



Animal Evening



This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

Arrival Activity:

Animal wordsearch – Copy template onto card

Game:

Animal Relay

Activity:

Animals went in two by two

Game:

Animal Families

Craft:

Noah's Ark Collage

Devotions:

- Genesis chapters 6, 7, 8.
- Tell the story briefly in your own words. Emphasise how Noah pleased God by the things he did.

Song:

Junior Praise No. 210 – 'The Lord said to Noah'

Estimated Time:

10 minutes

5 minutes

10 minutes

10 minutes

15 minutes

5-10 minutes



No maximum number
depending on adequate
supervision



5 minutes easily repeated
to fill more time

Animal Relay

Equipment:

- Paper
- Pen

Preparation:

Split the boys into equal sized teams. Then on as many pieces of paper as there are boys write some random letters avoiding letters such as Q and X. Lay the pieces face down in rows opposite where the lines of boys will sit.

Instructions:

- The boys are in teams.
- They sit in lines one behind the other and directly in front of them on the floor are the same number of pieces of lettered paper.
- The first boy in the line runs up to the piece of paper furthest away, turns it over and looks at the letter, then shouts out the name of an animal that starts with that letter i.e. K = Kangaroo.
- The boy then returns to the line, tags the next person in the line who does the same until all boys have had a turn. (Boys could go twice.) The winner will be the team who is finished first and sitting down in a line.



With active games such as
this it is important to
ensure there are no
tripping hazards and there
is plenty of room between
teams

Animals went in Two by Two

Equipment:

- Separate pictures of animals in pairs – drawings, photos or cut outs from magazines

Instructions:

- Split the boys into two groups.
- Each boy in the first group will be given a picture, which they will hide somewhere in the church within defined boundaries.
- Each boy in the second group will be given pictures of the same animals, and their task will be to find the corresponding lost animal.
- Once they have found their partner they must return to the ark, which can be any agreed area.
- The first boys to return to the ark could receive a prize.



No maximum number depending on adequate supervision



5-10 minutes easily repeated to fill more time



No maximum number
depending on adequate
supervision



5-10 minutes easily
repeated to fill more time

Animal Families

Equipment:

- Template of Animal Families

Instructions:

- Give each boy one of the pieces of paper. On it he will find the name of the animal that he must act out and the noise that his animal makes.
- Mix the boys around – they should not tell anyone else what the name of their animal is.
- The only means by which they can communicate is by making the noise of their animal.
- They must use this method to match up with their partner and the game ends when all the pairs are matched.
- The game can work with animal families of any number; the number will be dictated by the number of boys taking part and the level of difficulty required.

Additions:

To add a level of competition to the game it is possible, when playing in larger groups to say that the family who sits down first is the winner.

Noah's Ark Collage

Equipment:

- Pens/pencils/crayons
- One piece of large paper or cardboard A2 or A1 size
- Drawing paper
- Scissors
- Glue

Preparation:

On the large piece of paper or card, preferably card, draw the cross section of Noah's ark ensuring to use as much of the area as possible. You may want to decorate the background with sky, sea, sunshine and so on or leave this for the boys to do afterwards. This will create the background on which the collage can be created.

Instructions:

- Each boy chooses an animal (ensure a good range of animals is selected).
- He will draw the animal and colour it in on a small piece of paper.
- This will be cut out and stuck onto the background to create the collage.



No maximum number
depending on adequate
supervision



15 minutes



This craft requires the use
of scissors and glue.
Leaders should exercise
appropriate caution.



Caribbean Evening

Estimated Time:

10 minutes

10 minutes

10 minutes

10 minutes

5-10 minutes

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

Arrival Activity:

Flag Match

Craft:

Newspaper Palm Trees

Game:

Limbo Dance

Craft:

Desert Island Picture

Devotions:

- We often think of the Caribbean as beautiful beaches and wonderful holidays. Many people who live there are very poor.
- Emphasise the differences if you can by showing pictures.
- Many people on Caribbean islands attend church on Sundays and wear their finest clothes to worship God. They are grateful for what they have.
- Ask the boys to consider how we often take things for granted.
- With the boys' participation, list the things we can thank God for.

Flag Match



Equipment:

- Scissors
- Crayons/felt tip pens

Preparation:

- Sheets of different flags using colour code.
- List the numbers and the colours to use.

Instructions:

- The Flags are 'paint by numbers', so the boys can colour using the code and the colour. It may be an idea to label the crayons with the corresponding numbers to help them with identifying the colour.
- Once all the flags have been coloured in, cut them into 3 or 4 pieces and mix them up.
- The idea is then for the boys to complete all the flags.
 1. Dominican Republic
 2. Jamaica
 3. Bahamas
 4. Cuba
 5. Trinidad and Tobago
 6. St Vincent
 7. St Martin
 8. Guadeloupe
 9. Barbados



No maximum number
depending on adequate
supervision



10 minutes



This activity requires the
use of scissors. Leaders
should exercise
appropriate caution.



No maximum number
depending on adequate
supervision



10 minutes

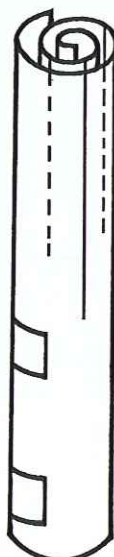
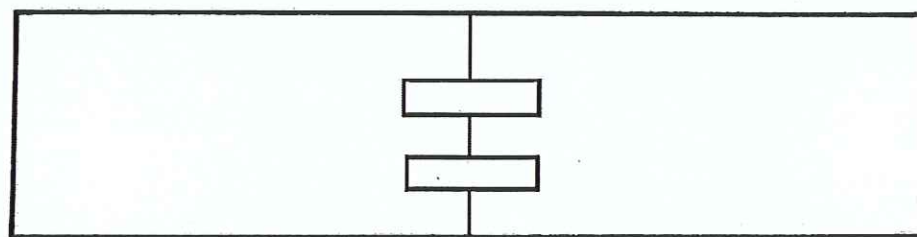
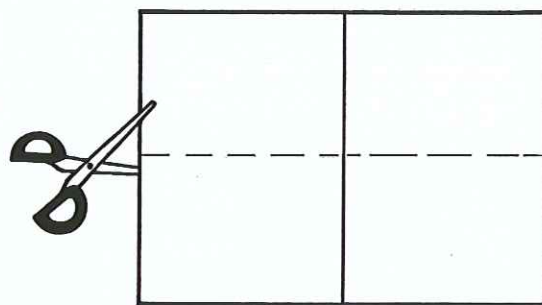
Newspaper Palm Trees

Equipment:

- Newspaper
- Scissors
- Sticky tape

Instructions:

- Broadsheet works best, as it is bigger!!! Cut a few sheets of newspaper in half lengthways.
- Stick the ends of the half-sheets together so that you have a long thin oblong of paper.
- Now roll up the paper quite tightly and tape the tube up so u have a roll of newspaper.
- Cut 3 or 4 slits half way down the newspaper.
- Pull the inside 'leaves' and watch the tree grow!!!



This activity requires the
use of scissors. Leaders
should exercise
appropriate caution.

Limbo Dancing Competition

Equipment:

- Stick/pole
- Caribbean music – reggae, summery songs

Instructions:

- 2 leaders hold the pole at each end with the boys in a line.
- Hold the pole at about waste height to start with and play the music.
- The boys, one at a time, limbo under the pole.
- If they are successful they join the back of the line, if not they are out.
- Once everyone has had a go and the first boy is at the front of the line again, lower the pole and continue.
- Keep lowering the pole until there is one boy left.



No maximum number
depending on adequate
supervision



10 minutes



Watch out for polished
floors



No maximum number
depending on adequate
supervision



15 minutes

Desert Island Picture

Equipment:

- Template
- Sand
- Blue tissue paper/sweet wrappers
- Bark
- Leaves
- Blue water-based paint
- Cotton wool
- Glue
- Scissors

Instructions:

- Use the template as a backing.
- Cover the island base in glue and sprinkle on the sand, tip off the excess.
- Break up the bark into small pieces and glue these onto the trunk of the palm tree.
- Use the blue sweet wrappers or tissue paper for the sea, the leaves for the leaves and cotton wool for the clouds; use a light wash of water-based paint for the sky.



This activity requires the
use of scissors and glue.
Leaders should exercise
appropriate caution.

Colours

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

Arrival Activity:

Colour by numbers and/or Colour Questions

Game:

Traffic Lights

Craft:

Rainbow spinner

Game:

Rainbow

Song:

'I can sing a rainbow' or 'All things bright and beautiful' or

Finding Colours

tune: "The Muffin Man"

*Oh, can you find the colour blue,
The colour blue, the colour blue?
Oh, can you find the colour blue,
Somewhere in this room?*

Devotions:

- Why did God give us colours? Ask the boys.
- Show two photographs – one black and white, one colour of the same scene.
- Which one is more interesting and why? Ask the boys.
- Explain how God wants us to enjoy life and gives us colours for our pleasure.

Song:

Who put the colours in the rainbow? Junior Praise 288

Estimated Time:

10 minutes

5 minutes

10 minutes

5 minutes

5 minutes

5-10 minutes



No maximum number
depending on adequate
supervision



10 minutes

Colour Questions

Use the correct colour crayons to fill in the blanks:

1. My Anchor Boy sweatshirt is _____ and when I move to the Juniors it will be _____.
2. My hair is _____, and my eyes are _____.
3. My favourite fruit is _____ and is coloured _____.
4. What colour is the sun? _____.
5. I wear _____ shoes to school.
6. Christmas trees are _____.
7. A robin's breast is _____.
8. A daffodil is _____.
9. Leaves are _____.
10. The sky is _____.

Colour Games

Traffic Lights

Equipment:

- Chairs

Instructions:

The leader will shout out a colour and the boys have to do the appropriate action.

- Red – stop as still as possible
- Amber – run on the spot
- Green – run around

Rainbow

Instructions:

- Choose different colours (1 colour for every 3 or 4 boys works well).
- Make a circle of chairs (one chair for each boy!) facing inwards and ask the boys to sit on a chair. Starting with one boy give him the first colour on the list, move to the next chair and give that boy the next colour on the list. Continue, giving all of the boys a colour so that each colour has been assigned to an equal number of boys.
- The leader then shouts a colour from the list.
- All the boys assigned to that colour have to get up and swap places. While doing this remove one of the chairs so that one of the boys doesn't get a seat!
- If 'rainbow' is shouted then all of the boys have to get up and swap seats.
- The boys cannot sit on the seat next to them.



No maximum number
depending on adequate
supervision



5 minutes each



To ensure safety whilst
playing it is important that
there is plenty of space
and no tripping hazards



No maximum number
depending on adequate
supervision



5 minutes each

Rainbow Spinner

Equipment:

- Template
- Card
- Crayons/felt tip pens
- Cocktail stick or small pencil

Instructions:

- Cut out the template and colour it in using the colours of the rainbow.
Red
Orange
Yellow
Green
Blue
Indigo
Violet
- Push the cocktail stick or a pencil through the middle of the template.
- Spin the template.

Creepy Crawly Evening

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

Arrival Activity:

Colour in picture of Spiderman – Copy template onto card

Craft:

Make a cricket

Activity:

Feely Bag

Game:

Bug Football

Activity:

Beetle Draw

Rhyme:

*Ladybug! Ladybug!
Fly away home.
Your house is on fire.
And your children all gone.
All except one,
And that's Ann,
For she has crept under
The frying pan*

Devotions:

- Talk about things you are afraid of.
- Ask the boys who is scared of heights, dark, spiders etc. Be sensitive to their answers.
- Jesus promises always to be with us. We are never alone and we can talk to him about the things that frighten us.

Song:

If I were a butterfly. (Junior Praise No. 94)

Estimated Time:

10 minutes

15 minutes

10 minutes

10 minutes

10 minutes

5 minutes

5-10 minutes



No maximum number
depending on adequate
supervision



15 minutes

Make a Cricket

Equipment:

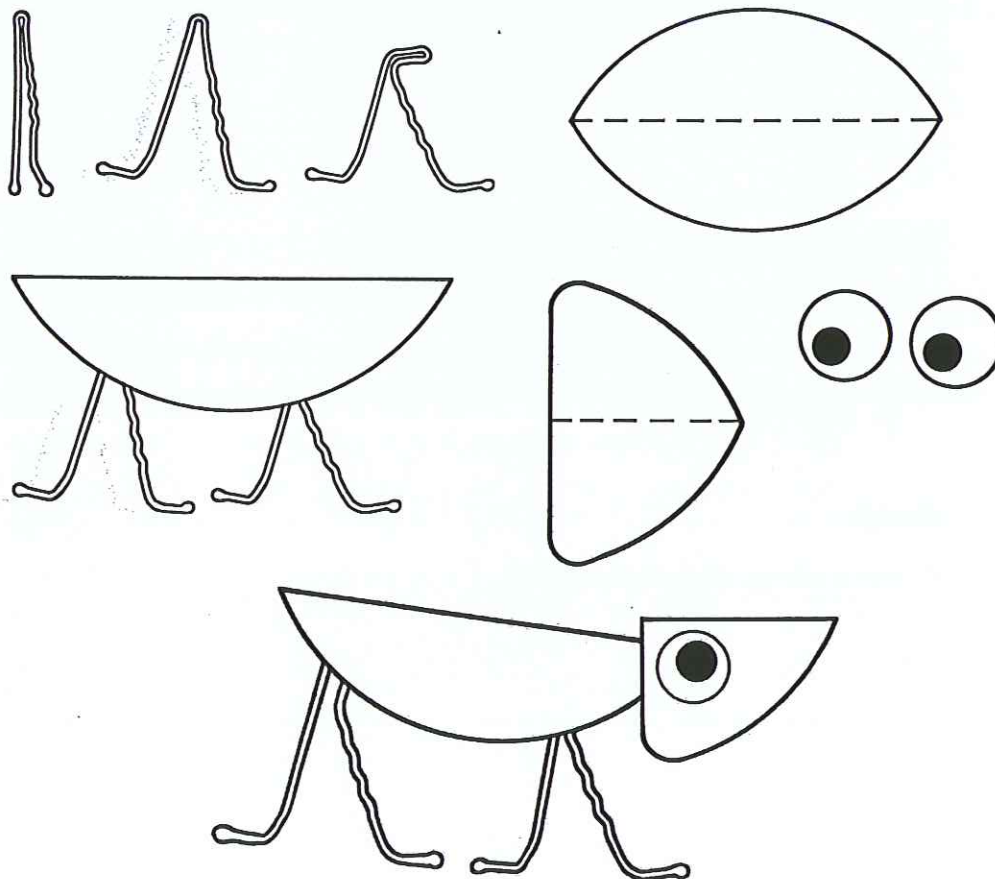
- Template
- 2 hair clips
- Green card/thick paper
- 'Goggly eyes'
- Scissors
- Sticky tape
- Glue
- Pliers

Instructions:

- Open one hair clip so the ends are about 2cm. At the 'folded end' bend it over to almost 90 degrees using pliers.
- Repeat this for the other hair clip.
- Fold the green card in half and cut a half body shape for the cricket.
- Stick the 2 hair clips underneath as 'legs' for the cricket using sticky tape.
- Cut a head from another piece of folded card and stick onto the body.
- Stick on the goggly eyes or alternatively draw them on.

