



Beaver Scouts on the water! Coracle

May on the water resources

These resources are produced by the **Programme Team (Sea Scouting and Water Activities)** to encourage everyone to learn about and get on the water this Summer!



Click on the Scout Shop logo above to order your Coracle badges!

What will we learn about this week??

We will learn lots of the parts of the Coracle badge.

Every Beaver Scout in the country can get the coracle badge so why not add it to your Beaver Colony programme?



The Coracle badge!



Know why water is dangerous

A Beaver doing the Coracle Badge should know at least 3 reasons why water is dangerous.

- Tides and currents can sweep you out to sea
- You can get cold very quickly
- You can get scared quickly
- Even good swimmers can find it hard to stay afloat



A Beaver Scout's Golden Rules

1. Only go near to the water with an adult
2. Always wear a life-jacket when boating
3. Swim parallel to the beach, not out to sea
4. Always come in before you get cold





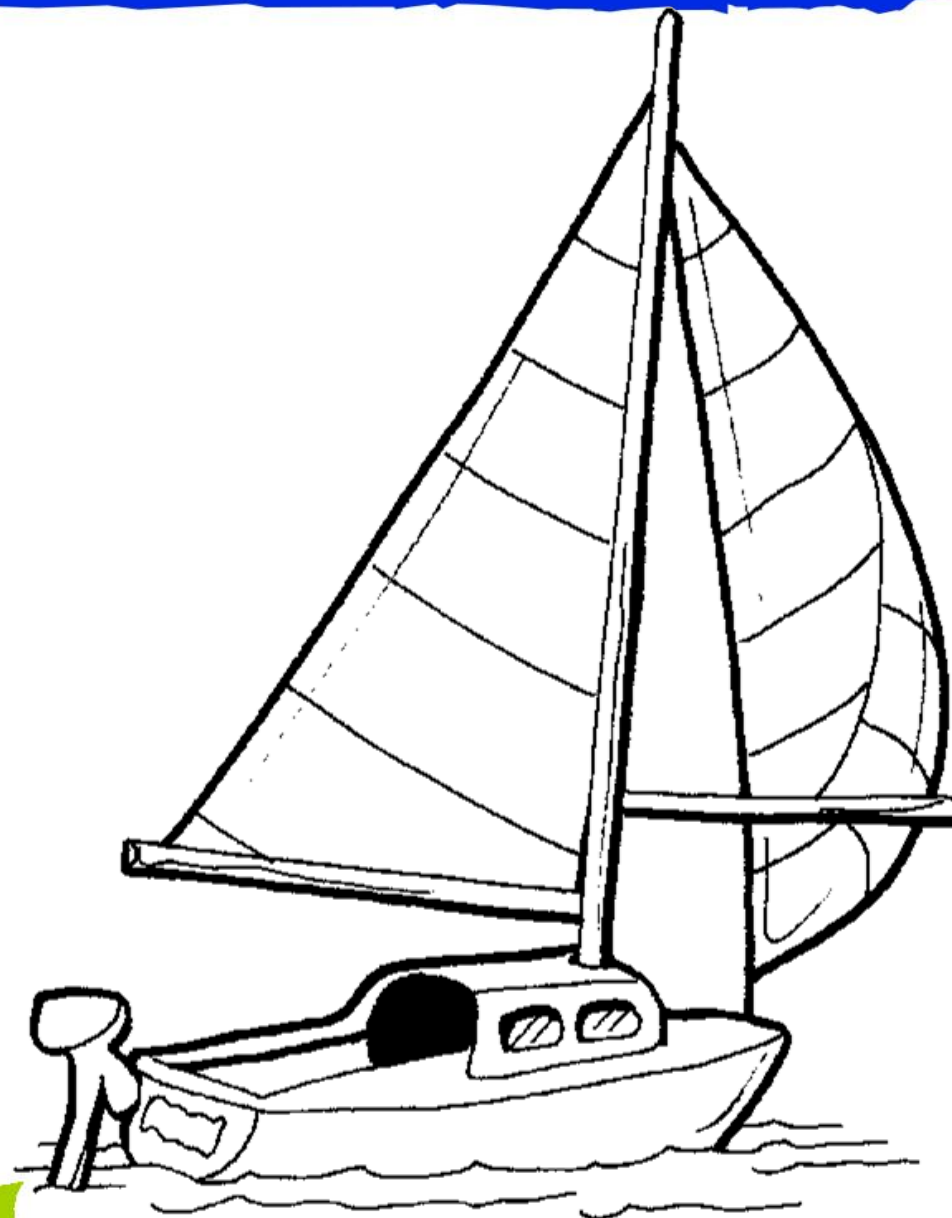
YOUTH PROGRAMME



**Imagine you could design
your own sails? Well now
you can!**

Do you know which side is port
and which is starboard in this
picture?

Can you point out the mast?



SEA SCOUTING



The environment

Aim: Learn why you should respect your environment

The most important things for a Beaver to know about the marine environment are:

- You never do any harm, as this may affect living things
- You should to take only photographs and leave only memories (not the leftovers of your lunch!)
- All living things are connected and you should try to understand how
- The marine environment is very special and there is a lot to learn!

This task introduces some of the things that will be important when discussing the marine environment with Beaver Scouts

Environment Bingo

Get another Beaver Scout to sign the boxes below.
First one complete wins!

A beaver with a recycling bin	A beaver with a compost heap	A beaver who has been to the beach
A Beaver who has been to a river	A Beaver who can name 3 fish	A Beaver who has built a sandcastle
A Beaver who has been on a boat	A Beaver who can swim	A Beaver who has worn a lifejacket
A Beaver who can spell "environment"	A Beaver who has heard of Leave No Trace	A Beaver who has a camera
A Beaver with a pet	A Beaver who has been fishing	A Beaver who collects shells
A Beaver who has touched seaweed	A Beaver who has been to a lake	A Beaver who has made a packed lunch



Task: Sit in a circle and think about all of the items by the waterside that you know. You might think about:

- River animals
- Types of fish
- Types of seaweed
- Types of shell
- Types of seabird



