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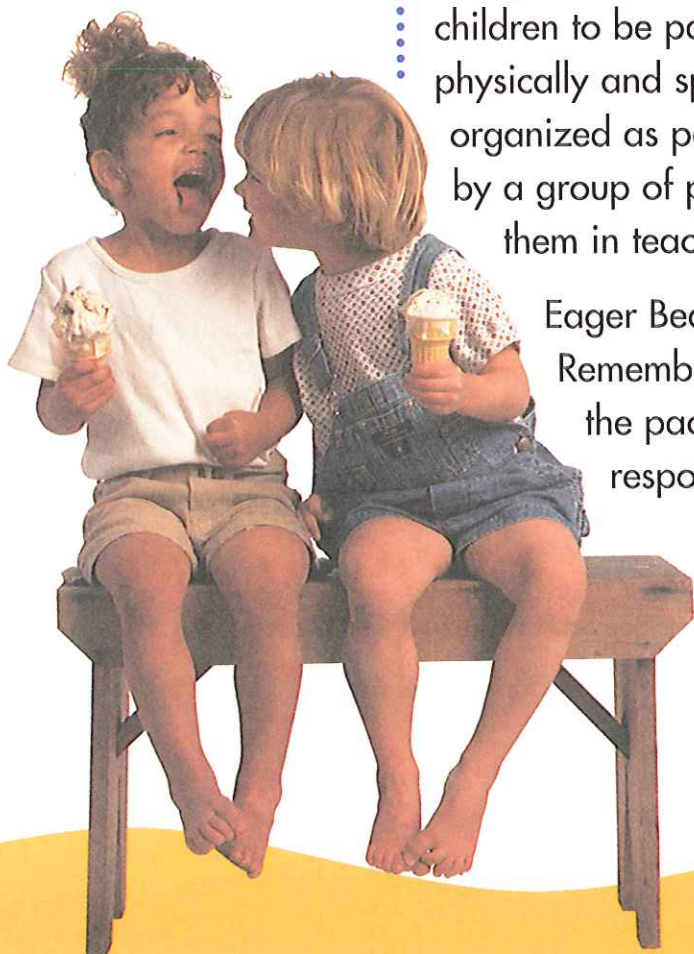
Introduction

Jesus said, "Let the little children come to me, and do not hinder them, for the kingdom of heaven belongs to such as these."

This passage from Matthew 19:12 (New Revised Standard Version) is often illustrated with a group of angelic children sitting attentively at Jesus's feet. And perhaps this was the first picture that popped into your mind when you agreed to lead your church's Eager Beaver Club. However, now that you've had time to think about it, the picture may have quickly changed to a group of active kindergartners running around the room while you stand helplessly in their midst. Hopefully, the reality will be somewhere in between these two pictures!

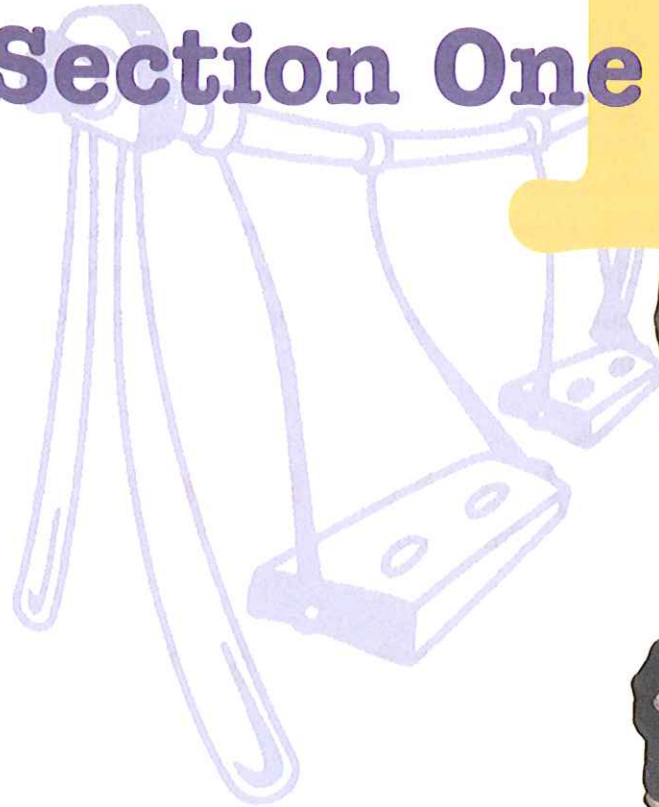
This guide was developed to assist parents who want their children to be part of a larger family as they develop physically and spiritually. The Eager Beaver program can be organized as part of the Adventurer Club in your church or by a group of parents who want to use a curriculum to assist them in teaching their children skills and values.