Cricket Championships:

If you press down on the top of the cricket and quickly release the cricket should jump. You can lay out lanes and have races to see which cricket can jump to the end first.



This activity involves
scissors and glue. Leaders
should exercise
appropriate caution

Feely Bag



Aim: To get the children to use their sense of feeling to guess the objects

Equipment:

- Pillowcase or big bag
- At least one object per child

Instructions:

Ask each child in turn to feel an object in the bag, and without looking guess what it is.

Some good objects are:

- Remote control
- Sink plug and chain
- Key ring
- Cup or mug
- Cuddly toy
- Apple or banana

Extension:

Why not try some of the other 'sense' activities on the sense games in the Mind section.



No maximum number
depending on adequate
supervision



10 minutes



No maximum number
depending on adequate
supervision



10 minutes

Bug Football

Instructions:

- Divide the boys into 2 teams with each team choosing a goal keeper.
- The idea is that the boys move around on all fours with their chest facing up.
- The same rules as football apply i.e. no hand balling etc.

Beetle Draw

Equipment:

- One dice per team
- A set of templates per team copied onto card and cut out

Instructions:

- Split the boys into teams of up to 4.
- Give each team a dice and a set of templates of body parts
- Each body part should have a number as follows:
 - 6 – body
 - 5 – head
 - 4 – eyes
 - 3 – antenna
 - 2 – legs
 - 1 – tail
- The boys then take it in turns to roll the dice with each number on the dice corresponding to a body part.
- You must start with the body because everything attaches to it. The eyes and antenna cannot be put on the beetle until the head has been attached to the body.
- When all the parts are in place the team have to shout 'beetle'.



There will obviously be
feet flying around so keep
it under control

Pirates

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

A good idea is to ask the boys to dress up in pirates' costumes and give prizes for the best ideas, e.g. chocolate coins.

Arrival Activity:

Colour in picture of sailing boat – Copy template onto card

Craft:

Make a parrot in conjunction with memory game (Take small groups of about 4 or 5 at a time to do the memory game). The template for the parrot is in creativity CR-12.

Activity:

Pieces of eight

Craft:

Origami Boat

Game:

Captain's aboard or Ring a Ding-Ding

Devotions:

- Pirates search for treasure.
- Have a selection of items – which would be the most valuable? which would the pirate search for? (gold ring, camera, pen etc) Have an item that is not costly but valuable to you i.e. a photograph.
- Explain to the boys why this is the most valuable item – memories etc.
- Jesus warned against storing up treasures on earth, but wanted people to be of value to each other.

Estimated Time:

10 minutes

15 minutes

5 minutes

10 minutes

10 minutes

5-10 minutes



No maximum number
depending on adequate
supervision



5 minutes

Memory Game

Equipment:

- Tray/table
- 10 objects (pirate related)
- Cloth

Instructions:

- Put the 10 objects on the table and let the boys look at them.
- Cover the objects with the cloth and remove one of the objects without the boys seeing.
- The boys have to spot which object you have removed.
- This can be repeated a few times.

Pieces of Eight

Equipment:

- Postcards or pictures
- Scissors

Instructions:

- There must be enough pictures for each boy.
- Cut the picture into 8 pieces and give each boy one of the eight pieces.
- Place the 7 other pieces around the room, or on 7 different tables.
- The boys must then find all the pieces to complete their picture.



When using scissors it is
essential to ensure
sufficient supervision

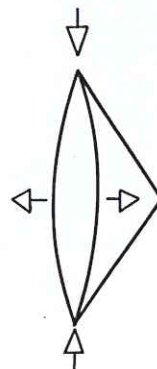
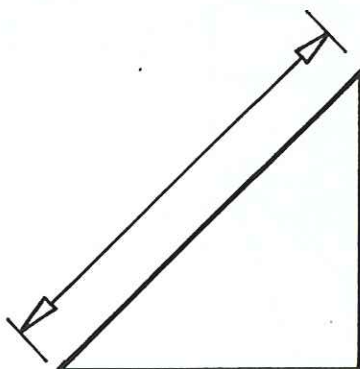
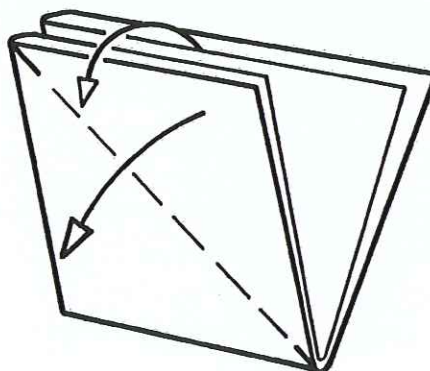
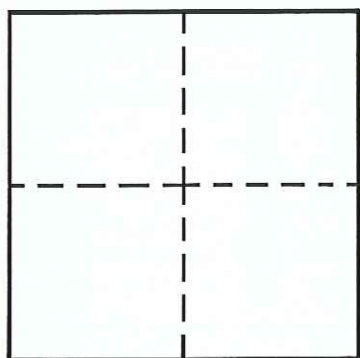
Origami Boat

Equipment:

- Square piece of paper (approx 20cm x 20cm)
- Small Rectangle (approx 2.5cm x 5cm)
- Glue
- Crayons
- Straw

Instructions:

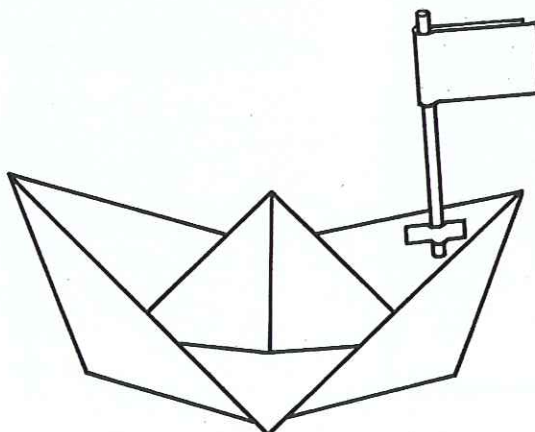
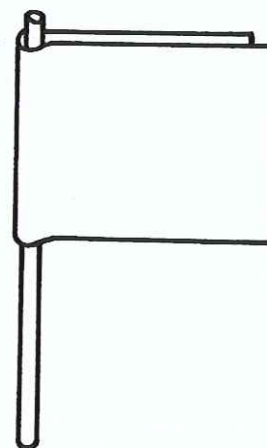
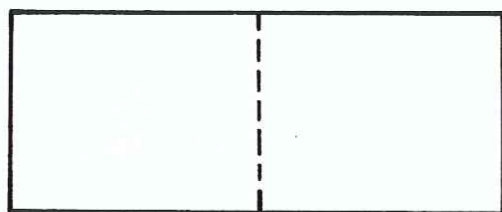
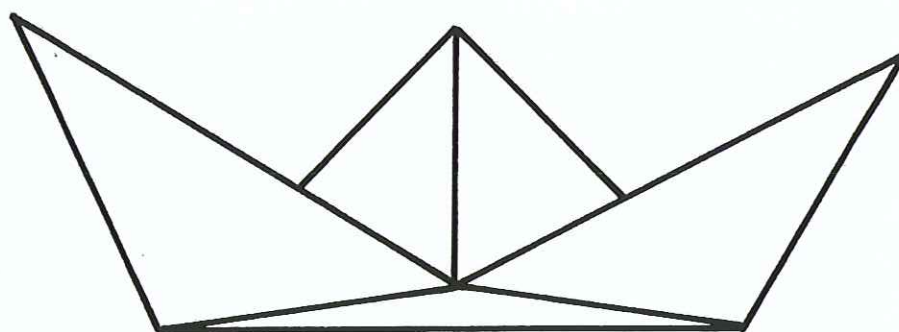
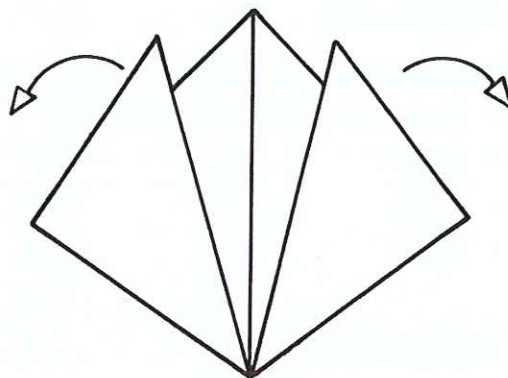
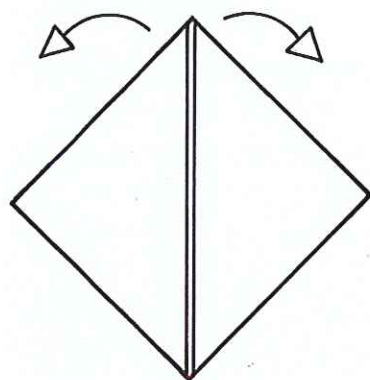
- Fold the square of paper in half and then half again so that you have a square one quarter of its original size.
- Have the square so that the second fold is at the bottom and the first fold is on the left.
- Take the top right corner and fold 3 out of the 4 pieces of paper to the bottom left corner.
- Turn the square over and fold over the one remaining corner so that you now have a triangle.
- Take the 'long side' of the triangle and open it up so the corners come together, and crease into position.
- Keeping this 'long side' at the bottom, grab the two halves that meet at the top and pull them apart.
- You should have something that looks like a boat.
- Use the rectangle, fold it over the straw (straws from small drinks cartons work well) and glue it to itself.
- The boys can colour in their flag.
- This can then be stuck to the boat.



No maximum number
depending on adequate
supervision



5 minutes



Captain's Aboard

Instructions:

- The Leader shouts instructions and the boys have to do the actions.
 - Port – run to one side of the room
 - Starboard – run to the side opposite to port
 - Climb the riggings – simulate climbing
 - Scrub the deck – hands and knees, scrubbing!
 - Captain's aboard – Attention and salute
 - Pirate Attack – Lay on the ground
- The last boy to do the action is out.
- The game stops when there is one boy left as the winner.



No maximum number
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supervision



10 minutes

Ring a Ding-Ding

Aim: The object of the game is to ring the ship's bell without being caught by the boy who is blindfolded and is posing as a pirate

Equipment:

- A blindfold (scarf is perfect)
- A bell or sound making device

Description:

One boy is volunteered or volunteers to be blindfolded, and sits cross-legged in the centre of room or playing area. A bell or another suitable alarm-raising object (whistle, rattle etc) is placed in front of the blindfolded boy, and players form a seated circle around him.

The leader stands outside of the circle and points to a player, who must go forward and attempt to ring the bell or activate another alarm-raising device without being detected by the 'pirate.' The boy blindfolded as the pirate tries to listen out for attackers and points at them to eliminate them from the game. The leader states whether it is a hit or miss. Noise from those not playing should be discouraged.

If an attacking boy is caught, he returns to the other boys within the circle and a new player becomes the attacker. If a person successfully rings the device, they become the pirate whilst the ex-pirate joins the rest of the boys in the circle.

An alternative is for the pirate to sit on a chair at one end of the room, with a set of keys under the chair. The object of this is to steal the keys.



Estimated Time:

10 minutes

10 minutes

15 minutes

10 minutes

5 minutes

5 minutes

5-10 minutes

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

A good idea is to ask the boys to dress up in space costumes (spacemen, aliens etc).

Arrival Activity:

Colour in picture of space shuttle – Copy template onto card

Game:

Planets and Meteors

Craft:

Space Rocket Calendar

Game:

Blast Off!!!

