



Help develop well-rounded youth, better prepared for success in the world.

Youth Program Activity Ideas for Open Houses

Mini Activities that relate to each of the 6 Beaver Scouting Program Areas:



Ringtail's Hollow
(Environment & Outdoors)



Red Flower Camp
(Outdoors)



Bagheera's Hunting Ground
(Environment)

Environment & Outdoors Recycling Game

Objective:

Sort items into the correct bins
(Recycling, Compost, Garbage) as
quickly and accurately as possible.

How to Play:

- Pick up an item.
- Decide which bin it belongs in.
- Place it in the correct bin.
- Continue until all items are sorted.
- Check answers and discuss any mistakes.



Malak's Maple (Leadership)



Council Rock (Leadership)

Leadership Rubber Band Cup Stacking Challenge

Objective:

Work as a team to stack plastic cups
using a rubber band tool.

How to Play:

- Each player holds the end of a string.
- Stretch the rubber band by pulling the strings.
- Place it around a cup and release to grip the cup.
- Move and stack the cup onto another one.
- Continue until all cups are stacked.



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Active & Healthy Living Obstacle Course



Rusty's Meadow
(Active & Healthy Living)



The Swinging Bridge
(Active & Healthy Living)

Objective:

Create and participate in an obstacle course using the supplies provided to get everyone moving.

How to Play:

1. **Set Up:** Use the cones, hula hoops, and beanbags to create the course.
2. **Decide Rules:** Determine how each team will navigate the course.
3. **Relay Race:** Each player takes a turn, tagging the next teammate.
4. **Win:** The first team to finish wins!



Big Brown Beaver's Lodge
(Citizenship)



Elephant Turf (Citizenship)

Citizenship

Canadian Symbols Matching Game

Objective:

Match the cards of Canadian symbols.

How to Play:

1. Pick a card.
2. Find the matching card.
3. Place them together.
4. Repeat until all matches are found.
5. (Optional) Time yourself and try to improve your speed.



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Rascal's River
(Creative Expression)



Monkey City
(Creative Expression)

Creative Expression Marshmallow Catapults

Objective:

Build and test a mini catapult to launch marshmallows at targets.

How to Play:

1. Use popsicle sticks, rubber bands, and a spoon to build a simple catapult.
2. Place a marshmallow in the spoon.
3. Press down and release to launch.
4. Aim for the targets and adjust as needed.



Rainbow's Reflections
(Beliefs & Values)



Baloo's Cave
(Beliefs & Values)

Beliefs & Values Gratitude Wall

Objective:

Write or draw something you're grateful for and add it to a display wall.

How to Play:

- Write or draw something you're grateful for.
- Stick it on the wall.
- Read others' notes for inspiration.



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Building First Aid Kits

Supplies Needed: Tupperware containers (to hold kit contents); Band-Aids, antiseptic wipes, emergency blankets, Slips of paper (for emergency notes or contacts), Scouts Canada keychain flashlights, permanent markers, stickers (for kit decoration, minor injury comfort or giveaways).

How to Run the Activity: Have Senior Youth like Scouts or Venturers to run the activity station. Set up two tables and lay out the supplies. Have a couple of pre-built First Aid Kits as examples which the Station runners can show and explain. Have the youth start by using the permanent markers to write their names on the lids of their kits. Have them add one of each supply before tightening the lids of their kits. Invite them to use the stickers and markers to decorate and personalize their kits. They can take their kits home with them when leaving the open house.

Safety Moment: Tell youth about “Safety Moments” in Scouting and that we do them before all Scouting activities to prevent any potential injuries before they happen!

Team Building Style Quick Mini Games

The Human Knot

Supplies Needed: None

How to Run the Activity: Have everyone stand in a big circle facing inward, stretches their arms out in front of them, crosses their stretched arms one over the other, walks towards the center of the circle randomly grabbing the hands of two different people without uncrossing their arms. Once each person is holding two different peoples’ hands (without anyone letting go), have the group try to untangle the “Human Knot” until everyone is standing in one big circle again, holding hands this time!

Safety Moment: Remind the youth to be mindful about holding hands firmly but not in a painful way. Remind the youth to use their words to communicate.

Hula Hoop Chain

Supplies Needed: 1-2 regular-sized hula hoops

How to Run the Activity: Have everyone stand in a big circle facing inward and holding hands. Break one of the sets of holding hands and place the hula hoop on one of the youth’s arms before getting them to hold hands again. Explain that their objective is to send the hoop around the circle without breaking the chain until it is back at the starting point. To increase the difficulty level, time them during round two. You can also send two hoops in opposite directions and make it a race.

Safety Moment: Remind youth to not pull on the hula hoop, especially when around other people’s necks as this may hurt someone.



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Tin Toe

Supplies Needed: 2 large emptied out tins

How to Run the Activity: Have everyone sitting on the ground in a big circle facing inward. Place one of the tins on the toe of the shoe of one of the youth. Explain that the objective of the game is to pass the tin can (from toe to toe) around the circle without it falling off any feet. To increase the difficulty level, time them during round two. You can also send two tin cans in opposite directions to make it a race.

Safety Moment: Be sure to ensure that the empty tin can does not have any sharp edges.

Log Jam

Supplies Needed: A long log, a bench or some masking tape to form a line on the ground.

How to Run the Activity: Have the youth stand along the log facing you. Let them know that the grass/floor is now lava and if they fall off, they are out. Explain that their objective is to rearrange themselves along the line from tallest to shortest person. To increase the difficulty level, tell them that they may not communicate using words and have them rearrange themselves by birthday from oldest to youngest (year, month and day).

Safety Moment: If standing on a log, bench or other elevated apparatus, remind the youth to practice safety and to not push or pull one another off as this may cause injury.