Eager Beaver activities should be fun and kid centered. Remember that children of this age look to adults to set the pace of the meetings and model how they should respond to situations. So . . . take a deep breath, say a prayer, and keep your sense of humor. Your adventures with Eager Beavers are about to begin!



Section One

1



The Eager Beaver Program

This section contains an overview of the Eager Beaver program. You'll get an overview of where Eager Beavers fit into Children's and Youth Ministries and the goals and requirements of the Eager Beaver program.



Age Levels of Seventh-day Adventist Youth Programs

Eager Beavers are part of the Seventh-day Adventist Youth Ministries. The other clubs are the Little Lambs, Adventures and Pathfinders. While Little Lambs and Eager Beavers are unique to the North American Division of Seventh-day Adventist, Adventures and Pathfinders can be found world wide with a membership of more than 2.5 million boys and girls.



LITTLE LAMBS

Pre-school



EAGER BEAVERS

Kindergarten



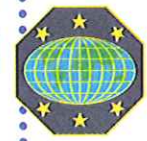
ADVENTURES

First Through Fourth Grade



PATHFINDERS

Fifth Through Tenth Grade



MASTER GUIDE

Eleventh Grade Through Adult



Eager Beaver Program Goals

As the club leader, you will find it helpful to keep the following goals in mind as you plan, conduct and evaluate each meeting.

ONE

Demonstrate God's love for children.

TWO

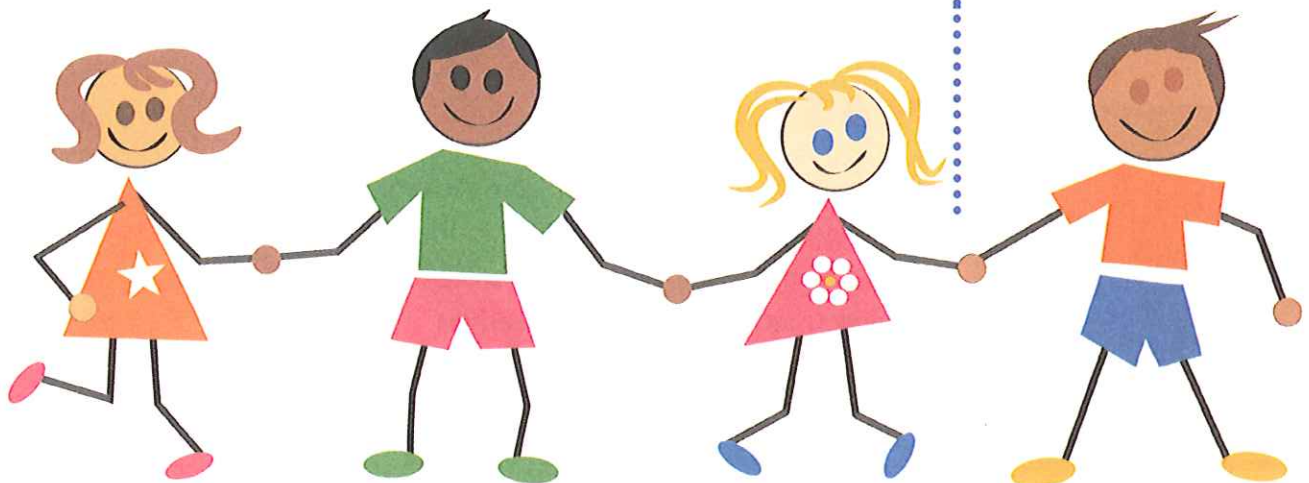
Promote the values expressed in the Eager Beaver pledge and song.

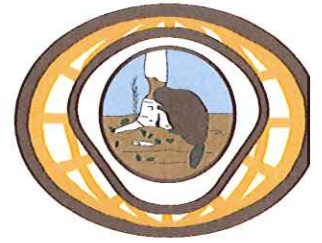
THREE

Create an environment where all children can contribute.

FOUR

Encourage children to have fun.





Eager Beaver Pledge

Jesus loves me, and I want to do my best for Him.