Food:

Alien food – cakes and suchlike changed to green using food dye

Space raiders

Sherbet discs

Rhyme:

*Twinkle, twinkle, little star,
How I wonder what you are.
Up above the world so high,
Like a diamond in the sky.
Twinkle, twinkle, little star,
How I wonder what you are.*

Devotions:

- Genesis chapter 1 vs. 14-19 Creation of the Sun and moon.
- If it is a clear evening and you can see the stars take the boys outside to see them.
- Emphasise the vastness of the universe and the vastness of God.

Planets and Meteors

Aim: To avoid getting hit below the waist with the ball

Equipment:

- Soft ball

Instructions:

- Divide the boys into 2 teams of equal size.
- Now divide the hall into 3 areas of equal size.
- Put one team in one third and call them the meteors.
- Put the other team in the other third and call them the planets.
- The middle third is the asteroid field.
- The leader(s) stand at the edges of the middle third with the soft ball(s).
- The leader then shouts either 'planets', 'meteors' or 'space impact'.
- When 'meteors' is shouted the meteor team has to run to the other side of the hall.
- When the boys are in the middle the leaders throw the ball at the boys and have to hit them below the waist for them to be out. The end thirds are a 'safe zone'.
- The same thing is done for 'planets'.
- 'Space impact' simply involves both teams running across the asteroid field.
- The game is over when one of the teams has no players left.



No maximum number
depending on adequate
supervision



10 minutes



Space Rocket Calendars

Equipment:

- Space rocket template
- White card, thicker card works better for this activity
- Glue or double sided tape
- Scissors
- Colouring pencils, pens
- Hole punch
- 25cm of narrow ribbon for each calendar
- Small calendars with one page per month approx 5cm square, sufficient for one for each boy. These are available from stationery or craft shops

Instructions:

- Photocopy the template onto card, sufficient to give the boys a choice of which picture they prefer.
- Cut the pictures to size, this could be done beforehand.
- Colour in the pictures.
- Along the bottom edge of the picture glue the small calendar in place. This could be attached with double sided tape.
- Punch two holes along the top edge of the picture towards the corners; an adult may have to help with this.
- Attach a loop of narrow ribbon through the holes so that the calendar can be hung up on a wall or notice board.

Blast Off!!!

Instructions:

- Explain the different numbers and assign an appropriate action to each one.
 - 3 – put your suit on
 - 2 – climb aboard
 - 1 – take cover
- Blast off! – Fly your spaceship
- The leader shouts a number and the boys have to do the action to the number.
- The last boy to do the action sits out until there is one boy left – the winner.



No maximum number
depending on adequate
supervision



10 minutes



When running activities
like this it is essential
that there is plenty of
room for the boys to move
and no tripping hazards



Estimated Time:

10 minutes

15 minutes

10 minutes

10 minutes

5-10 minutes

Super Heroes

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

The boys can come dressed as their favourite superheroes or villains and prizes can be given for the best costumes.

Arrival Activity:

Super Hero wordsearch and quiz – Copy wordsearch onto card

Craft:

Superhero Mask

Game:

Heroes and Villains

Activity:

Mix and Match Superheroes

Devotions:

- Ask the boys what qualities they think a super hero has.
- List some of the qualities of Jesus.
- Tell the story of one of his miracles. Calming the storm (Mark chapter 4 v 35-41) shows his superhuman powers.
- When was it Jesus used his powers? Explain that when he used his powers it was for the benefit of others, not for his own benefit.

Super Hero Quiz

Equipment:

- Quiz sheet
- Pen

- 1) Who is Batman's best friend – **Robin**
- 2) What colour is Batman's cape – **Black**
- 3) What colour is Wolverine from the x-men – **Black and yellow**
- 4) What colour is Superman's cape – **Red**
- 5) What is Batman's car called – **The Bat mobile**
- 6) Name one of Batman's enemies – **Joker, Penguin, Cat woman, Riddler, etc**
- 7) What colour is Michelangelo's face mask – **Orange**
- 8) What is the Teenage Mutant Ninja Turtles favourite food – **Pizza**
- 9) Where do the Thunderbirds live – **Tracy Island**
- 10) What colour is Thunderbird 3 – **Red**

Questions can be asked verbally in teams.



No maximum number
depending on adequate
supervision



No maximum number
depending on adequate
supervision



15 minutes

Super Hero Mask

Equipment:

- Template
- Pens/pencils/crayons
- A piece of thin card per boy
- Glitter and other such decorative items
- Strip of elastic
- Scissors
- Hole punch

Instructions:

- Use the template and copy this onto card, or allow the boys to create their own shape, not forgetting the need for eye holes, and put it on to the thin card.
- The boys colour in and decorate the masks using colouring pens, glitter and other such pieces of decoration.
- Cut out around mask, remove the eye holes.
- Finally punch four small holes two on either side of the mask next to each other; through these put the elastic and tie it up in the middle to create a loop.
- Boys may need help with cutting and punching holes.



This activity requires the
use of scissors. Leaders
should exercise
appropriate caution.

Heroes and Villains

Programmes *on a plate*



Equipment:

- Ribbon
- Rope
- String

Preparation:

The game requires a small proportion e.g. 2 or 3 of a group of 20 boys to be Superheroes, the rest will be Villains. All of the Villains will be given a small piece of ribbon say 10 inches or so long; this could also be rope or string. This is then tucked in the back of their trouser waistband so most of it is showing like a tail.

Aim:

- The aim of the game is simple – the superheroes must capture the tails from the Villains, and once the tail is removed the villain must sit down for the rest of the game.
- A time limit is put on the game, which will depend on the size of the group. When the time runs out if there are Villains remaining then the Villains will be the winners as a group and if there are none left then the Superheroes win.
- Alternatively game is played until only one Villain remains, who is the winner.



Up to 20 depending on space available



Depending on size up to 5 minutes but easily repeated



During active games such as this it is important to make sure there is enough room, and that there are no tripping hazards



No maximum number
depending on adequate
supervision



15-20 minutes

Mix and Match Superheroes

Equipment:

- Pens/pencils/crayons
- Paper
- Super power cards
- Other decorative items

Preparation:

Put ten slips of paper into a bag – each will have written on a different super power. You may use the ones provided below or ask the boys to come up with some more ideas.

- Flying
- Laser eyes
- Night vision
- Super strength
- Super hearing
- Invisible
- Turn things to ice when touched
- Stretchy arms
- Teleporting
- Mind reading

Instruction:

- All boys are given a piece of paper, pens and other decorative items.
- Each boy picks out three of the superhero cards.
- They draw their chosen superhero and portray the 3 powers on the cards they have picked. They name him or her.
- The activity can be turned into a competition, with the boys judging each other's pictures.

Time

This Programme on a plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested, and they can be tailored to suit.

Arrival Activity:

Time wordsearch – Copy wordsearch onto card

Activity:

Time Matching Activity

Game:

Old Father Time

Craft:

Paper Clocks

Game:

What's the time Mr Wolf

Rhyme:

*Hickory, dickory, dock,
The mouse ran up the clock.
The clock struck one,
The mouse ran down!
Hickory, dickory, dock.*

Devotions:

- Tell the story of the wise and foolish builders, Matthew 7 v 24-27.
- Tell the children how the foolish man wanted to rush and save time. Sometimes it's very important to do the right thing and not the quickest.

Estimated Time:

5 minutes

10 minutes

5 minutes

10 minutes

10 minutes

5 minutes

5-10 minutes



No maximum number
depending on adequate
supervision



10 minutes

Time Matching Activity

Equipment:

- Clocks template
- Card
- Advertisements and pictures from magazines

Preparation:

- Copy the clocks template onto card and cut these out
- Cut out pictures and advertisements from magazines that show activities and objects that are used at certain times of the day i.e. a bed, breakfast cereal, school bus, children playing, a school, lunch, watching television, etc. Not all of the times on the clocks need to be used.

Instructions:

The boys could work in pairs or small groups and match the magazine pictures and advertisements with the time they would expect these to happen. This is fairly objective and there are no incorrect answers as daily routines are not the same for everyone.

Old Father Time

Equipment:

- Beard and Cloak for Old Father Time
- Chalk

Preparation:

Chalk a large circle to one side of the hall and mark the year clearly in the circle. Mark a line across the hall approximately one metre from one end and mark the following year inside the line.

Instructions:

- Appoint one boy to be the New Year child and another to wear the beard and cloak to be Old Father Time.
- The New Year child sits behind the chalk line at one end of the hall and when all are ready makes the noise of a clock chiming.
- Old Father Time patrols the middle of the hall while all the other boys wait at the opposite end of the hall from the New Year child.
- When they hear the sound of the clock chiming they run to get over the chalk line and into the New Year.
- If caught on the route by Old Father time he will keep them in the old year in the circle where they are out of the game temporarily.
- The game can continue until all are back in the old year or if the section is large additional Father Times can be recruited from the old year circle to hurry on the game.



No maximum number depending on adequate supervision.
Recommended minimum: 10



5 minutes



To ensure safety whilst playing it is important that there is plenty of space and no tripping hazards



No maximum number
depending on adequate
supervision



10 minutes

Paper Clocks

Equipment:

- A paper plate for each boy
- Pens/pencils/crayons
- Coloured card
- Scissors
- Split pins (paper fasteners)
- Other decorative items
- Hole punch

Instructions:

- Take the paper plate and ask the boys to decorate it making sure they mark on the numbers.
- Cut out two hands from the cardboard. Obviously ensuring that one is longer than the other.
- Make a hole in the middle of the decorated paper plate.
- Also one a couple of centimetres from the end of each of the cut out hands using hole punch.
- Attach the hands onto the decorated plate, using the butterfly clip.
- You can now play a time telling game whereby a time can be called out and the boys can set that time onto their clocks.



This activity requires the
use of scissors. Leaders
should exercise
appropriate caution.

What's the Time Mr Wolf?

Programmes *on a plate*



Instructions:

- One player is the wolf and he will stand with his back turned to the others about 5 metres away.
- The others call out, "What's the time Mr. Wolf" and the wolf turns to face them and shouts out a time. E.g. 10 o'clock.
- The others then take 10 steps towards the wolf. The group will take the same amount of steps towards the wolf as the amount of hours in the wolf's time. E.g. 2 o'clock = 2 steps, 6 o'clock = 6 steps etc. etc.
- The wolf will then turn his back to the group again for them to yell, "What's the time Mr Wolf" (He looks at the group only when he shouts the time at the group).
- When the group gets close enough to the wolf the next time the group yells "what's the time Mr. Wolf" the wolf will say 'DINNER TIME!!' and runs after the group who will race back to the start line trying not to get caught by the chasing Mr Wolf.
- If anyone is caught, they become Mr Wolf for the next round.



No maximum number depending on adequate supervision



2 minutes, easily repeated so everyone can be the wolf



To ensure safety whilst playing it is important that there is plenty of space and no tripping hazards



People Evening

Estimated Time:

5-10 minutes

5-10 minutes

20 minutes

5-10 minutes

5 minutes

10-15 minutes

This Programme on a Plate is designed to last a whole evening. You do not, however, have to use all of the activities suggested and they can be tailored to suit.

Arrival Activity:

Name that celebrity!

Game:

4 Continents Corner Game

Activity:

Skeleton Model

Game:

Find those smarties

Devotions:

Talk: The Good Samaritan

Tell the story to the boys in your own words.

The smarties the boys collected earlier are all different colours on the outside. Now allow the boys to eat the smarties. Despite the smarties being different on the outside they are all the same on the inside. Discuss how if you were to look deep down inside everyone you would not be able to distinguish people – in a similar way to how smarties are the same underneath. You can also remark on how it doesn't matter if you are famous or what country you come from or what you look like. God treats us all the same and we are all equally important to him.

Song:

All things bright and beautiful

Name that Celebrity

Equipment:

- Crayons
- Worksheet

Preparation:

- Prior to the activity go through magazines and newspapers to find pictures of famous people, e.g. sports celebrities, children's TV characters, film stars, even cartoon characters. Make sure the boys will know most of them.
- Cut pictures out and stick on a page or two of A4 paper and number each picture.
- Photocopy the pages so you have several copies.

Instructions:

- Divide boys into groups.
- Boys should write down name of person in the picture next to corresponding number. (Some boys may need help in writing the answers.)



No maximum number
depending on adequate
supervision



10 minutes



No maximum number
depending on adequate
supervision



10 minutes

People Evening Games

The Four Continents Game

- You will need to be in a reasonable large hall for this game. This is a variation on the compass point game.
- Briefly explain the main continents and call each corner of the room one of the following continents: Asia, Europe, America, Australia. It may be useful to label them.
- Play music to the children; this could be music from around the world if you can find some. Whilst the music is playing the children are free to run around as they please.
- When the music stops the boys must choose one of the corners to run to.
- The leader then calls out the name of one of the continents and the boys in that corner are out. If you require a little more randomness than this then you could create a big spinner to put on the wall labelled with the four continents.
- Obviously the last remaining boy is the winner.

Find Those Smarties

- Whilst the last game is being played or before the evening itself hide smarties wrapped in silver foil (for hygiene) in a reasonably large room.
- Ensure you have enough smarties so that each boy will get a least a few smarties.
- Ask the boys to enter the room and look for these prizes, but remind them they are not to eat them yet!
- Continue the game until you are reasonably sure that all the hidden smarties have been found.
- The winner is the boy with the most foil wrapped smarties at the end of the game!

Skeleton Model

Equipment:

- Template
- Split pins (paper fasteners) 8 for each skeleton
- Scissors
- Hole punch

Instructions:

- Photocopy the skeleton model enclosed on to card so that each boy has one each.
- Using safety scissors get the boys to cut out the various parts. Smaller children may need assistance with this.
- using a hole punch put holes in correct places and use paper fasteners to fasten the pieces together.
- Further instructions are available on the worksheet.



