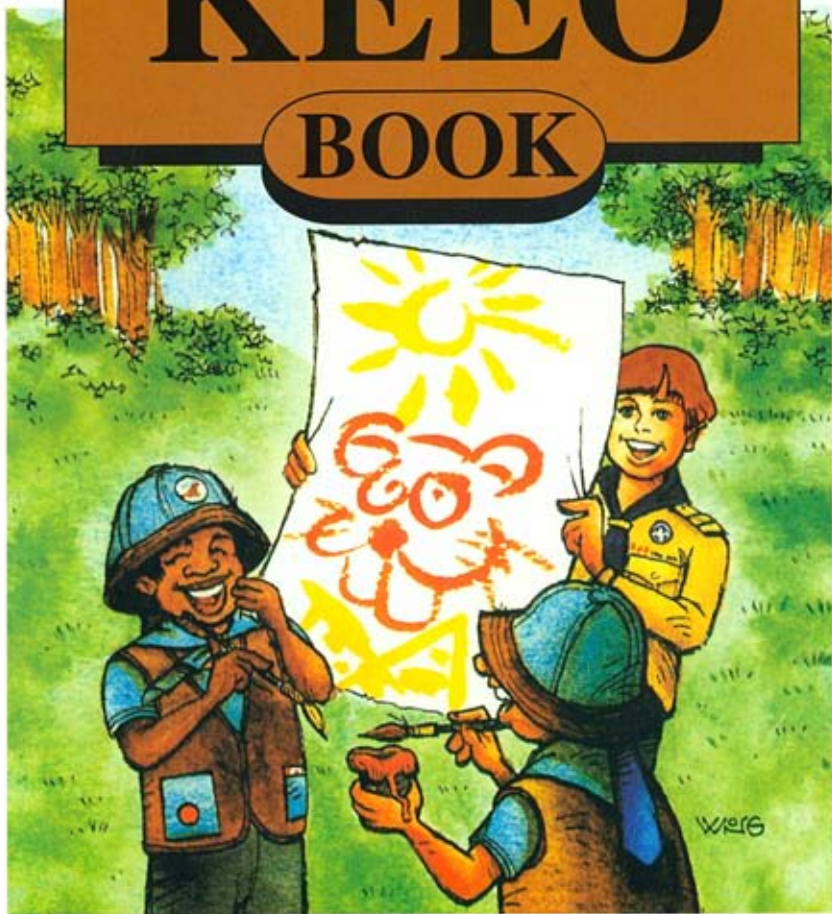


\$4.99

THE KEEO BOOK



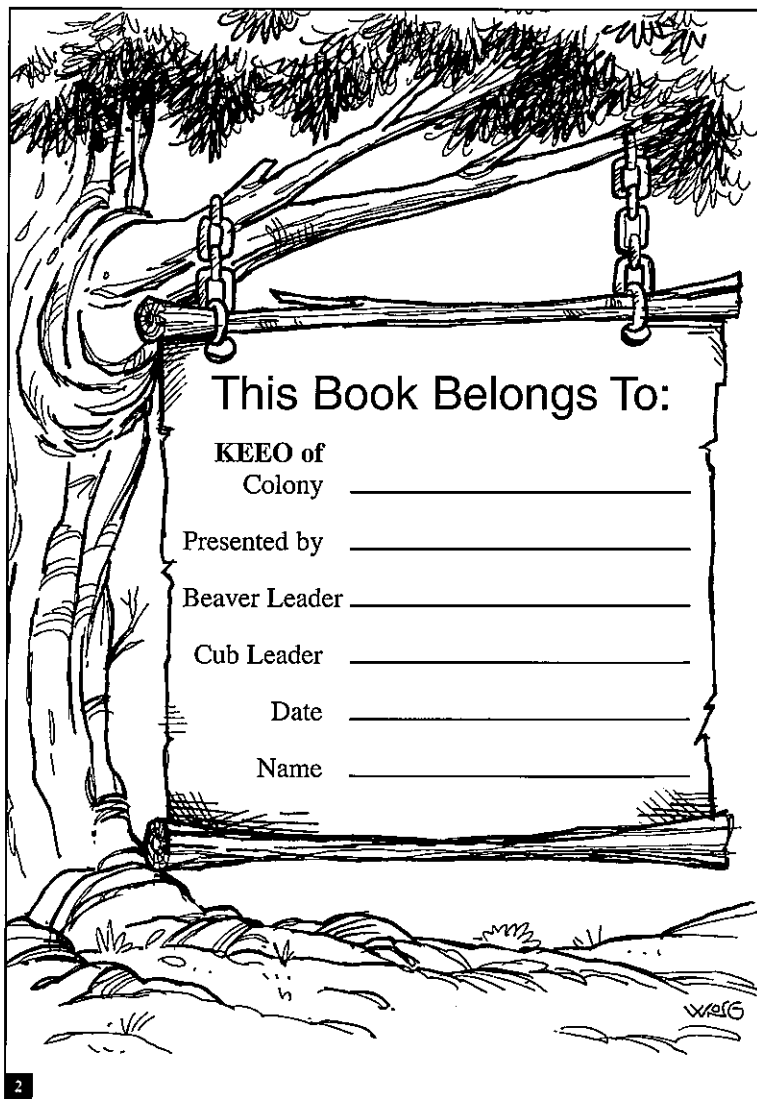
Welcome

to



the World of
Beavering

www.scouts.ca



Notes

The night I joined the colony...

Date _____

Number of Beavers _____

Number of Leaders _____

Leaders' Names, Telephone numbers,
and Email Addresses

Beaver Talk

- Colony** - The whole group of Beavers (like the pack in Cubs).
- Pond** - Where the Beaver colony meets.
- Kit** - In nature, a growing Beaver: in the program, a child who has not been invested.
- Eager Beaver** - A Beaver who has learned his Law and Promise and has been invested.
- Beaver Salute** - Like the Cub salute, but with bent fingers to represent the two front teeth of a beaver.
- Tail Slap** - Name of the opening ceremony: the action of clapping the hands behind the back.
- Feeding the Beaver** - The act of collecting dues.
- River Banks** - Formation of Beavers standing in two wavy lines about three feet apart.
- Dam Formation** - Circle formation.
- Chopping Position** - A squat with elbows on knees and both hands making a Beaver salute.
- Beaver Position** - Seated cross-legged on the floor.
- Investing** - The ceremony in which a Kit is invested and becomes an Eager Beaver.
- Tail Celebration** - The meeting at which the colony officially recognizes that all Beavers have grown older.
- Grand Tail Slap** - Seated cross-legged on the floor, raising the right hand above the head and bringing it down to slap the floor.
- Swimming-up** - The ceremony in which the older Beavers are transferred to the Wolf Cub program.

Dear Keeo,

*This book is for you - to help you understand **WHO** you are, **WHERE** you came from, **WHY** you are here, and **WHAT** your job is in the colony.*

You have been especially picked by Akela and the Beaver leaders to help in the colony.

This is really an honour and means you have a lot of people depending on you to do a good job - your pack Scouter, the Beaver leaders and the Beavers themselves.

