeds and every body takes a job to help

Do

The Beaver Scouts pick different seeds and plant them. The jobs should include filling the container with soil and feed, digging furrows for the seeds, watering them and then finding a location. The Lodge also needs to take turns in looking after the seeds so a rota of responsibility has to be set up also.

Review

When the seeds have sprouted see can the Lodge identify what each plant is. Chat about what things helped the seeds grow and the things they might do to help it grow better next time.

Enquire about the things the Beaver Scouts have placed in their memory bags.

Comments

Try to grow something that produces food like a tomato plant or a bean plant.

Resources

Containers like plant trays or pots. Soil and moss peat. Various types of seeds. Water and sunlight...