No maximum number
depending on adequate
supervision



20 minutes



This activity requires the
use of scissors. Leaders
should exercise
appropriate caution.



People Who Help Us

Estimated Time:

5-10 minutes

20-30 minutes

5-10 minutes

This evening is trying to bring to the attention of the boys all of the different people around them who help them out, or are there if they need help.

Craft:

Make a fire engine

Game:

Story game

Visitor:

Arrange a visit to or from emergency services

Devotions:

Talk about how all of the different people you have spoken about can help us. Explain to the boys that a lot of people feel that God can help them, not in the same way as a Policeman can but in sometimes a more important way.

Prayer, thanking God for all of the people who help us through life, and thanking God for being there to help us when we need him.

Make a Fire Engine

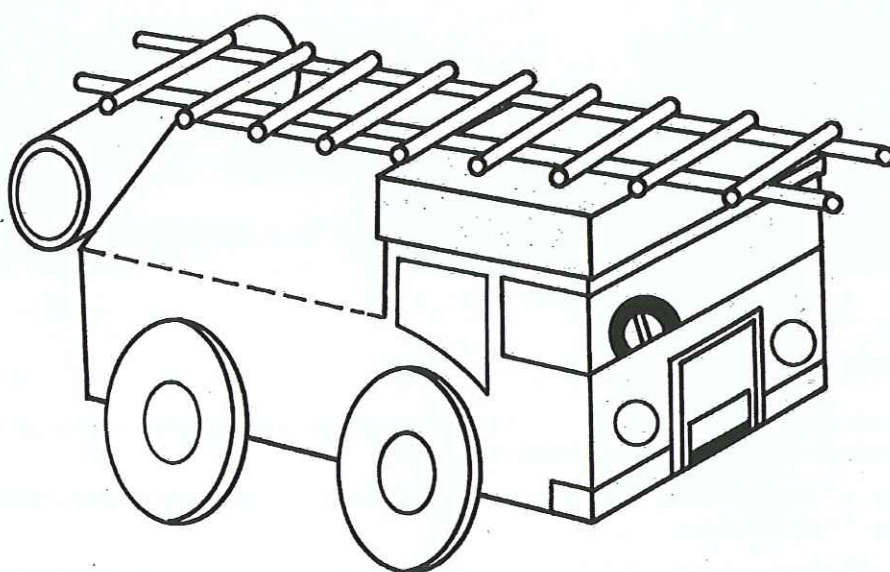
Aim: To make a fire engine or other emergency services vehicle from a cardboard box; to help the boys' creative thinking

Equipment:

- Pens, pencils
- Cardboard box
- Pipe cleaners
- Toilet roll holders
- Silver foil
- Scissors
- Glue
- Paints

Instructions:

- Split boys into small groups of no more than about three. It is probably best for boys to decide what vehicle they want to make before you make up the groups.
- Each group will receive a large cardboard box to make either a fire engine a police car or an ambulance.
- Allow the boys plenty of time, as this is a fun group activity.
- Provide red, white and blue paint, toilet roll holders, pipe cleaners, silver foil, paper plates, etc.



Finished fire engine



No maximum number depending on adequate supervision



20 minutes



When completing an activity using glue and scissors it is essential that proper supervision is given to boys depending on their age and ability



Story Game



No maximum number
depending on adequate
supervision



5-10 minutes

Instructions:

Tell the story to the boys, who will be sitting in teams of four. Each member of the team will be given an occupation: doctor, teacher, dentist or lollipop man. Each character will have an associated action to perform, e.g. lollipop man could pretend to stop traffic to let people across the road. Decide with the boys the actions of the other characters. When the story is read and a boy hears his character's name, he must stand up and make the appropriate action and then sit down in his team.

Story:

Joe was on his way to school when he stopped at the edge of the road, to be helped across by the **lollipop man**. While Joe was waiting for the lights to change he told the **lollipop man** about how he had a pain in his mouth. The **lollipop man** told Joe to talk to his **teacher** about it. Joe carried on to school thinking about his painful mouth. When he arrived he told his **teacher** that his mouth was hurting, and so his **teacher** told him to go and see the school **doctor**. When the **doctor** had seen Joe's mouth he told him that it was a problem with his teeth and that he needed to go and see the **dentist**. Joe went back to his **teacher** and told her that the **doctor** had told him he needed to go and see a **dentist**. Joe walked home crossed the road with the help of the **lollipop man** who asked him how his mouth was. Joe told the **lollipop man** that his **teacher** told him to go and see the **doctor** and the **doctor** told him to go and see the **dentist**. Later in the evening Joe's mum took him to the **dentist**. Joe told the **dentist** that his **doctor** had sent him as he had a problem with his teeth. The **dentist** told Joe that his back teeth were growing and that he need not worry. Joe went to school the next day with a smile on his face. On the way he saw the **lollipop man** who asked him how his mouth was. Joe told the **lollipop man** that there was no problem and that his back teeth were growing through. When he got to school he told his **teacher** about what the **dentist** had said. And the **doctor, dentist, teacher, lollipop man** and Joe lived happily ever after.

Visitor



No maximum number
depending on adequate
supervision



As long as it takes

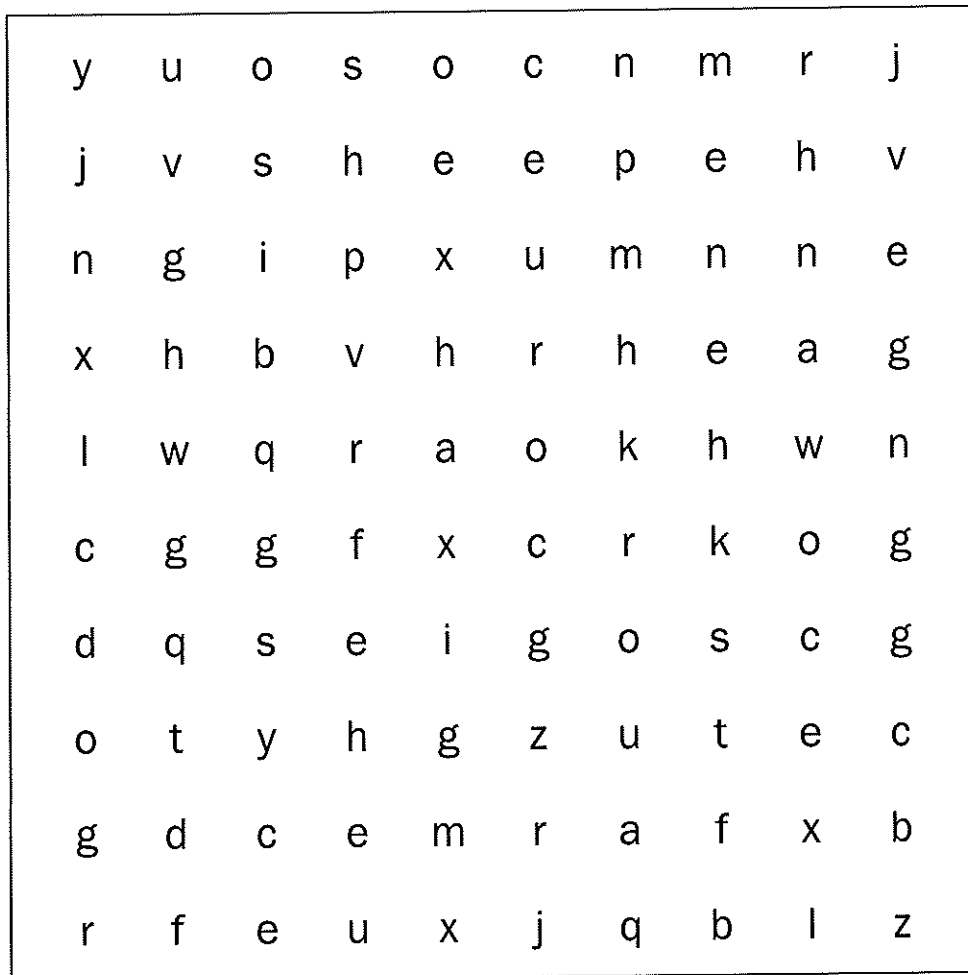
Aim: To raise the awareness of the boys to a certain area of the emergency services

Instructions:

- Invite a member of the police, ambulance or fire service to come along to one of your evenings or possibly go and visit them one evening.
- Perhaps the week before the visit ask the boys to think of some questions that they would like to ask their visitor.
- It may also be possible to ask the visitor to judge the boxcars that you made earlier in the evening.