Eager Beaver Song

*Oh, We are the Eager Beavers,
Eager Beavers for the Lord!
Help us sing our song;
Everybody come along;
Eager Beavers for the Lord!
We're on our way to heaven;
we hope you'll come aboard;
Yes, we are the Eager Beavers,
Eager Beavers for the Lord!*

Sheet music on page 162.

Sound track available from AdventSource.

Program Requirements

One of your responsibilities as leader is to encourage the physical, mental, and spiritual development of each child. The Eager Beaver program requirements were created to assist you with this responsibility. The requirements are organized into six areas: God and Country, School Readiness, Self, Family, Community, and Play. Each child will complete most of the program requirements as part of the Eager Beaver Lessons. (Page 163) The completion of each requirement will be noted in the lesson so you can put a star or sticker by the child's name on the Eager Beaver Record Chart (page 164). At the end of the Eager Beaver year, each child completing all the requirements will receive the Eager Beaver pin (see Investiture Program on page 156).

It is very important for leaders to understand that not all Eager Beaver age children will be at the same developmental level or have the same physical abilities, so you'll need to be flexible in how the children complete these requirements. It is up to you to interpret how the children fulfill these requirements. For example, not all children will be able to tie their shoes. Instead, they might be able to velcro their shoes or put on their shoes. Other children may not be able to memorize Bible verses or the Lord's Prayer. These children might be able to draw a picture illustrating the verse or act out the verse. Again, flexibility and creativity are the keys to ensuring the success of each Eager Beaver. As always, these activities should be fun for you and the children.

MASCOT

This friendly beaver puppet from AdventSource provides a realistic and fun way to connect the children to the natural world of beavers and to God's world. Each club should select a name for the beaver and consider having a male and a female beaver.



GOD AND COUNTRY

- Recite the Eager Beaver Pledge (see page 160).
- Recite the country of origin's Pledge of Allegiance or national anthem (see page 160-161).
- Pray independently.
- Say the Lord's Prayer.
- Say the fourth and fifth commandments.
Fourth Commandment: **Remember the Sabbath day by keeping it holy.**
Fifth Commandment: **Honor your father and mother.**
- Recite Philippians 4:4
Be full of joy in the Lord always.
- Recite three additional Bible verses.



SCHOOL READINESS

- Listen to three books: one Bible story, one nature story, and one story of the child's choice.
- Listen to two stories about Ellen White's life.
- Identify these colors: red, yellow, blue, green, purple and orange.

SELF

- Perform the following tasks: tying shoes, combing hair, brushing teeth and dressing self.

FAMILY

- Help pack a lunch and then participate in an outdoor activity with family or friends.
- Do one of the following chores for a week: wash or dry the dishes, empty the dishwasher, pick up toys, hang up clothes, make the bed or take out the trash.

COMMUNITY

- Take a food basket to a needy family or senior citizen.
- Make and deliver a card to a sick friend or a senior citizen.

PLAY

- Earn at least twelve Eager Beaver Chips.
- Complete a minimum of six craft projects.



Earning Eager Beaver Wood Chips

Eager Beaver patches are called Wood Chips or Chips. There are more than twenty Chips designed to encourage the children in your club to explore, learn and play. Once a child has completed the activities for an individual patch, he or she has earned a "Wood Chip". Children this age need immediate rewards, so give them the Chips at the end of the program when the patch is completed.

It is important for leaders to note that the requirements for 18 Chips are built into the Eager Beaver meetings. To keep track just mark off the requirement on the Chip Requirement Record Chart (see page 166) for the chip you are working on. Once you have complete all the requirements for a chip, you can put a star or sticker by each child's name on the Eager Beaver Record Chart (see page 164).

Alphabet Fun

Animal Homes

Animals

Beginning Biking

Beginning Swimming

Bible Friends

Birds

Crayons & Markers

Fire Safety

Gadgets & Sand

God's World

Helping at Home

(formerly Helping Mommy)