You will be an example to the Beavers as they look forward to the day they become Cubs, so "DO YOUR BEST".

Read through, enjoy it and, above all, have fun with the Beavers.

Sincerely,
Big Brown Beaver



About Beavers

Before I tell you what your job is, you should know what Beavers are and where they come from.

Beavers is the youngest section of Scouts Canada. They are young children who are willing to live by the principles that all Scouting programs share.

Since the start of Beavers in Winnipeg in 1974, the program has become very popular for young children.

Beavers are 5 to 7 year old children who meet weekly. They work and play in large and small groups called colonies and lodges where they learn how to share, to cooperate and to be part of a team. Through their activities, they learn about nature, playing together, being creative and loving God. They do crafts, sing songs, enjoy stories and explore the outdoors.



Like Cubs, Beavers have to learn a Law and Promise before they can be invested.

The Beaver Law is:

“A Beaver has fun, works hard, and helps family and friends.”

The Beaver Promise is:

“I promise to love God and to help take care of the world.”

The Beaver Motto is:

“Sharing, Sharing, Sharing.”

When you first come into the colony, you will notice that Beavers wear different coloured tails on the backs of their hats. The different colours mean different ages. The Beavers make these tails themselves, with help where needed, and only wear one tail at a time.

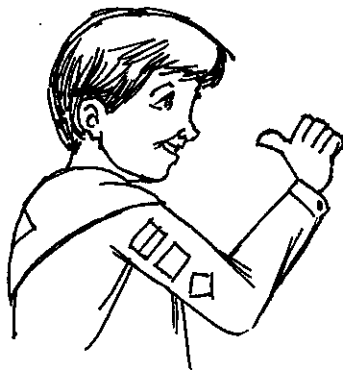


Where?

As you know, the Cub program is based on "*THE JUNGLE BOOK*", written by Rudyard Kipling. In Beavers, the program comes from the story "*FRIENDS OF THE FOREST*". This is an important book that every Keo should read. It will help you understand how the leaders got their names. Learn how Keo turned silver and was suddenly able to speak!