Template PP-1

Animal Wordsearch



Words

chicken

farmer

sheep

horse

farm

pig

cow

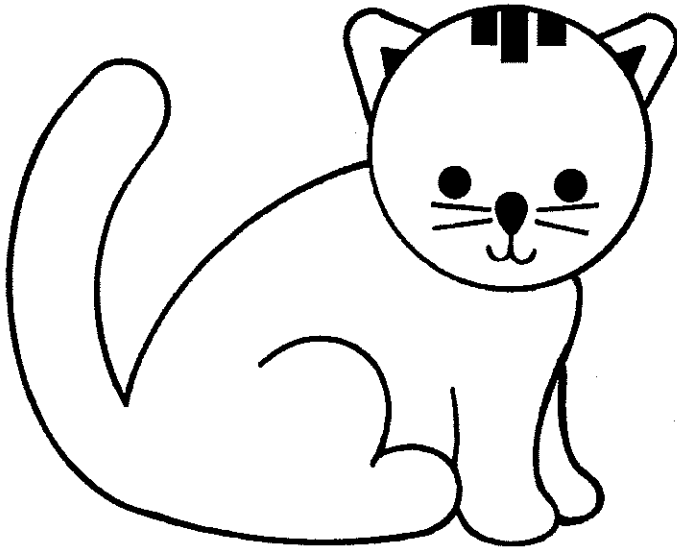
egg

dog

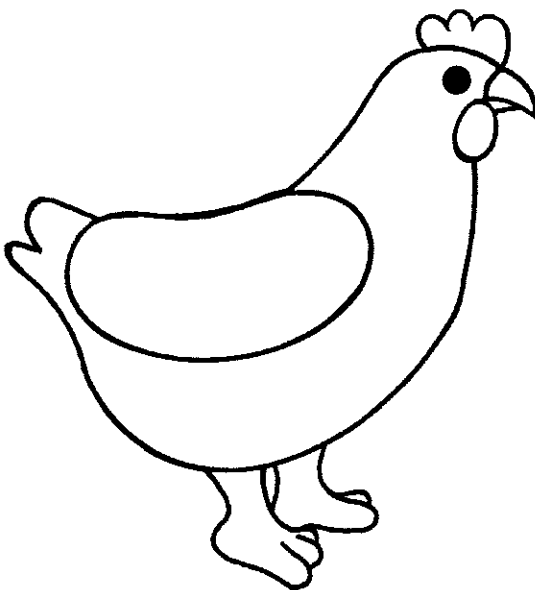
Template PP-1

Animal Families

Cat



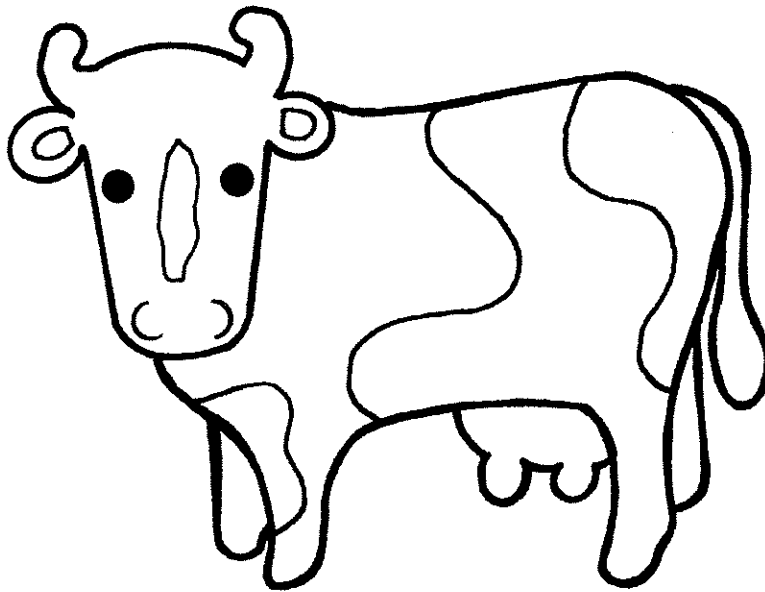
Chicken



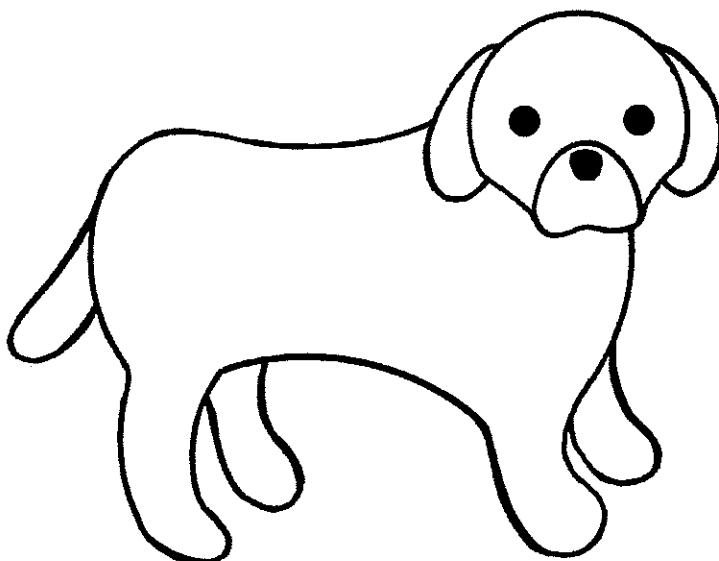
Template PP-1

Animal Families

Cow



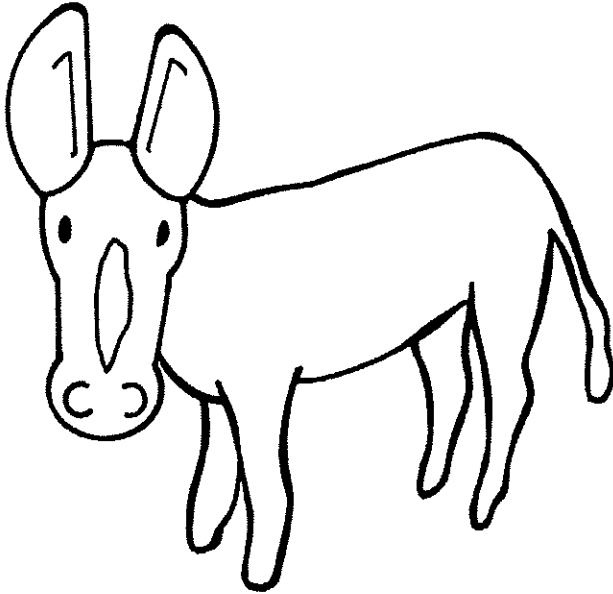
Dog



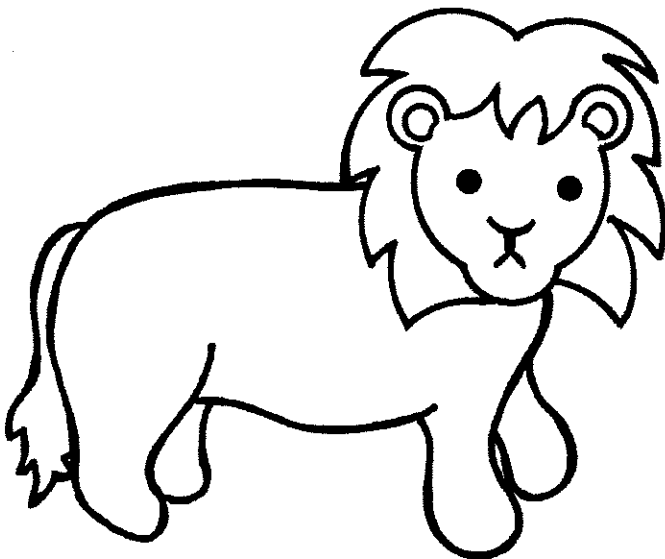
Template PP-1

Animal Families

Donkey



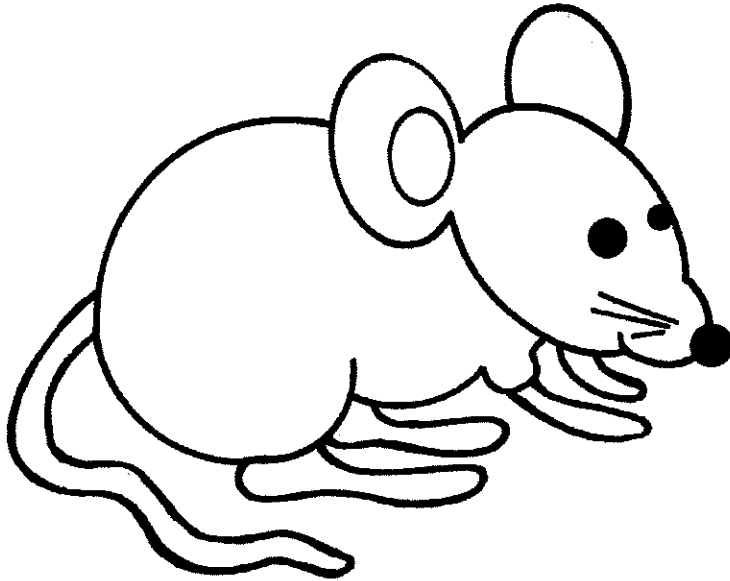
Lion