Moon Ball

Supplies Needed: 1 Beachball

How to Run the Activity: Have everyone stand in a big circle facing inward. Explain that their objective is to “volley” (set/hit) the Moonball 10 times to keep it up as a group with no double-hits and without it hitting the grass/ground. To increase the difficulty level, increase the number of required volleys to 20, 30, 40 or 50 times.

Safety Moment: Encourage the youth to work together as a team and let the closest person to the ball volley it. Remind the youth to practice patience and emotional safety, no matter how frustrating the game can be when the ball falls.

Group Numbers Count To 20

Supplies Needed: None

How to Run the Activity: Have everyone standing or sitting on the ground in a big circle facing inward. Explain that the objective of the challenge is to count to 20 as a group with only one person allowed to say a number at a time. No back-and-forth patterns can be formed, and the counting can not go around the circle from neighbour to neighbour. Everyone must close their eyes and look down. If two or more youth say the same number at a time, the game automatically resets back to “1”. Getting to 20 is typically quite the challenge, but this number can be increased to raise the level of difficulty.

Safety Moment: Remind the youth to practice patience and emotional safety, no matter how frustrating the game can be when more than one person calls out a number at the same time.



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Human Group Chair

Supplies Needed: None

How to Run the Activity: Have everyone stand in a big circle facing one direction with hands on the shoulders of the person in front of them (like a choo-choo train). Have them take side-steps inward until there are no gaps between each person and they shouldn't be able to step inward anymore. Explain that everyone will all be sitting down on the knees of the person behind them at the count of three. Explain that in order for this to work, every single person needs to sit at the exact same time and actually sit (as opposed to holding themselves up). Count, "1-2-3-SIT!" and remind everyone to sit right down.

Safety Moment: Remind the youth to trust each other and to be trustworthy. Remind the youth to follow the commands closely and to not fall over on purpose to break the chain or pretend to sit as this will weaken the human chair structure.

Get the Bacon

Supplies Needed: One easy-to-grab item as the "bacon" (this can be a stuffy, a small towel, a small cone, etc. Avoid using something round that can roll.)

How to Run the Activity: Split the youth into two even teams, each with an opponent of similar height. If there are odd numbers, one youth can be named the "caller". Have the two youth teams stand in two lines (each youth facing their opponent) approximately 10 feet apart from the other line. Assign each pairing a number starting from 1 up to how many ever pairs of opponents there are (there should be two 1s facing each other, two 2s, two 3s and so forth). Place the "bacon" at the center evenly between the two lines. Explain that the objective is for the youth to remember their assigned number and to only act when their number is called randomly by the caller. When a number is called by the caller, the two youth with that assigned number must try to grab the "bacon" from the center and bring it back to their team's line without their opponent tagging them. If they get tagged, the point goes to the other team.

Safety Moment: Remind the youth that when running to pick up the "bacon", attempting to tag the opponent, and running back to their team's line to be mindful of tripping, falling and injuring themselves or others. Remind them to practice honesty and fairness when it comes to who grabbed the "bacon" first and if they made it back to the team line before being tagged.

Salt and Pepper (Approx. 10–30 mins)

Supplies Needed: Index cards, pens and tape

How to Run the Activity: Come up with items that come in a pair, such as salt and pepper, Sonny and Cher, or peanut butter and jelly. Write one item on each index card and tape the index cards to the players' backs. Team members have to go around the room and ask each other questions to figure out where the other half of their pair is. As they ask people questions, they must figure out what their index card is by guessing from clues. An even number works best for this game.

Benefits: Communication skills, problem-solving



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Weekend in a Word (Approx. 3–15 mins. About one minute per team member)

Supplies Needed: None

How to Run the Activity: Each team member shares how their weekend was in one word. They can't use the same word that someone else used. You can have them give their words in alphabetical order (ex. 1st youth uses an "A" adjective, 2nd youth uses a "B" adjective, etc.)

Benefits: Build relationship, communication skills

Team Playlist (Approx. 5–10 mins)

Supplies Needed: A YouTube/Spotify/Apple Music account and a phone.

How to Run the Activity: Allow team members the chance to create a Scouts appropriate music playlist together that best describes their team. Depending on how many teammates are contributing, each person can add two or three songs to the playlist. Freeze dance can be played to randomized team playlist songs.

Benefits: Builds relationship and camaraderie

Roses and Thorns (Approx. 10–15 mins)

Supplies Needed: Nothing

How to Run the Activity: Each person has 1-2 minutes to share their "roses" (good things that have happened that day or week) and their "thorns" (difficult things that have happened during that day or week). Set the tone by limiting distractions such as phones.

Benefits: Builds relationship, trust, positivity, and communication skills

Copycat (Approx. 3–10 mins)

Supplies Needed: A deck of cards

How to Run the Activity: Pick out a suit from the deck of cards and have everyone draw a card from that suit. Whoever has the lowest card is the Guesser and has to leave the room. Everyone draws again once the guesser leaves the room, and whoever has the highest card is the Copycat. Everyone else in the room will secretly copy the patterns the Copycat does (touches their ear, coughs, pats their knees, scratches their head, etc.). Invite the Guesser back into the room and give them 3 chances to try to figure out who the Copycat is.

Benefits: Communication skills, teamwork, leadership, problem-solving

Helium Stick (Approx. 10–20 mins)

Supplies Needed: A lightweight stick of some kind (can use the handle of a broomstick)

How to Run the Activity: Line players up in two rows, closely facing each other and have each youth stick out their index fingers on both hands. Place the stick across their row of fingers and have them lower the stick to the ground. Everyone's fingers must always be touching the stick. If someone's finger isn't on the stick at any point, they must start over.

Benefits: Communication skills, teamwork, problem-solving

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