In true life, you become the contact between the Beavers and their leaders, as well as between the colony and pack. Much the same as Keo does in "*FRIENDS OF THE FOREST*".

To show your special position with the colony, you may wear a silver neckerchief with a Keo badge on the point. You will wear this special neckerchief instead of your own pack neckerchief only for colony activities.



Once you have read chapters Four and Five of "*FRIENDS OF THE FOREST*" think of some different ways to get this story across to the Beavers. Write down some of your ideas.

Every once in a while, ask the leaders to let you tell a story to some of the Beavers. Ask the Beavers what other kinds of stories they would like to hear. Write down their ideas to use in the future. You'll find more about stories on page 18.

Why?

The main reason you are here is to help both the Beavers and the leaders.

As Keeo, you have a chance to work with a team of adults in planning programs. They will ask you to let them know what kinds of things the Beavers like to do and see.

Because you are closer to Beaver age than the other leaders, you are more likely to know what the Beavers like and dislike.

When you learn what the Beavers like and what they want to do, share the ideas with the leaders. It will help them plan programs for the colony.

How about keeping a list of things the Beavers tell you? Get them talking and see what they come up with in the way of things to do or see, places to go and games they like to play.



Write down the things they don't like, too. Let the leaders know these things to help them with the planning.

Things Beavers Like:

Things Beavers Don't Like:

What is my job?

This is probably the longest chapter to get through, but stick with it. You may find some things are repeated. If they are, it's because they are important.

Sharing is the Beaver Motto, and that's the first thing you'll be doing. You'll also work with leaders planning activities, counselling Beavers and helping run the program and activities.

You'll go through all of these things bit by bit.



Sharing

As Keeco, you will be sharing yourself with your Cub pack, the Beaver leaders and the Beavers themselves.

To share with the pack, let Akela know what is going on - how many Beavers may be swimming up to Cubs, or how you are making out as Keeco. Suggest some visits of Beavers with Cubs with Beavers, and help with the planning.

To share with the Beaver leaders, let them know what goes on in the pack. Maybe the Cubs are planning an outing or some other event the colony might like to join. And, as we said before, tell the leaders what you hear from the Beavers.

To share with the Beavers themselves, be ready to listen to them, and be prepared to pass along your knowledge, skills and experience.



Planning

For you as Keeco, a most important part in planning will be to talk to the leaders about the things you learn from beavers.

As Keeco, you will be a member of the colony leadership team. You will help make some decisions about activities the Beavers will do. You will also help to run and supervise these activities.

There are two reasons for this:

1. Not long ago, you were Beaver age. You remember things you liked to do.
2. You hear from the Beavers themselves what they like and don't like.

Each leader, including you, will have some duties and jobs to do. Know what your responsibilities will be before each meeting, and come prepared to do your best.



Activities

Several things fall under this title: games, crafts, outings, stories.

Can you think of some more?

These activities are important because they give Beavers many chances to:

- have fun with their friends.
- learn to do new things.
- feel good about themselves.

Remember that 5 year old Beavers may not be too good at doing things with their hands but, by the time they reach 7, you will see they have become much better coordinated. It is also hard for young Kits to pay much attention to one thing for a long time. By the time they become Busy Beavers, they are able to concentrate for a bit longer, but they still will get bored and restless more quickly than you. Keep this in mind when you are looking for program ideas.

Games

It's a good idea for you to start a games book to keep track of:

- games the Beavers like
- games they don't enjoy
- the kinds of games they seem to like best
- short games you can play on the spur of the moment

Here are some things to remember:

1. Beaver games are played for fun, not competition.
2. Games stop being fun if you play them too long.
Two or three short games are better than one that goes on and on.
2. Try to save all the favourite pack games for when the Beavers become Cubs. Choose different games to play in the colony.

Ask the other colony leaders for ideas and books with games in them. Check magazines and libraries.

Favourite Games

Where to Find Them

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Crafts

You can be a big help in crafts, especially with the younger Beavers. If you see something you think the Beavers can make, write down the idea. Perhaps you can try the craft at home yourself. If it works, show the leaders what you've made.

Ask the other Beaver leaders for ideas and books on crafts. Check children's magazines, the Canadian Leader magazine, Scouts Canada Program Builder CD rom, www.scouts.ca, and the library.

Craft Ideas

Where to Find Them

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



Storytelling/Playacting

Beavers love stories. They love to play parts in a story, or to dress up and play-act, or to make crafts about a story. They even love to tell stories and are quite pleased when they are asked to tell one they know by heart.