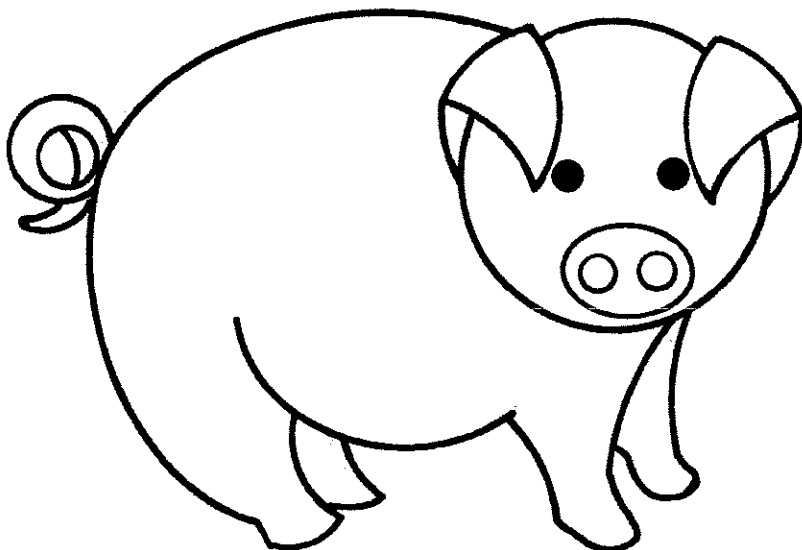
Template PP-1

Animal Families

Mouse

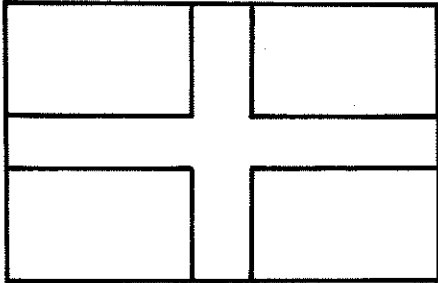


Pig

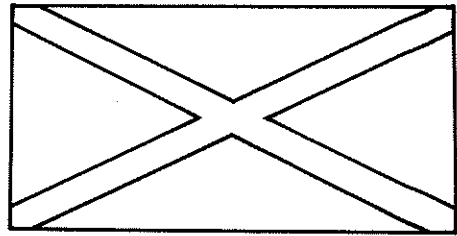


Template PP-2

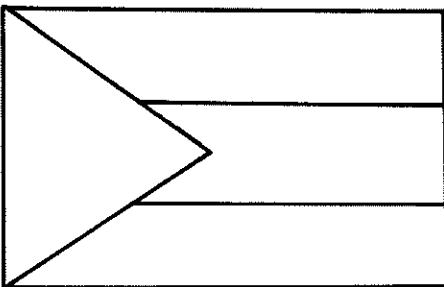
Flag Match



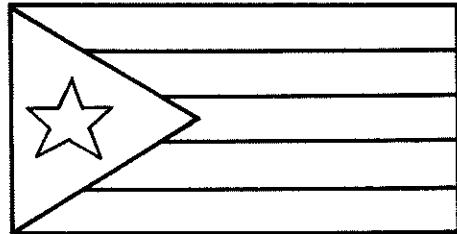
Dominican Republic



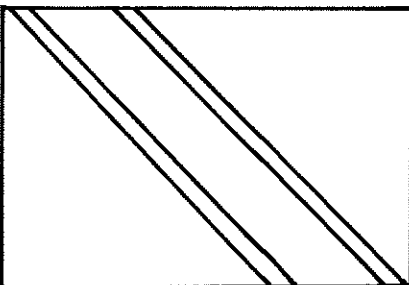
Jamaica



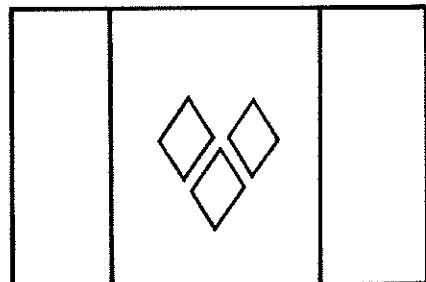
Bahamas



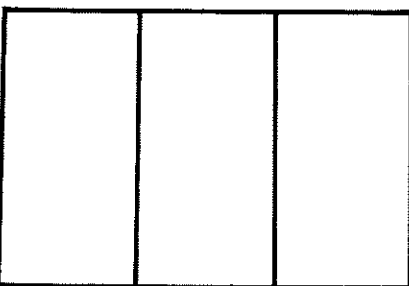
Cuba



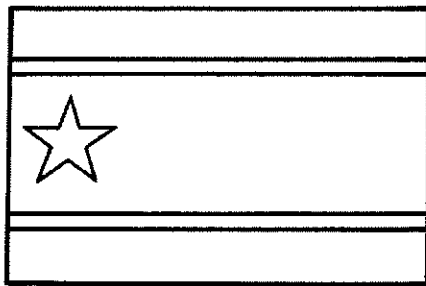
Trinidad and Tobago



