



The 33<sup>rd</sup> Group  
Junior Leader Training Program  
And Checklist

Beaver Section

Name of Junior Leader: \_\_\_\_\_ Name of Trainer: \_\_\_\_\_

A. Knowledge of the Beaver Program

1. Know the Friends of the Forest Story and at least 5 characters in the Story.
2. In conjunction with the Leader in Charge, select and use a Forest name throughout the Beaver meetings.
3. Know the Beaver Law and Promise and Motto.
4. Have a copy of the scheduled Beaver Program for the year.
5. Have a copy of the member's list and telephone numbers.

B. Skills Development

1. Be able to conduct the Beaver Bank Opening and Closing ceremony.
2. Be able to lead a minimum of 4 games as a Game Leader.
3. Be able to conduct a minimum of 2 training sessions with topics assigned by the Leader in Charge. The training sessions will include proper research and preparation of training materials and handouts for the Beavers.
4. Knowledge and ability to lead 5 campfire songs.
5. Be able to teach a minimum of 2 handicrafts.

C. Resource Development

1. Have a copy (soft or hard copy) of Beaver Games book or similar books or materials.
2. Have a copy (soft or hard copy) of Campfire song book or similar books or materials.
3. Maintain a personal library or log book of resource materials.

#### D. Personal Development

1. Smart and proper uniform according to 33<sup>rd</sup> Group standard.
2. Always salute to other leaders.
3. Always aim for and working on achieving a higher standard in Duke of Edinburgh's Award, Queen's Venturer or Chief Scout Award.

#### E. Administration

1. Know the members personally.
2. Perform uniform check, including personal log and Beaver book.
3. Check member's attendance and follow up reasons for absence from meetings.
4. Collect return slips from own Lodge.
5. Update attendance chart after each meeting.
6. Maintain good order within the Lodges during meeting and discipline members when necessary.
7. Set an example for the members to follow.
8. Inform Leader in Charge when not being able to make it to the meeting.