Once you have read "Friends of the Forest", try some others you think Beavers will like. You can find many in your school or town library. Ask your librarian to suggest books for Beaver age children. Look over magazines like "Ranger Rick" or "Chickadee". Ask other leaders for ideas, because they likely have a good list of books. Jot down some of the Beavers' favourite stories.

Name of Story

Where to Find It

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



Outdoors

To go on an outing means simply to go outdoors, perhaps on a walk in the park or somewhere else outside the meeting place. You won't be expected to take the Beavers out on your own, but you may be asked to do something with one group while the leaders are busy with the others.

List some places the Beavers would like to go and some things they'd like to see.



Music

Most Beavers love songs, and it's fun to sing. Music can express how you feel, let off steam or make you happy to be together with your friends.

In Beavers, music is used to:

- teach simple songs and new ideas;
- develop a sense of rhythm and timing;
- encourage doing things as a group.

With Beavers, music is best when it's simple and easy to learn and sing. The Beavers like action songs, too, and it's a lot of fun when they make a rhythm band from odds and ends and use their instruments to keep time to music.

Check with the other leaders for ideas and books. Look in libraries, listen to children's records and ask some of your friends what songs they sing with their families.

Name of Song

Where to Find It

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Gathering Activities

Before meetings, or just before doing something together as a colony, Beavers are often busy and spread out all over the meeting hall or field. To bring them all together and get them ready to do something different is an important job which the leader may give you to do.

Beavers love to play together, and gathering is like a warm-up exercise. When you use a short quiet game or an action song as a gathering activity, you catch their attention and bring them together in one place. Then you can begin opening ceremonies, collect dues, start a new activity or give important messages.

You can use songs, stories or games to help Beavers gather together. Keep them short, though - about five minutes.

Jot down a few gathering ideas you can use.

Meetings

All the kinds of activities we have just described can fit into a Beaver program. For example, each colony meeting often includes the activities in this timetable, although they might not happen in the order we've shown.

TIME (Minutes)	ACTIVITY
10	Gathering Activity Attendance
10	Opening Ceremony Feed the Beaver
10	Active Game
20-30	Craft, Playacting or other activity. Instruction period if needed.
5	Song/Story
5	Closing Ceremony Closing Thoughts or Prayer Announcements

We've told you where to find many ideas, but you can find others by simply looking and listening. When you are out with any group, keep your eyes and ears open for new activities that your Beavers might enjoy.

Fellowship

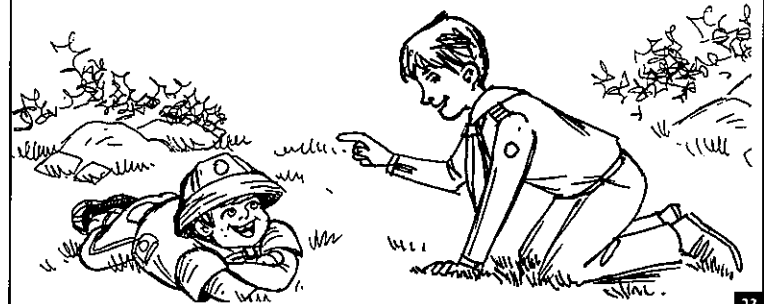
One meaning of fellowship is to help others by talking things over.

That may sound like a pretty grown up job but, because you were Beaver age not too long ago, you can be quite helpful.

Sometimes a Beaver who is bothered by something will talk to Keo about it, rather than to a leader.

Maybe you would like to jot down some of the things Beavers have told you they are bothered or worried about. Later, talk about these things with one of the leaders.

Things I need to talk about with other colony leaders:



Helping

In Scouting, helping is important enough to be part of the Promise in every section.

There are so many ways to be helpful, I'm sure you can quickly make up your own list.

Here are a few ideas to get you started:

- help with the new Beaver, the older Beaver, the shy Beaver and the Beaver who finds it hard to do some things quickly;
- help prepare equipment for games, crafts and other activities;
- help set up before the meeting and tidy up after the meeting.

After learning the Beaver Law, Promise and Ceremonies yourself, you can help teach them to a new Kit.

You can be a great help with the older Beavers who are almost ready to go up to Cubs. Remember that Keeo does not teach these Beavers the Cub Promise and Law. This important job belongs to the Akela of the Cub pack.

What you can do is show the Beavers how exciting it is to be a Cub so that they are eager to join the pack. They will look up to you, so be a good example for them.

Some children are shy. Show a shy Beaver you like talking to him/her. You can make him/her feel good just by being there and giving him/her a pat on the back once in awhile.

When a Beaver is finding something hard to do, give him/her a hand. Help him/her keep up with the others so they don't fall behind. Falling behind can be frustrating for a Beaver so keep your eyes open for Beavers that need some extra help.