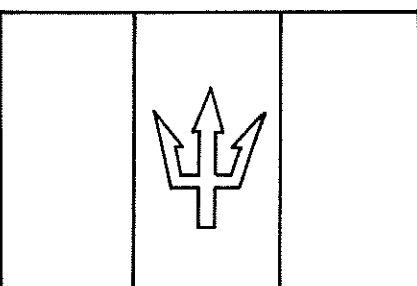
St Vincent



St Martin



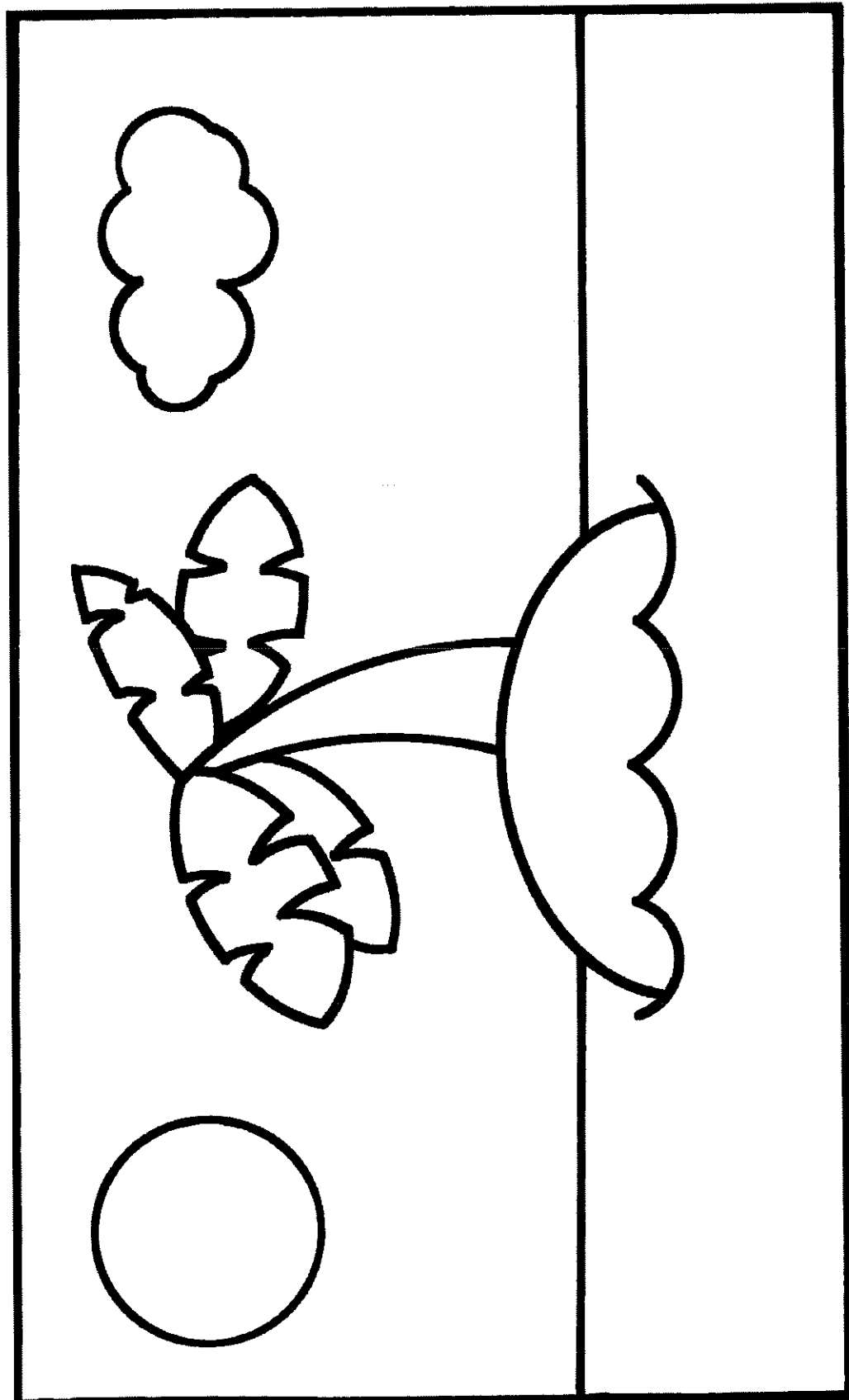
Guadeloupe



Barbados

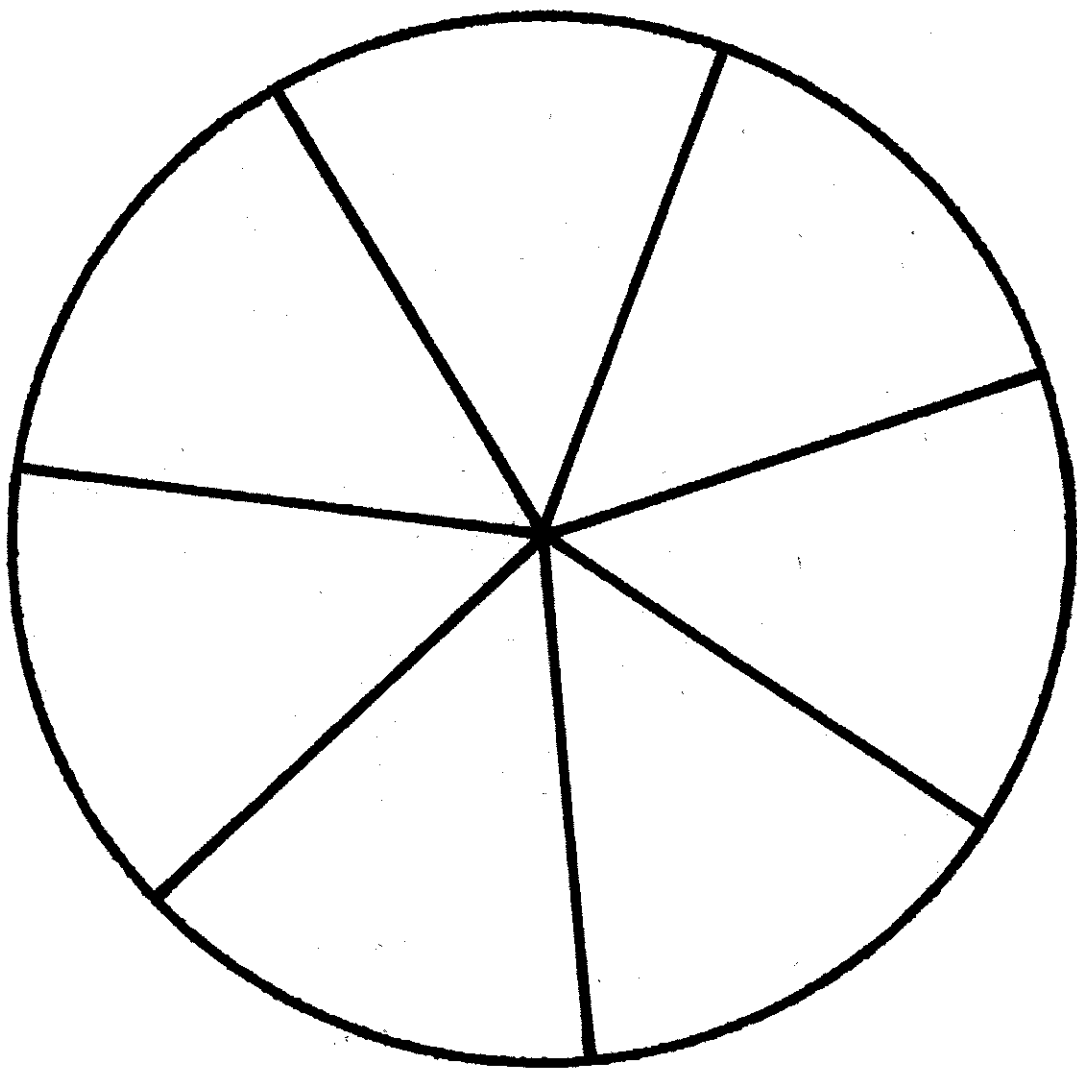
Template PP-2

Desert Island Picture



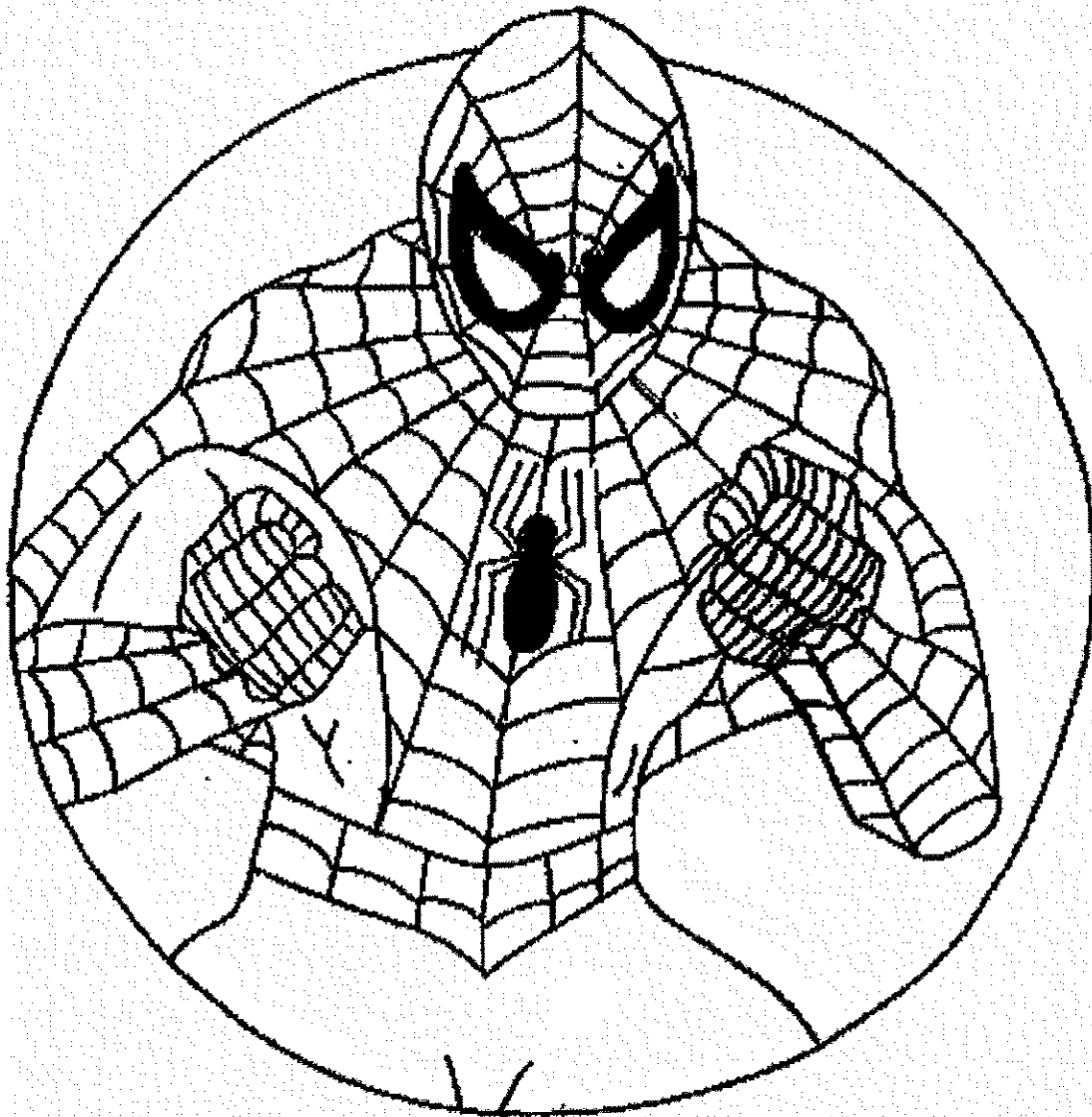
Template PP-3

Rainbow Spinner



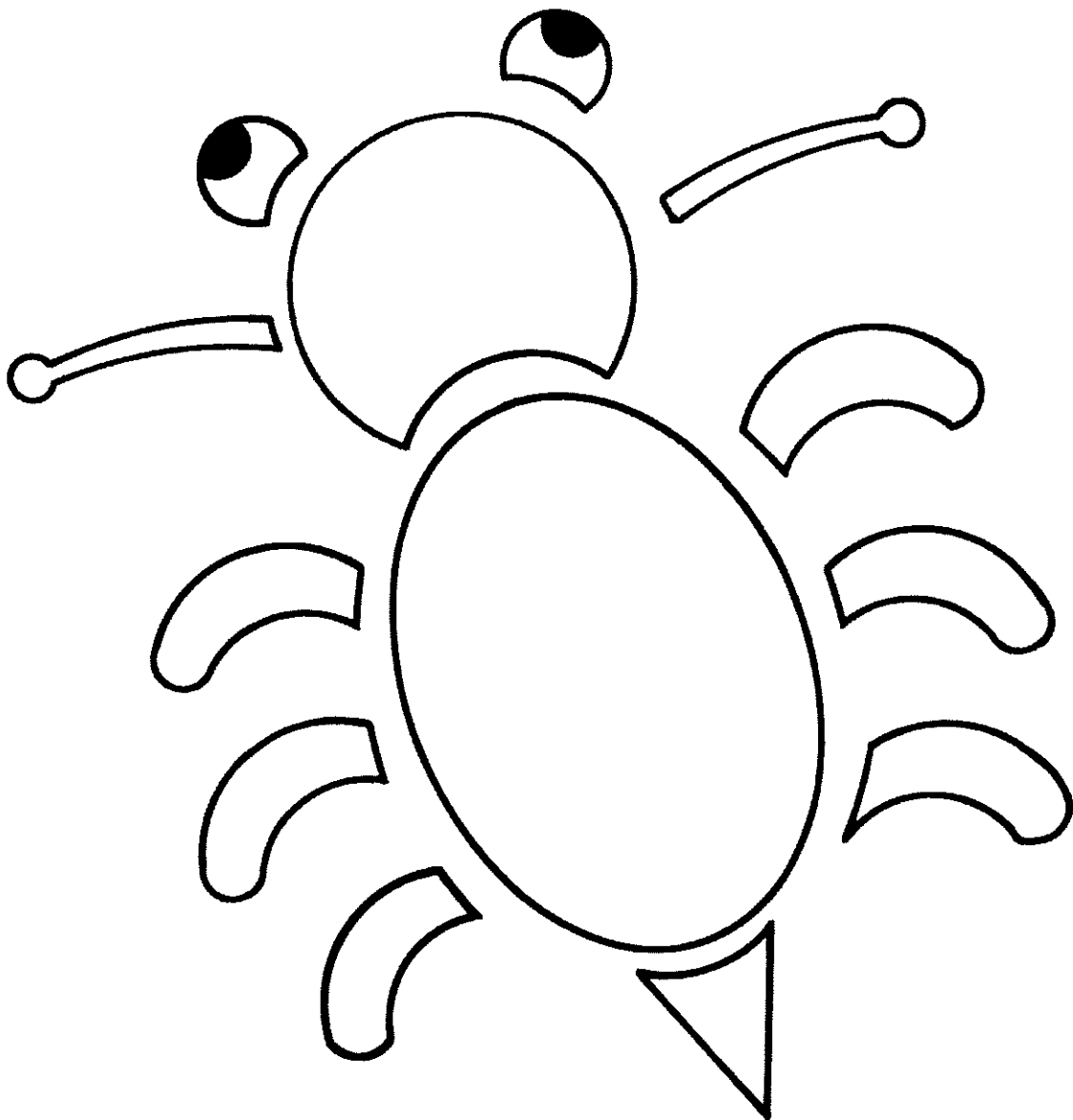
Template PP-4

Spiderman



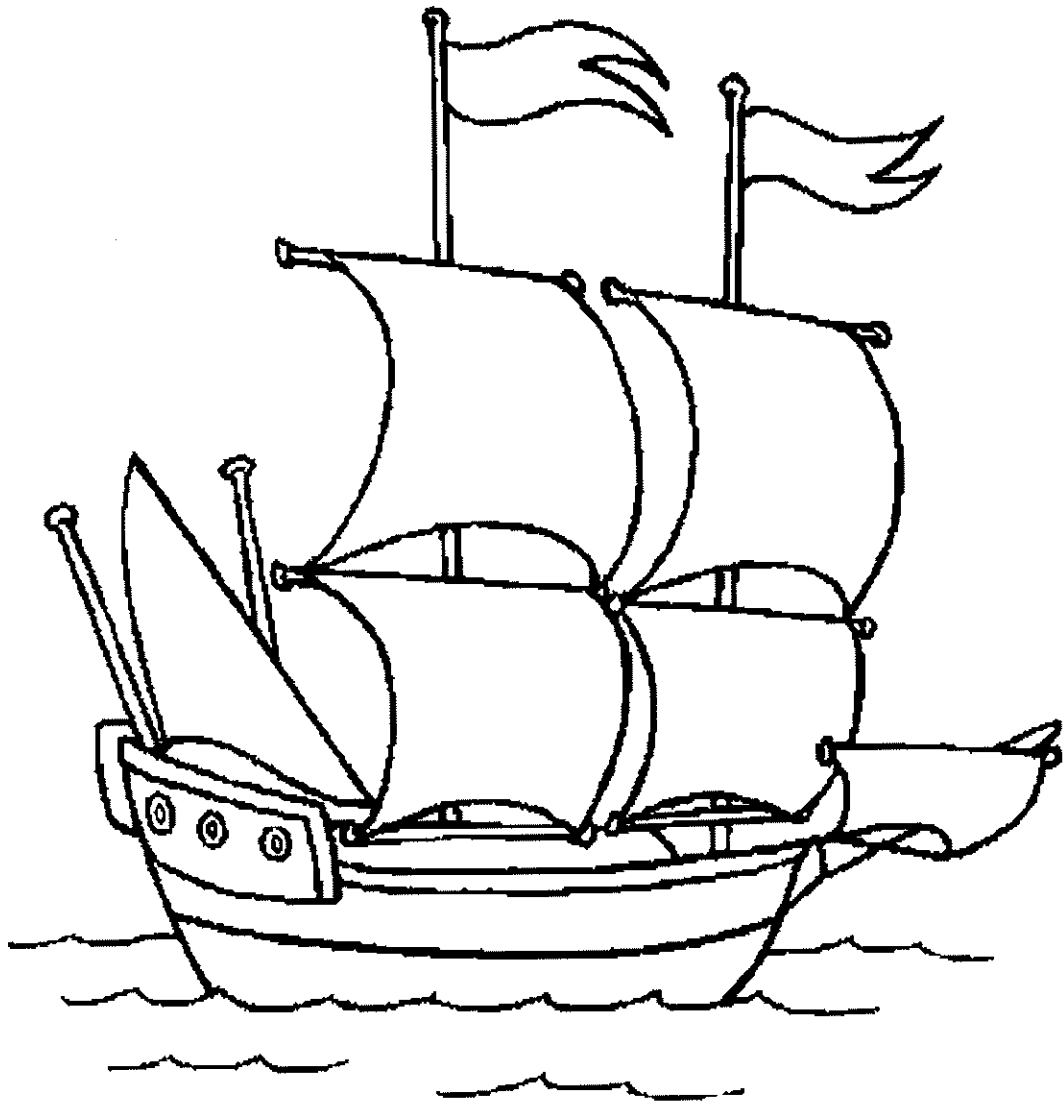
Template PP-4

Beetle Draw



Template PP-5

Sailing Ship



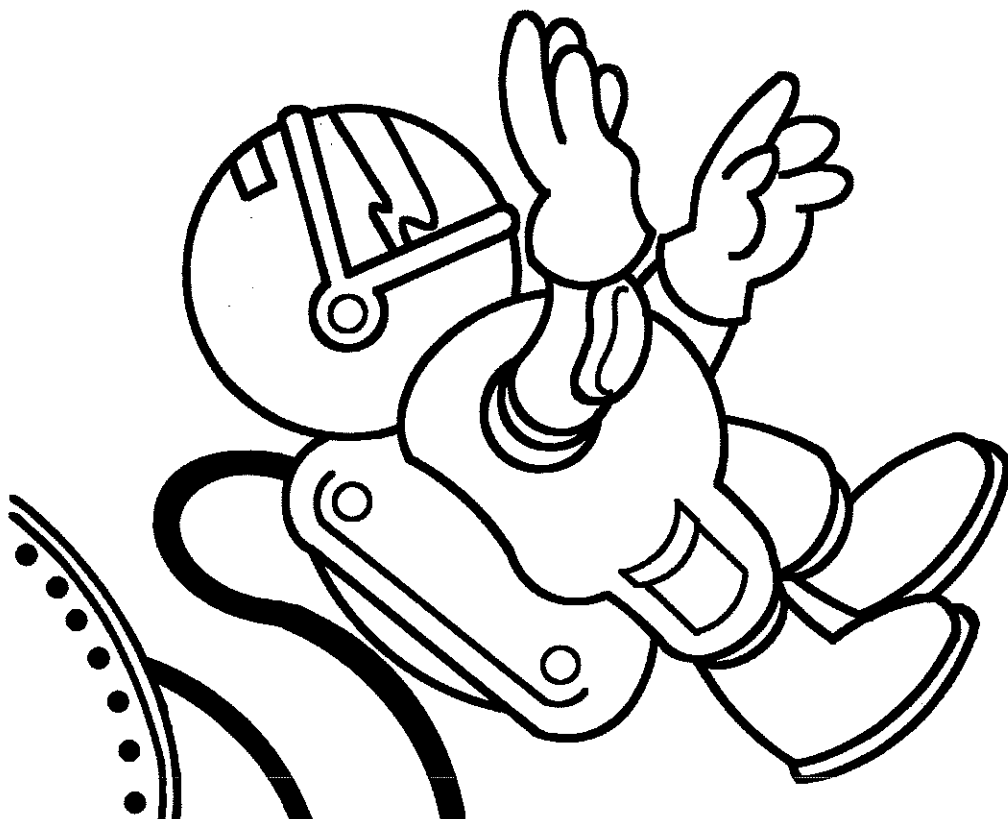
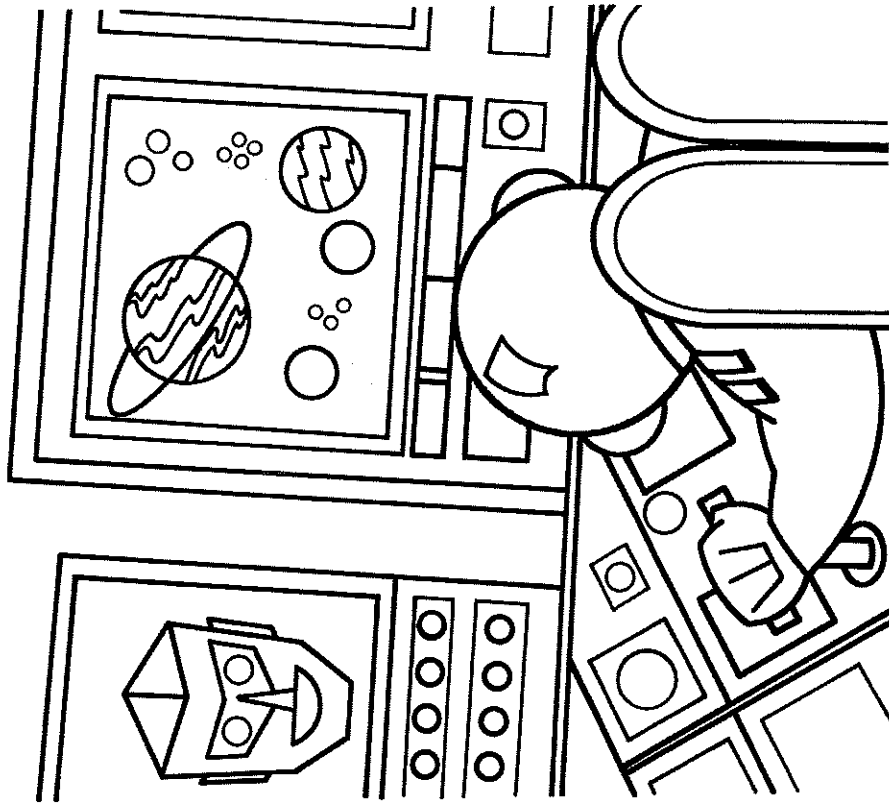
Template PP-6