Jesus' Star

Jigsaw Puzzle

Know Your Body

Left & Right

Manners Fun

My Community Friends

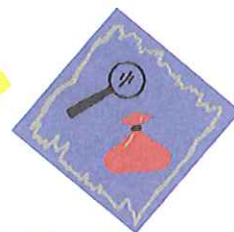
Pets

Scavenger Hunt

Shapes & Sizes

Sponge Art

Toys

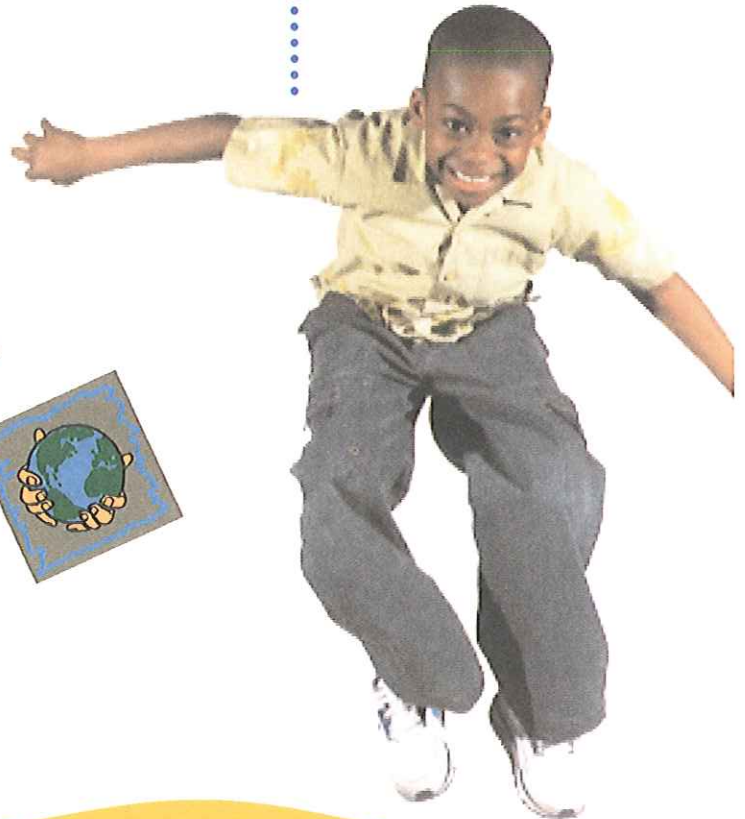
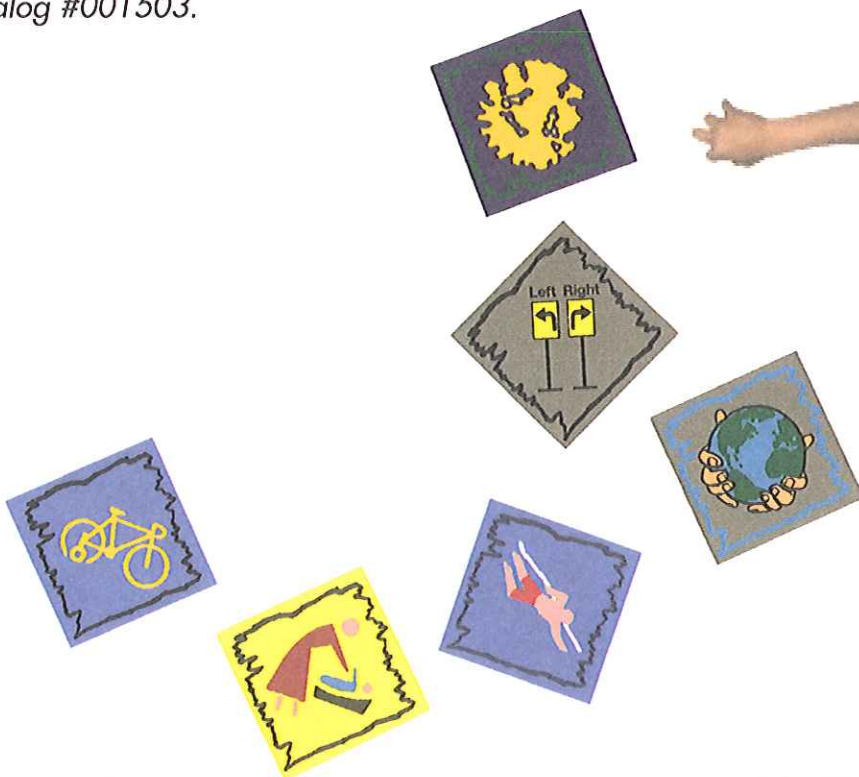


Chip activities should ideally be done as part of the meeting program. However, they can also be done outside of the meetings with the child's parent(s), other significant adult or older sibling. When working on Chips, it is up to the leader to adapt the requirements to the club and the children's needs. For example, the Fire Safety chip requires the club to visit a fire station. As leader, you might choose to watch a video or read a book about a fire station, instead.

