

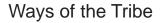
What's the big idea

This adventure is all about racing and competition. Ideally with chariots but more than likely with trek carts and go karts. It is a two fold adventure the building of the 'kart/chariot' and then the racing of the karts. The honour of every Lodge is at stake, so all Beaver Scouts are involved. Symbols, Lodge colours and general decoration of karts is also important. This might be a good adventure to do with another Colony to provide enough karts to race against and provide some real competition. Don't forget trophies and medals.

The 'tribe' does not live in isolation, other tribes within the clan live in the surrounding lands. Inter - tribal rivalry is always present in a friendly way and throughout the year at festival times, tests and feats of strength and special competitions are held among the warriors of each tribe.



Chariot Racing





Ideas on what to do

Plan

Try linking a Lodge up with a Patrol in the Scout Section so that they build a trek kart together. Before starting the activity the two groups need to meet and get to know each other. Inviting the Patrol down to a meeting is the best way to do this.

Do

A trek kart is a simple kart that is pulled along by people. A trek kart is essentially made up of an axle, two bicycle wheels, a wooden box and a few nut and bolts. The Scout section have plans for one. The main job for the Beaver Scouts is to assemble one and then have some fun with it like racing other trek carts.

Review

Let the Patrol Leader have a chat with the Beavers to see how they got on and what they would like to do differently. It would be advisable that if there are suggestions on how to run it better that the activity is done again so that Beaver Scouts know that they are listened to.

Comments

If it is not possible to get an older Section then the chariots can be toy cars on a set track that the Beavers design.

Resources

An Older Section like the Scouts. Trek Cart. Trek cart plans