The important thing is to keep on the lookout for ways you can be helpful to Beavers and leaders. By doing this, you will be a valuable member of the team.



Ceremonies

Because we mentioned ceremonies before, you probably realize that, like the pack, the colony has a number of ceremonies.

At each meeting there are three ceremonies.

1. The Tail Slap (opening ceremony)
2. Feeding the Beaver (collecting dues)
3. Lodging (closing ceremony)

There are three others for special occasions.

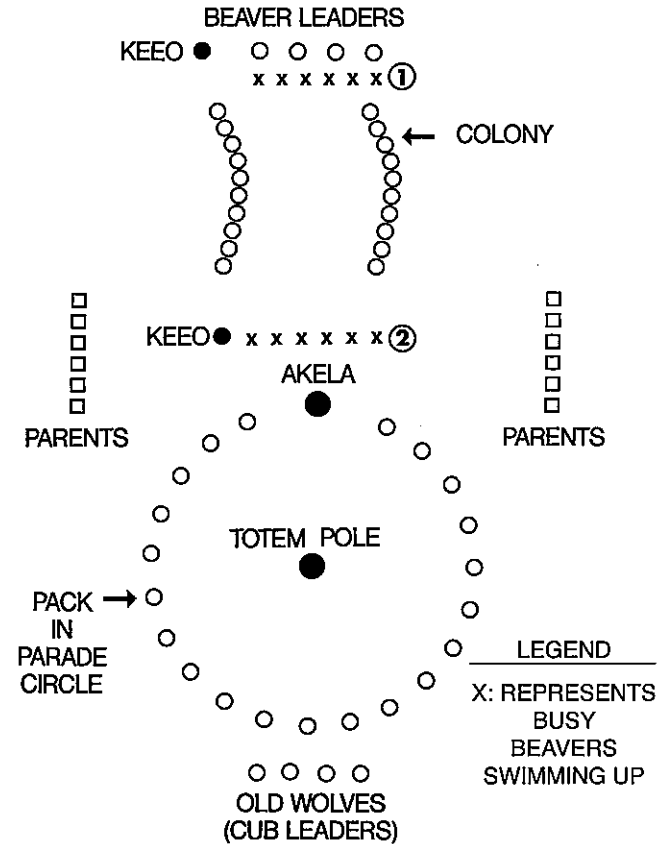
1. The Investiture Ceremony
2. The Tail Celebration (changing tails)
3. The Swimming-Up Ceremony (for Beavers going up to Cubs)

Like the other leaders, you will take part in all the ceremonies but, in the Swimming-Up Ceremony, you have a special part.

After the Beaver leader has spoken to the Beavers and they have repeated the Beaver Promise for the last time, you guide them up the river to the Cub pack. You have them face Akela and the pack, and the ceremony continues. When they have finally been put into their sixes, the pack welcomes them with a Grand Howl and, it's possible that you, Keeco, will be asked to lead it.

Ask the other colony leaders to tell you more about all the Beaver ceremonies.

SWIMMING-UP CEREMONY



Keo & Cubbing

We talked about helping the Beavers, but we didn't say very much about how you can help them learn about Cubs. In this case, you'll be working with the older Beavers. They want to be Cubs and they'll look to you as an example.

Representing your Cub pack is a very important job. You'll want to set a good example and make sure your uniform is neat and tidy. Because you like Cubs, you can make Cubbing a fun thing for Beavers to look forward to.



Share your colony experiences with your Cub pack and share some of the things that happen in Cubbing with the colony. Try to think of activities Cubs and Beavers can do together.

Some of the skills you've learned as a Cub will be useful to you in the colony. And don't be surprised if you learn something in Beavers that might be useful in the pack.

Work at it, and have fun.



Dear Keoo,

And so we come to the final Keoo Chat. I hope you have been able to learn something from the thoughts I've shared with you.

Remember that being a Keoo is a special experience not every Cub can have. "DO YOUR BEST".

- *Enjoy it.*
- *Give the best help you can to both leaders and Beavers.*
- *Be a credit to the Cub leader who chose you and the Beaver leader who accepted you.*
- *Share yourself with the Beavers.*
- *If, at times, you find the Beavers a little much, think back and be patient. Remember you were their age not very long ago, and did the same kind of things.*

The most important thing to remember is that first and foremost, you are a Cub.

To be a Keoo, you have to be a Cub. Don't forget Akela and the pack.

*Have a happy experience with Beavering and **GOOD HUNTING!***



Big Brown Beaver



Autographs

Beavers and leaders who were in my colony when I was Keoo.



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