It is also up to you, the leader, to decide when a child has met the intent of the honor. Remember that not all children will be capable of completing all Chips as written. It's more important that the children are encouraged to try new things and have fun, rather than competing with each other to receive the most Chips or becoming frustrated by requirements that are beyond their abilities. Flexibility on your part will make the experience more enjoyable and positive for the children.

(Individual Chip Requirement/Record Charts are located on pages 174-199.)

4 color Eager Beaver Chip Poster is available from AdventSource. Catalog #001503.



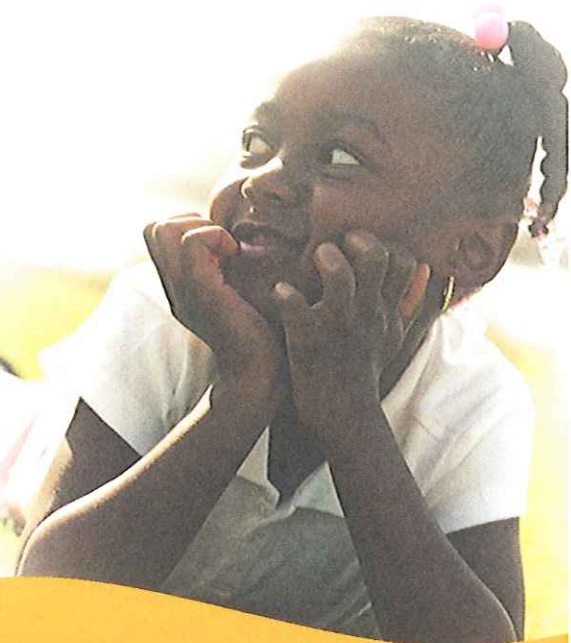


Section Two



Characteristics of Eager Beavers

This section gives you and your staff a quick overview of what to expect and what not to expect from Eager Beavers.





What You Need to Know About Eager Beavers

In the book *Child Guidance*, Ellen White encourages parents to understand the developmental needs of their children. This section helps you with just that - understanding the physical, cognitive and social characteristics of Eager Beavers. Remember that children develop at their own pace, so some children in your club may not have reached these markers, and others will have passed them. Make sure you focus on the specific needs of each child and not the stages.

Physical Characteristics

EAGER BEAVERS

- Can control gross motor skills more easily than fine motor skills.
- Have difficulty controlling large body movements.
- Struggle to control volume of speech.
- Can take themselves to the bathroom - occasionally "accidents" happen.
- Can dress themselves with slight assistance.

Cognitive Characteristics

EAGER BEAVERS

- Have short attention spans.
- Learn actively.
- Focus on one thing at a time.
- Need specific directions.
- Require consistency.
- Can confuse reality and fiction.
- Want to make their own decisions.
- Are literal.