Space Shuttle



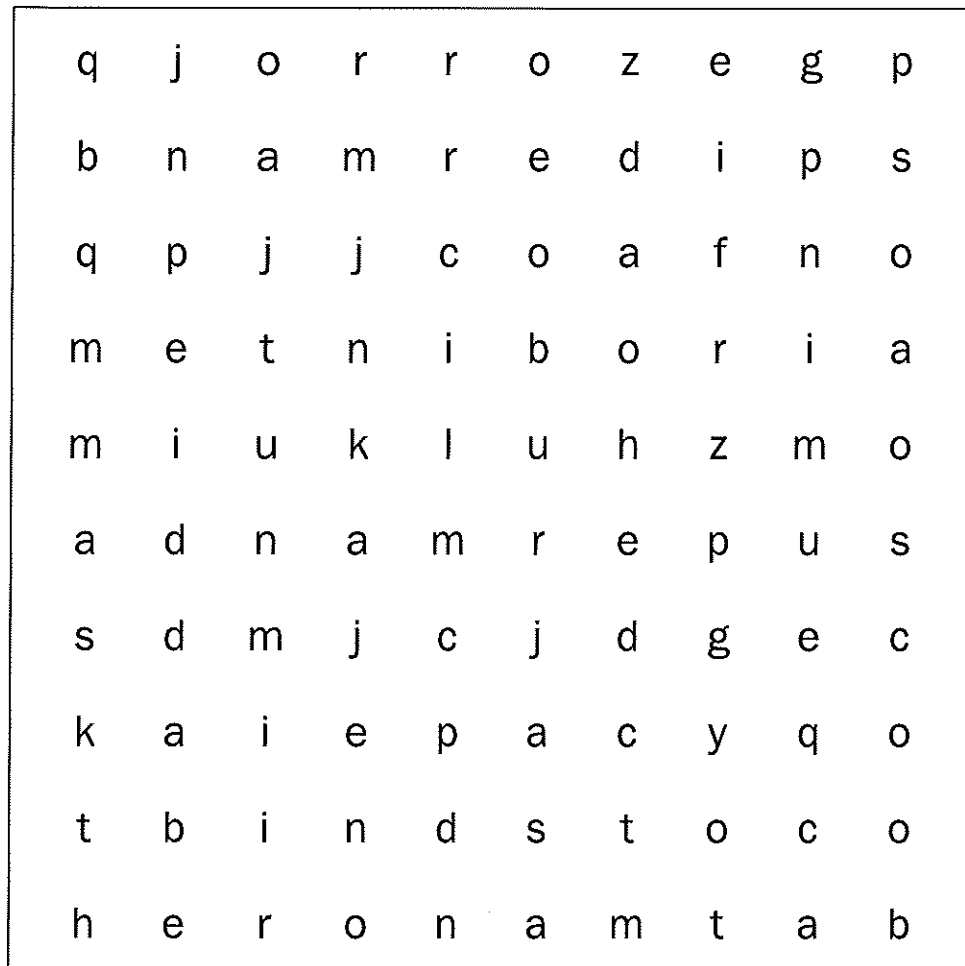
Template PP-6

Space Rocket Calendars



Template PP-7

Super Hero Wordsearch



Words

spiderman

superman

batman

baddie

robin

zorro

mask

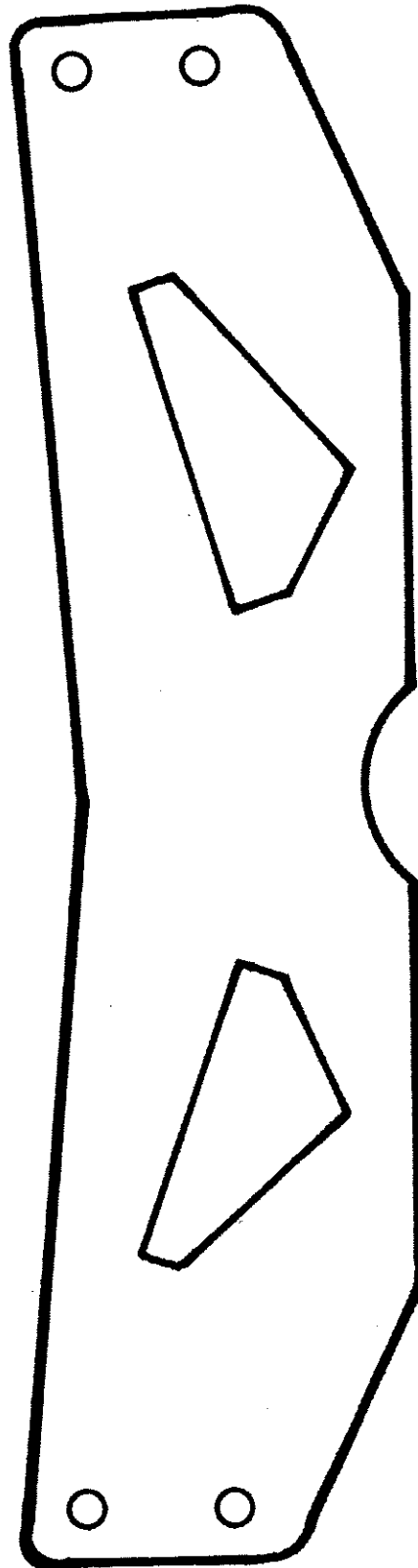
cape

hulk

hero

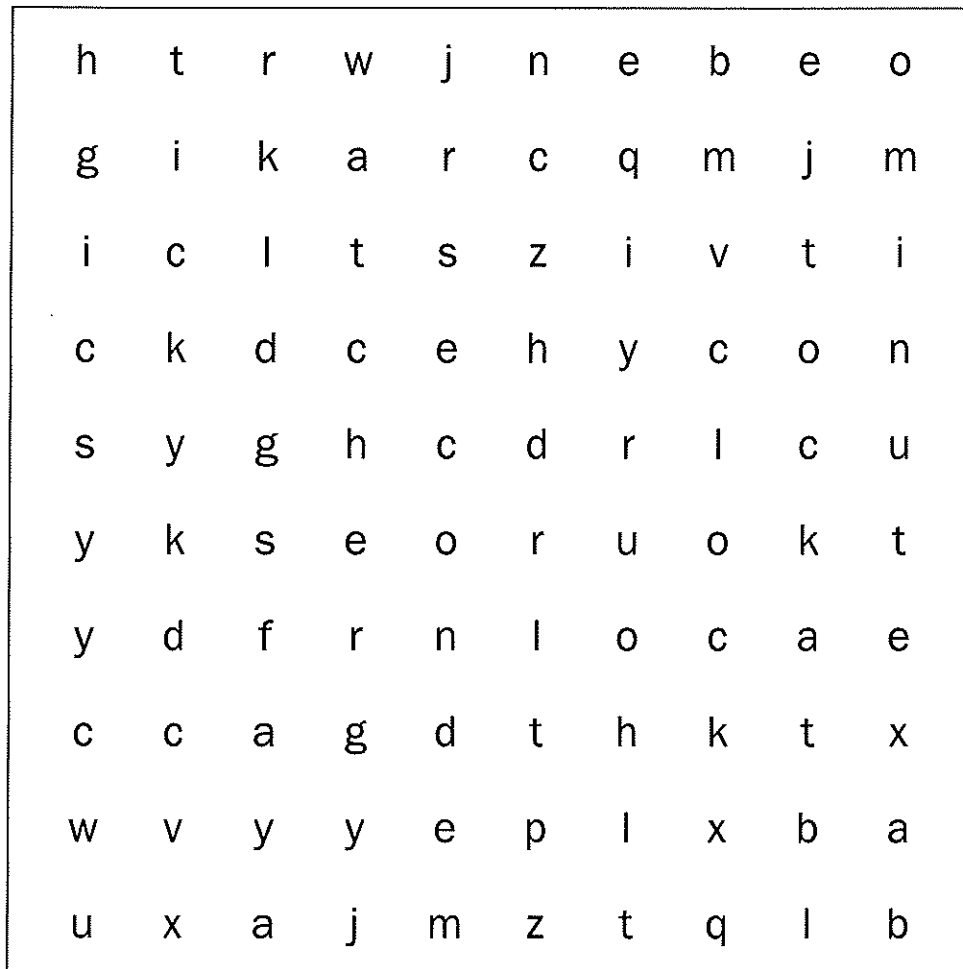
Template PP-7

Super Hero Mask



Template PP-8

Time Wordsearch



Words

minute

second

watch

clock

chime

hour

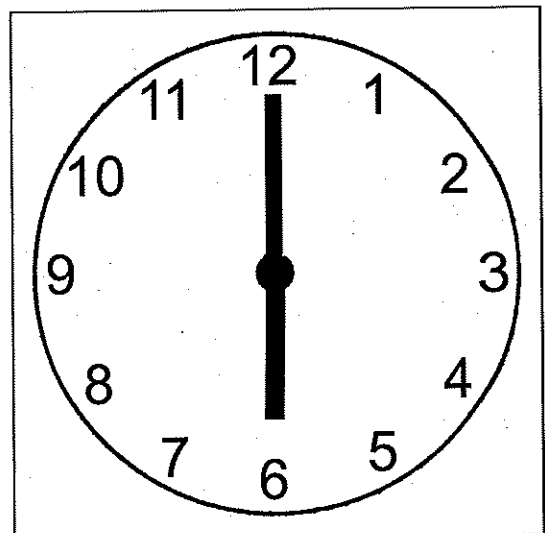
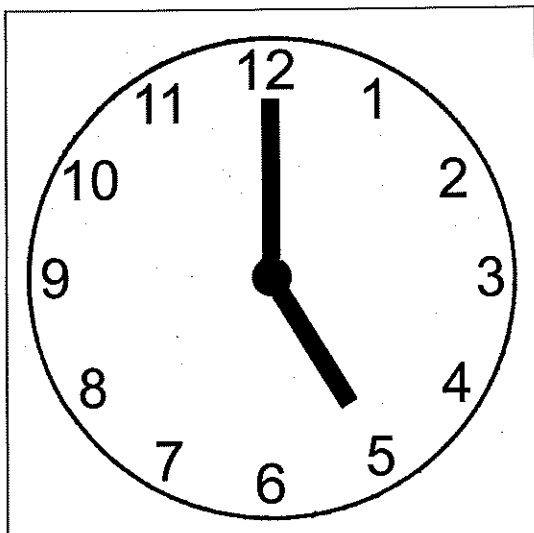
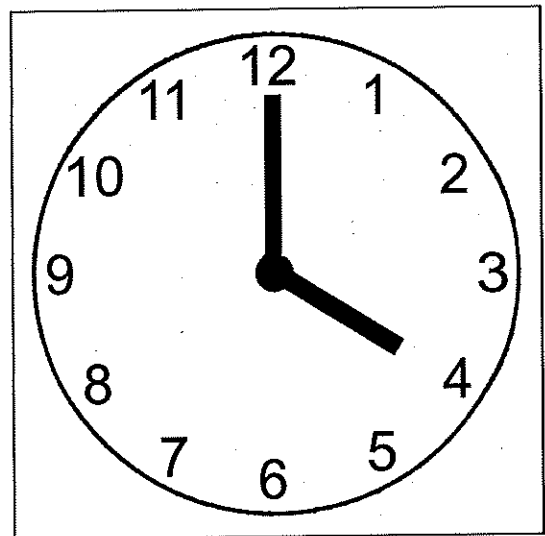
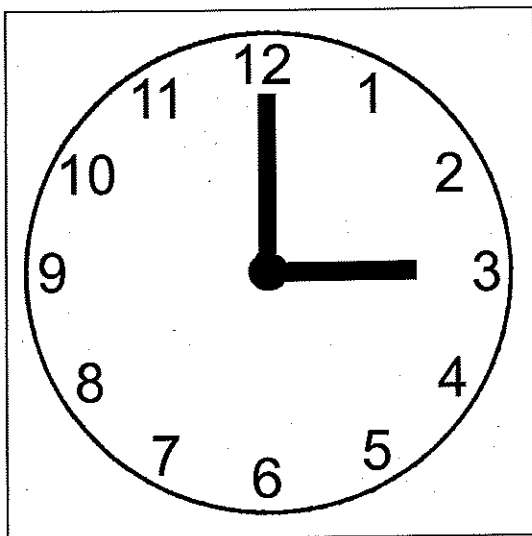
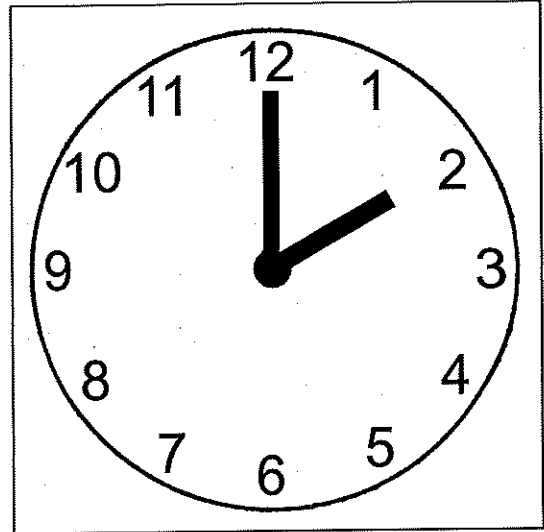
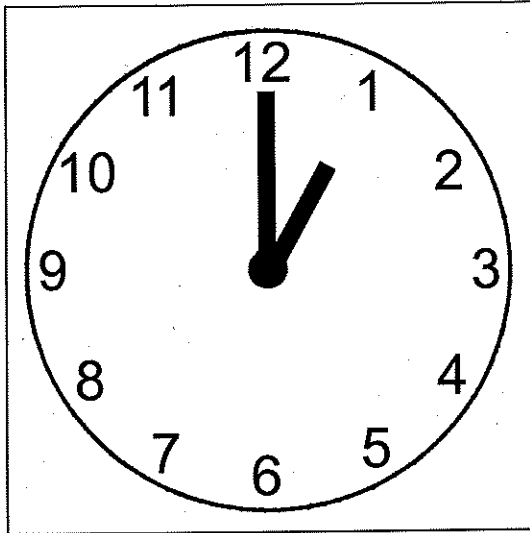
tick

tock

day

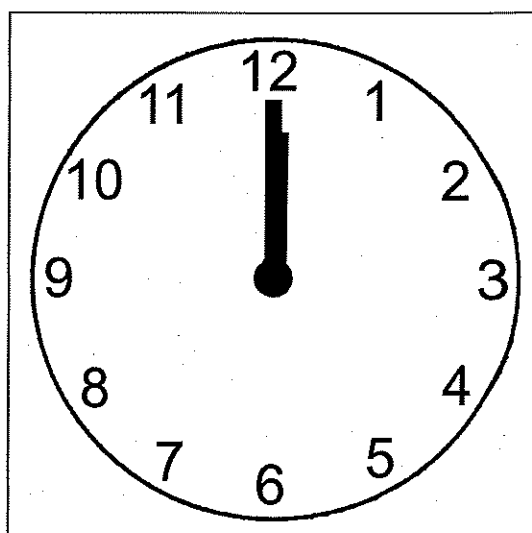
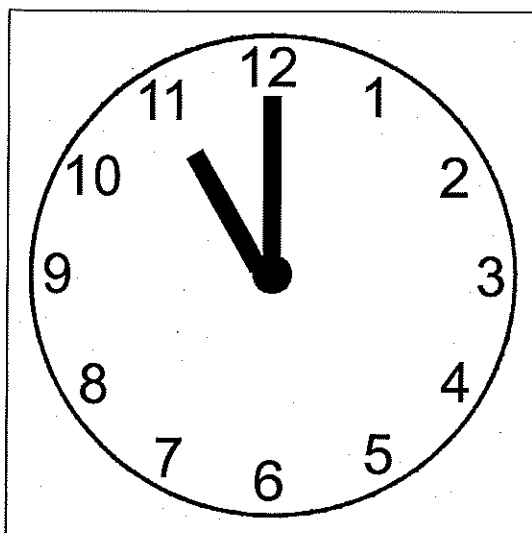
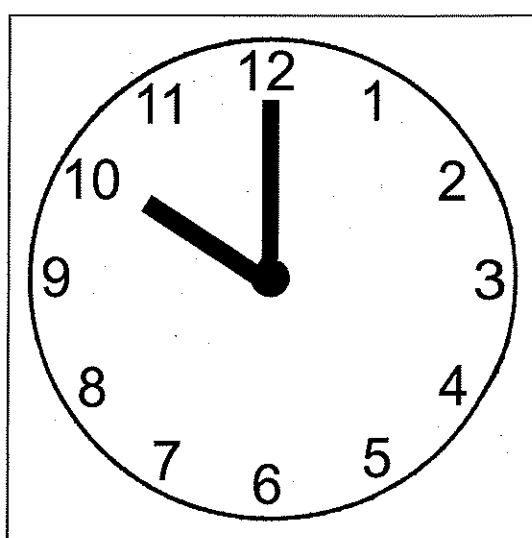
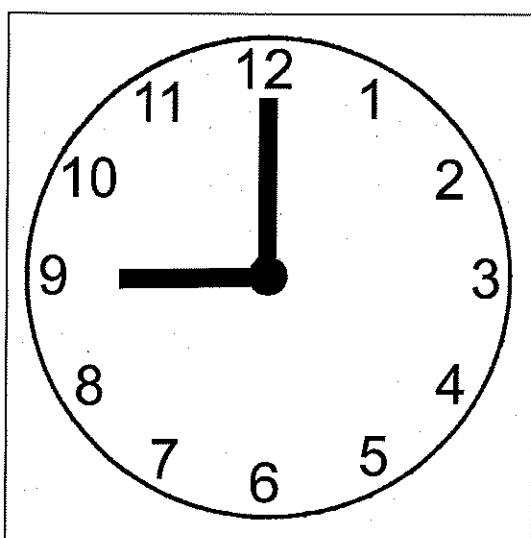
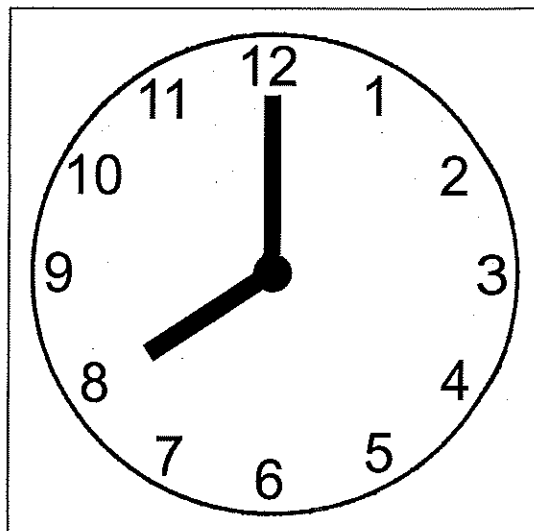
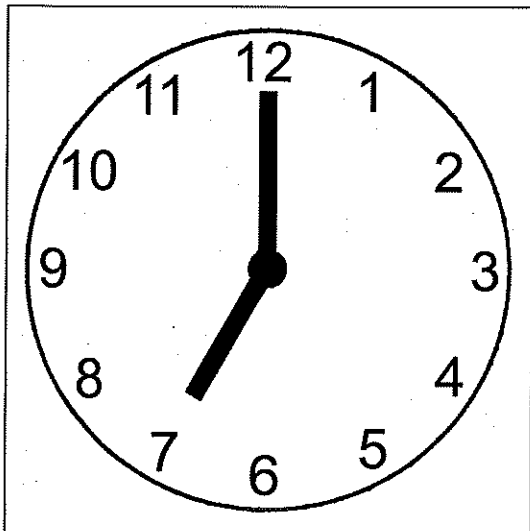
Template PP-8

Time Matching Activity



Template PP-8

Time Matching Activity



Template PP-9

Skeleton Model

