

# ALL ABOARD THE BEAVERS RAILWAY!

Destinations and Destination Cards can be located at [H-265 ESU](#) in the explorer area under resources.

This can be linked with the following badges

- Teamwork  
Work with other Beaver Scouts to complete a challenge  
Be a leader in an activity
- Safety  
Tell others what you should do at a railway level crossing



## THE TRACK

Create a network of railway tracks on the floor with masking tape incorporating the destinations. (Ideally before they arrive!) If you have a carpeted floor and masking tape is unsuitable, perhaps cones and wool might work instead.

Keep the layout fairly simple using the space you have, but make sure there are lots of junctions.

## THE TRAINS

Arrange the Beavers into trains – lodges/groups of at least 3, preferably 4 or 5. Depending on how many children you have and the size of your layout you may want to have a max of three trains at any one time to avoid congestion.

Each train consists of an engine (front Beaver), driver (second Beaver), and carriages (remaining Beavers). Keep in mind that the more Beavers you have, the more track you'll need to accommodate them in the layout.

To identify the Driver you could issue a high vis.

## AND THE TRAIN WILL SHORTLY BE DEPARTING!

Each train starts at one of the destinations. Queue them up behind the destination, facing the track ready to go.

Leader to give the driver (second in the line) a ticket with a destination. To make it a little more challenging they could keep it a secret and not share the destination to the engine or the rest of their train.

Shout "all aboard" and you could blow a whistle (quietly – if Beavers are a little noise sensitive) to send the trains on their way.

At each junction, the driver must direct the engine and indicate which track to use and make sure the carriages follow.

When they come across a Level Crossing – they need to wait 10 seconds and then check it is clear to continue. At this point it is a good opportunity to talk about rail safety.

Once the train reaches its destination, they should wait behind the picture, keeping to the same order behind the engine.

Then it's time to swap roles and play again with a new destination! Send the front Beaver to the back and everyone else take a step forward. The driver is now the engine, and the first carriage becomes the new driver.

Repeat until everyone has been both an engine and a driver.

## SUGGESTIONS

Give Beavers a little time to explore the layout, so they know where the destinations are, and practice following the tracks.

Avoid 2 or more trains travelling to the same destination at the same time.

Try to ensure that each train visits a new destination each time.

Encourage the train to keep together to their destination and for them wait at junctions to see if the track ahead is clear.

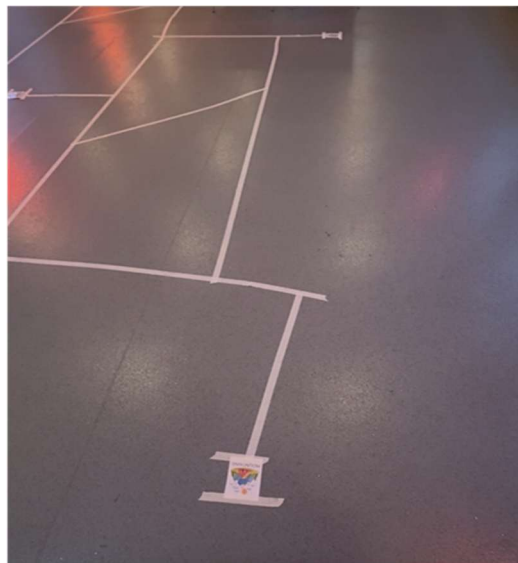
## REFLECTION

This activity is great for encouraging good teamwork and co-operation. This is reflected in the taking turns, listening to instructions and working together.

Particularly useful for young people who may find the spotlight of “being a leader” challenging, this is positive activity to build their confidence. When they are in the driver role they will be thinking about where they need to direct their team too, giving directions and ensuring the group reaches its destination as one train. They are working on leadership qualities without the pressure of being stood in front of others!

This is the layout I created.

After running the activity I realised that it would be a good idea to add in level crossings at junctions. This would encourage discussion about rail safety during the activity.



## Equipment needed

- Destinations and destination cards
- Masking tape
- High Vis and whistle – optional

## Safety Notes

This should be used in conjunction with your usual Games/ Meeting Place Risk Assessment.

Hazard	Risk	Controls
Tables and chairs	Bumping or knocking into furniture	Move any furniture or potential hazards out of the way.
Untied laces/shoes	Tripping over	Ensure all participants footwear is suitable.
Young People	Collision with others	Adult supervision required Limit the amount of young people on the track. Sensible behaviour encouraged