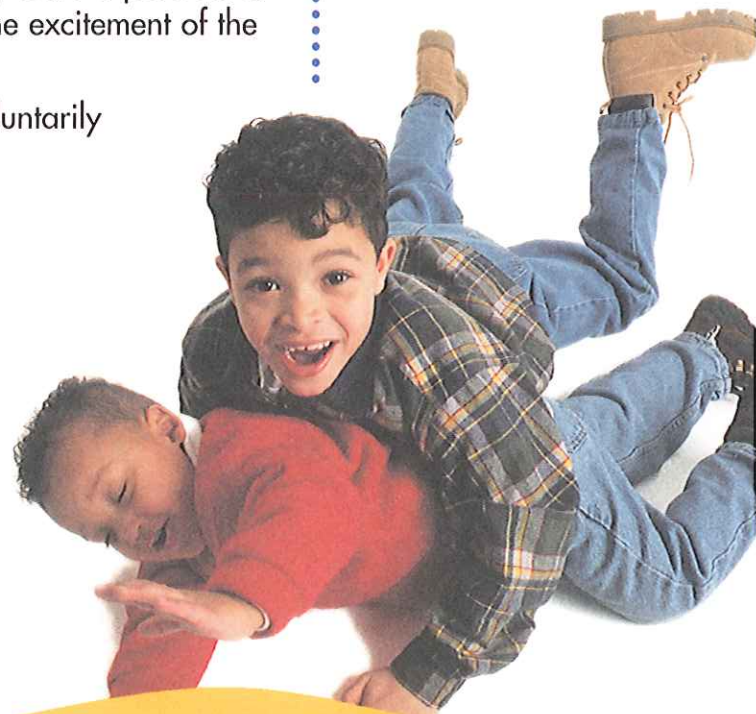
Social Characteristics

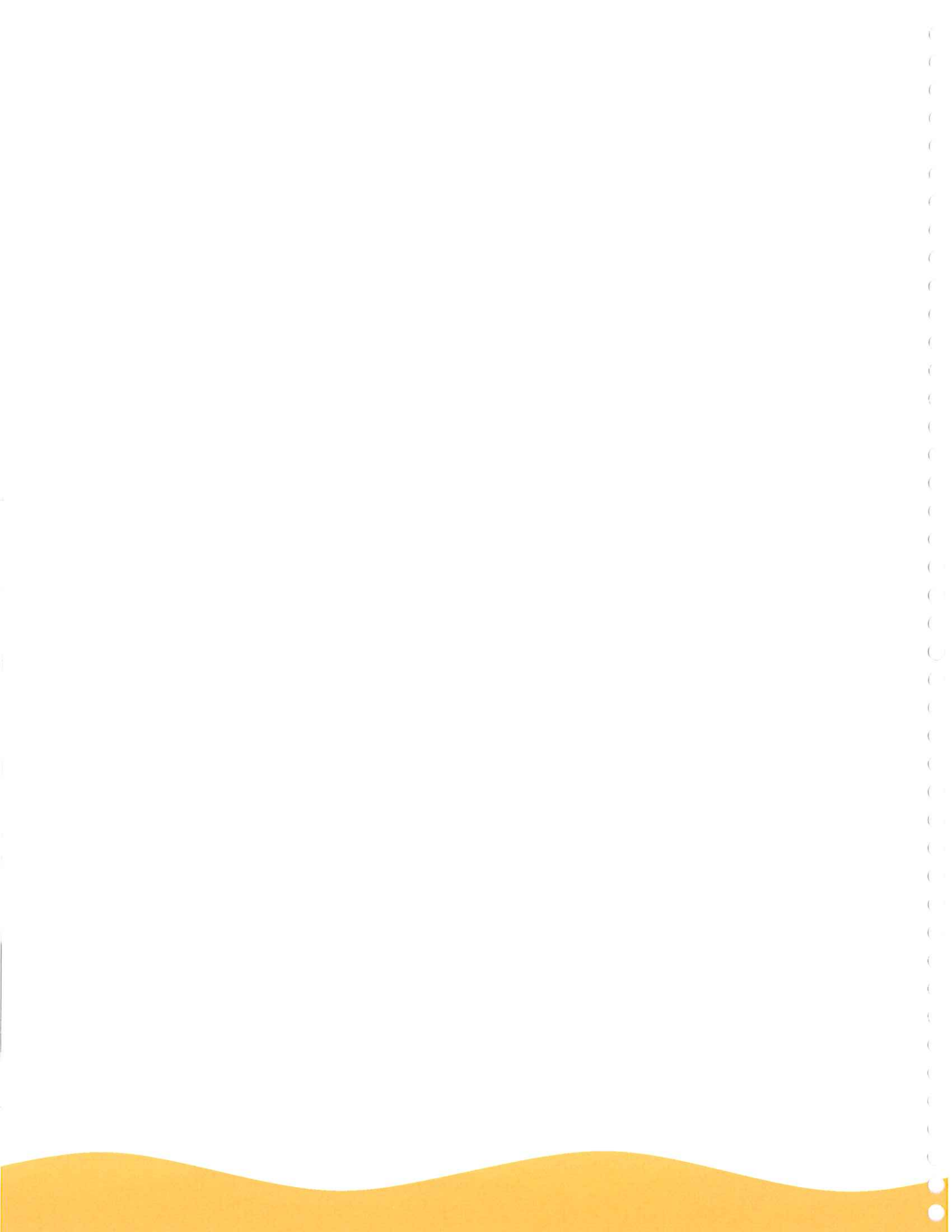
EAGER BEAVERS

- Can take turns but may not share well.
- May appear to be “know-it-alls.”
- Are competitive and like to win.
- Can see only their own point of view.
- Are upset or embarrassed by criticism.
- Have tantrums or tattle to test authority.
- Responds well to encouragement and rewards.

