



Section	Beavers	Last Updated	31.5.2012
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Theme / Month		Length of Activity	40 mins
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Programme Zone	Global
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Title	Fishing in The Gambia
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Summary	A game which introduces Beavers to The Gambia and some of the challenges facing people living in Basse in the far east of the country.
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Details	<p><u>Resources:</u> Small items to represent 'fish': Could be beads, pens, fish-shaped bits of paper, anything that is small and easy to pick up and carry.</p> <p>A large square space (indoor or outdoor) where beavers can line up next to each other leaving enough space between them so they won't bump into each other.</p> <p>(A map of the Gambia)</p> <p><u>Preparation:</u> Identify a 'start line'. It needs to be long enough to allow beavers to line up side by side with space between each other.</p> <p>Identify a 'finish line', around 20 feet away.</p> <p>Spread out the 'fish' on the ground between the beavers and the finish line, with more fish available nearer to the beavers, and fewer towards the finish line.</p> <p><u>Activity:</u></p> <p>Optional: Gather the beavers around you and show them the map of the Gambia. Discuss where the Gambia is (west Africa), and point out significant elements on the map, I e coast line, the river, that it's a long odd shaped country.</p> <p>Tell beavers to line up along the finish line. If they can reach the person next to them they need to allow more space. Tell them that they are now lined up along the Gambian coast line. The sea is right behind them, and the country stretches out in front of them. Tell them that they are going to a place in the far east of the country called Basse. To get there, they have to cross the river several times. At the start of their journey, the river is wide so there's lots of fish – they should catch as much as they can along the way!</p>
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There are two ways in which they can move forward:

By ferry: two big steps forward

By jumping over the river: one big jump forward, with feet held together.

When they land, they must not move their feet but they are allowed to stretch the rest of their body to reach the fish.

Chance decides whether they move forwards by ferry or by jumping. Use phrases like this one at a time to let the beavers move forward:

'If you had cereal for breakfast you can take the ferry'

'If you have blue eyes you can take the ferry'

'If you have a little sister you can take the ferry'

'If you are wearing something blue you can take the ferry'.

If beavers disagree with the statements they have to jump instead. Allow them time between each statement to pick up any fish they can reach along the way.

The game has two winners: the beaver who reaches the finish line, Basse, first and the beaver who reaches Basse with the most fish.

Finish:

Ask the beavers where they caught the most fish, and why this is (in the beginning, as the river was wider and nearer to the sea). Ask them what this means for people who live in Basse (that they can't easily fish, and it's harder for them to get food. There aren't many other jobs available in Basse).

Tell them that this is one of the reasons why people in Basse are having a hard time. Many mums and dads are having such a hard time they can't look after their children. For those children, there is a place where they can get a new home: the SOS Children's Village. This is a place where 130 children are given new loving homes in the care of SOS mothers. There is also a primary school and a nursery.

See www.soschildrensvillages.org.uk/get-involved/help-children-in-the-gambia for more information.