

African 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

African Countries Wordsearch – copy template onto card

Craft

Elephant Catch

Game

Bucket Relay

Game

The Snake

Devotions

Show photographs and talk about the situation in Africa. Discuss areas such as poverty, drought, famine etc. Relate this to our own situation at home and ask the boy to think about what they take for granted.

Prayer, thanking God for all that we have, and ask for help for people who are less fortunate than us.

Song: Kum Ba Yar

Estimated Time:

10 minutes

30 minutes

10-15 minutes

10-15 minutes

20 minutes



Elephant Catch



No maximum number
depending on adequate
supervision



10 minutes

Aim: To give the boys something that they can take home to remind them of the African evening

Equipment:

- Template
- Card
- Pencils
- Felt tip pens, colouring pencils
- Scissors
- String – thin string or thread, approx 25cm per elephant
- Hole punch

Instructions:

- Photocopy the template onto card, thicker card works best.
- Cut out the Elephant figure and also the hoop, leaders might need to help with the hoop.
- Colour in the elephant and hoop using felt tip pens and pencils.
- Using a hole punch make a hole just under the eye of the elephant and in the ring.
- Through this put the string, on the other end of the string attach the hoop.
- On completion hold the elephant in your hand and try to flick up the hoop onto the trunk.



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

Bucket Relay

Aim: To help boys to understand how lucky they are to have access to clean running water, and to see the trouble that some people have to go to, to obtain clean water

Equipment:

- Beanbags
- Buckets

Preparation:

Prior to the game talk to the boys about the problems with dirty water and that many children of their age and younger in Africa have to walk a great distance every day just to get clean running water. Explain that the game they play is a little bit of fun but it has more meaning.

Instructions:

- Divide boys into teams.
- Place beanbags evenly in a straight line in front of each member of the team.
- The bucket should be placed next to the first boy.
- On the starting signal the first boy picks up the bucket, puts it on his head and runs to the first beanbag, puts it into the bucket and runs back to his team. He hands the bucket to the next boy and he does the same.
- The game is repeated until all boys have had a turn and thus all beanbags are in the bucket.
- When this has happened the person who went first now takes back one of the beanbags and places it back where it came from. The game now repeats itself in reverse with all of the beanbags getting put out.
- The winner is the team who sits down with all of their beanbags in front of them.



No maximum number depending on adequate supervision



10-15 minutes



When doing active sessions like this it is essential that the area in which the boys play is clear of tripping hazards or other dangerous hazards



No maximum number
depending on adequate
supervision



10-15 minutes



Ensure when playing
active games such as this
that there is a clear area
in which the game takes
place

The Snake

Aim: To give boys a taste of the sort of games that children in Africa might play

This is a game that is commonly played in African countries among young children. It should help the boys to see that although they are more privileged compared to children in Africa they still have things in common. This is something you may wish to discuss with the boys before or after playing the game.

Instructions:

- One player is chosen to be the head of the snake.
- This 'snake head' tries to catch another player, and once they do, that other player becomes the 'snake tail' and they hold hands.
- The 'snake head' and 'snake tail' chase the other players, and tagging them from either end, thus making a new head or a new tail as another player is caught.
- The game continues until all the players are part of 'the snake'.
- Once a snake is becoming large the leader may wish to 'break off' a boy to become a new snake.