THIS MEANS THAT EAGER BEAVERS

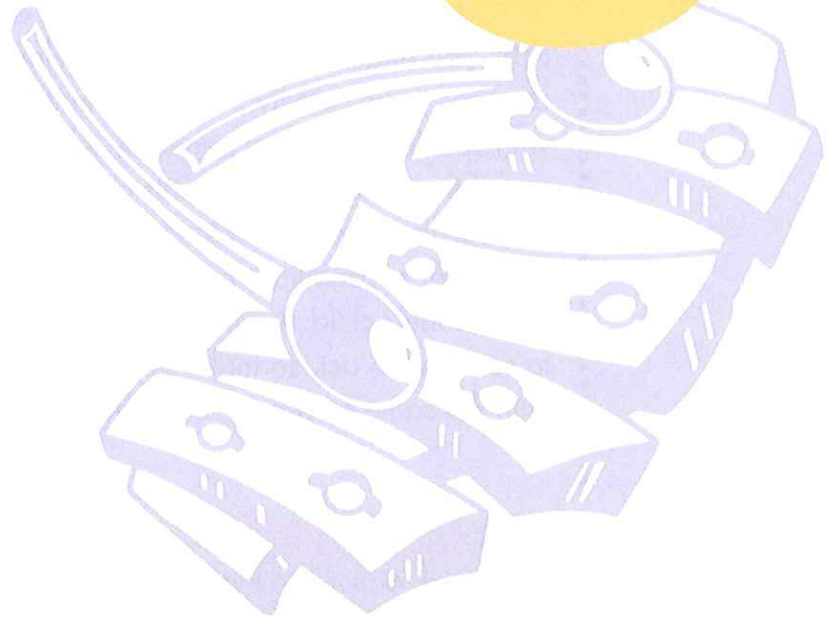
- Can jump and hop easier than they can write or color.
- May appear clumsy, fall off of chairs or bump into other children.
- Are noisy.
- Need short activities that can be completed in one setting.
- Follow directions that are given one step at a time.
- Enjoy role playing, instead of memorizing.
- Might seem to intentionally lie when they say they have a pet beaver home, but are just unintentionally caught up in the excitement of the story.
- Like to play with their “best” friend and won’t voluntarily include others.





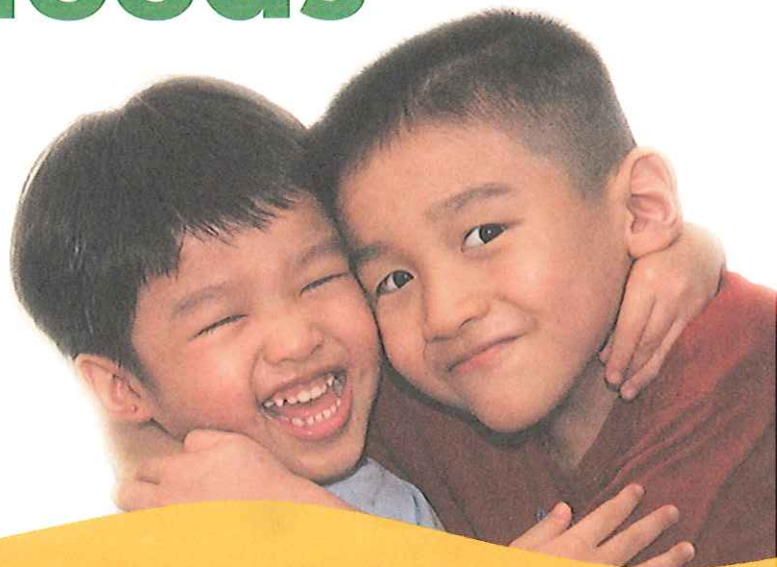
Section Three

3



Children with Special Needs

Learn how every Eager Beaver can fully participate in your group by understanding each child and knowing how to plan inclusive activities.





Including Children With Special Needs



When you learn that a child with a disability will be a member of your club, you might initially feel overwhelmed. Don't worry. Often simple changes to an activity or requirement are all that is needed. Kids this age with special needs can generally tell you when they require assistance and if they can't, their parents or guardians can. Remember that parents or guardians are not looking to you to discredit a diagnosis or to offer a "cure" for a condition, rather they are looking to you to welcome and include their child. Additionally, the other children and adults look to you to see how to act, so make sure you treat the child with special needs with the same openness, ease that you show all of the children.

Do's

- Speak directly to the child, not to the adult.
- Recognize that a child's physical disabilities don't indicate mental disabilities.
- Find out medical or special equipment needs of the child.
- Explain special equipment to all children to alleviate fears.
- Take extra care in planning for the safety of the child with special needs.
- Ensure the meeting facility is handicapped accessible.
- Ask the child the best way for her to do something.
- Permit children to ask the child with special needs about the disability.
- Foster independence.
- Focus on all children's strengths.
- Expect reasonable behavior from all children.
- Be flexible.