Game: In the river, on the bank

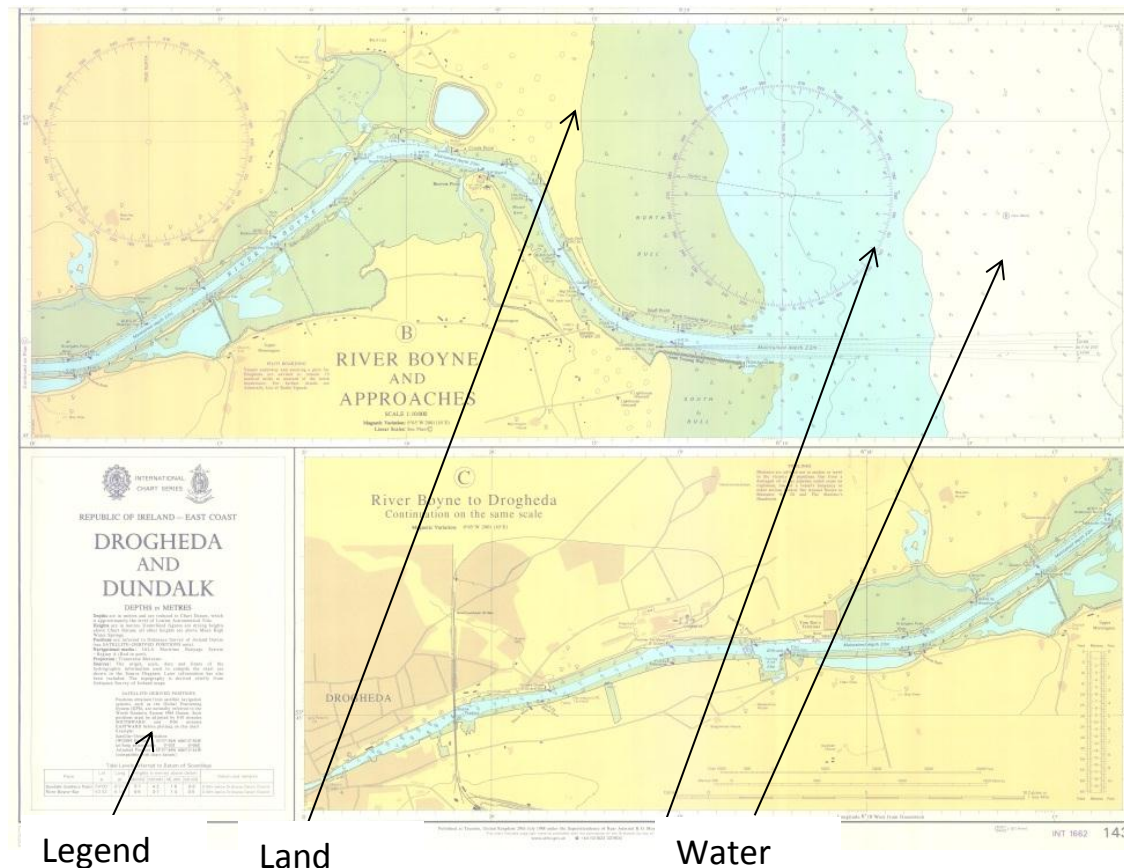
Put a rope along the middle of the room. One side is *on the bank*, the other side is *in the river*. When the activity leader (Beaver Scout or Scouter) says “on the bank”, all Beavers should jump to that side. If s/he say “in the river”, all Beavers should jump to that side. If a Beaver is on the incorrect side, s/he is eliminated.

What is a chart?

A chart is like a map which shows you really important information for going on the water.

A chart helps you with lots of information but some of the things it shows you are:

- It shows how deep the water is
- It shows any obstacles in the water
- It allows you to figure out where North is

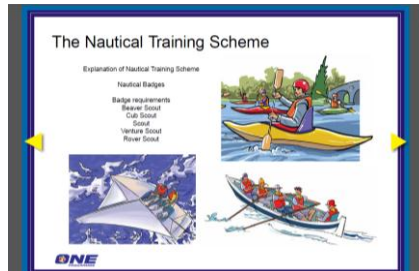


Ask someone to bring a chart to your meeting and show you your locality or an area which many of your Beavers might be familiar with!

Task: Draw your own chart (not a picture!).

Include land, a beach, deep water, shallow water, an island, a lighthouse, and a compass rose (to show which way is North)

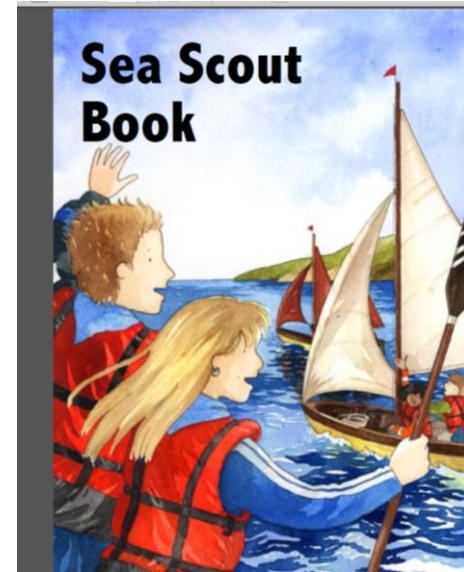
Additional Resources



Nautical Training Scheme overview document



Nautical Training Scheme Beaver _section document



Sea Scout Book



National Water Activities Centre rope- work book

Just click on any of these documents to be brought to the full booklet!

