



Beaver Bus Guide



Here's a guide for Beavers scouts riding a school bus:

1. **Safety First:** Emphasize the importance of staying seated while the bus is in motion. Remind them to keep aisles clear and not to distract the driver.
2. **Buddy System:** Encourage Beavers to sit with a buddy and look out for each other during the ride.
3. **Listen to the Driver:** Instruct them to follow any instructions given by the bus driver promptly and respectfully.
4. **Emergency Procedures:** Brief them on what to do in case of emergencies, such as how to exit the bus safely and who to contact for help.
5. **Respectful Behaviour:** Remind Beavers to be considerate of other passengers and to avoid loud noises or disruptive behaviour.
6. **Seat Belts:** If the bus is equipped with seat belts, ensure they are worn properly at all times.
7. **Personal Belongings:** Encourage Beavers to keep their belongings tidy and out of the aisles to prevent tripping hazards.
8. **Arrival and Departure:** Stress the importance of being on time for pick-up and drop-off to avoid delaying the bus schedule.
9. **Appreciation:** Teach Beavers to thank the bus driver for their service at the end of the ride.
10. **Review:** Periodically review bus safety rules to reinforce good habits and address any concerns or questions.

By following these guidelines, Beavers scouts can have a safe and enjoyable experience while riding the school bus.



Playing games on a school bus with Beavers can be a fun way to pass the time. Here are some games they might enjoy:

I Spy: One child picks an object they see on the bus and says, “I spy with my little eye, something [colour/shape/description].” The other children take turns guessing what it is.

20 Questions: One child thinks of an object, and the other children take turns asking yes or no questions to guess what it is. They have up to 20 questions to figure it out.

License Plate Game: Kids try to spot license plates from different states or countries. They can keep track of how many they find and see who finds the most by the end of the trip.

Animal Alphabet Game: Starting with the letter “A,” kids take turns naming animals in alphabetical order (e.g., ant, bear, cat, etc.). They try to get through the entire alphabet before reaching their destination.

Sing-along: Lead the kids in singing popular children’s songs or nursery rhymes. Encourage participation by clapping, stomping, or doing hand motions along with the songs.

Storytelling: Start a story and let each child add a sentence or two to continue the plot. It can lead to silly and imaginative tales that keep everyone entertained.

Memory Game: One child starts by saying, “I’m going on a trip, and I’m bringing [an item that starts with the letter A].” The next child repeats the sentence, adds another item that starts with the letter B, and so on. Each child must remember all the previous items and add a new one.

Simon Says: Play a game of Simon Says, where one child gives commands (e.g., “Simon says touch your nose”) and the others must only follow the commands preceded by “Simon says.” If they follow a command without “Simon says,” they’re out.

These games are not only entertaining but also help develop children’s cognitive skills, creativity, and social interaction.





Things to highlight about the event.

- 📌 **Over 500 Beaver friends coming to the event.. And over 200 Scouters and Adults!**
- 📌 **The virtual campfire is hosted around the Country! 10,000 beavers are joining in!**
- 📌 **Our song for the campfire is “Herman the Worm’n”**
- 📌 **You will get to go through some fun activity stations. Playing games like; Floor is Laval, Sponge Dodge, Candle blowout, Octopus Tag and more!!**
- 📌 **We get to take a group photo at a special spot, with a banner!**
- 📌 **We get special loot bags at the end of the event!**

Our song for the Campfire!

Herman the Worm'n (action song)

Sitting on a fence post,
Chewing my bubble gum. (As if smacking your lips. Four times.)
Playing with my yoyo. (Woo-woo)
When along came Herman the Wormin'
And he was this big. (Slow the tempo with "this big". Demonstrate how big as if by holding up your hands as if you'd just caught a small fish.)
And I said, "Herman! What happened?"
And he said, "I ate a beaver."

Each verse, Herman gets bigger. . .

I ate a Cub
I ate a Scout
I ate a Venturer
I ate a Rover
I ate a Scouter

For the last verse, Herman is tiny again. .
And I said, "Herman! What happened?" And he said, "I burped."