Planning Inclusive Activities

At times you will need to substitute or change program requirements in order for children with special needs to participate. However, this may mean some creative thinking on your part. Remember that the point is for the activity to be fun and meaningful for the child. Here are some ideas to get you started.

- Instead of requiring the child with a learning disability to memorize her phone number and address for the Fire Safety Chip, have her decorate pre-printed business cards that she can carry in pockets and back packs.
- For the autistic child over-stimulated by noise or new places, allow him to watch a video about a fire station instead of participating in the club field trip for the Fire Safety Chip.
- If a child has balance problems, substitute riding a bike with training wheels or a tricycle for the Beginning Biking Chip requirement of riding a bike without training wheels.
- A blind child can make a dog or cat blanket for a pet instead of drawing a picture or cutting out pictures of an animal, as suggested for the Pets chip.
- A child with cerebral palsy may not be able to meet the program requirements of tying shoes, combing hair, brushing teeth or dressing herself. Ask the child what new skill she would like to learn. She'll have some ideas.
- Teach all the children how to use American Sign Language to say the Eager Beaver Pledge. This will allow a deaf child or a child with a speech impairment to participate.
- A child with Down Syndrome might act out his favorite Sabbath activity instead of memorizing the fourth commandment, as suggested in the Eager Beaver Program Requirements.
- Substitute learning the different tastes (sour, sweet, salty, bitter) and explore why God gave us a variety of tastes for a child with low vision instead of learning the colors listed in the Eager Beaver Program Requirements.

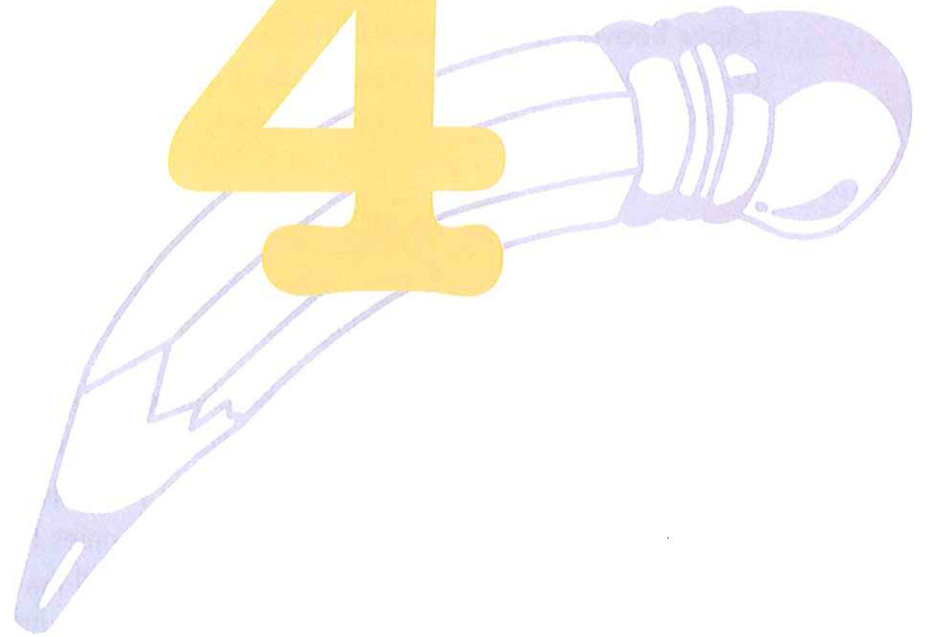
Additional resources on specific disabilities and program modifications are included in the resource section (see page 159).





Section Four

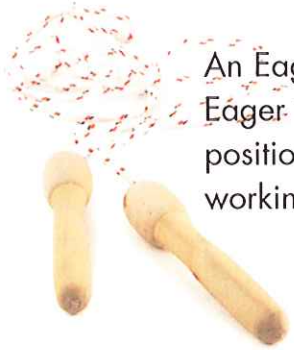
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Guidelines for Leaders



Successful leaders understand how to communicate with their Eager Beavers and are intentional in planning programs and trips. Here are some leadership tips from the best leaders we found.



An Eager Beaver leader does it all, but they shouldn't do it all by themselves! Successful Eager Beaver groups involve the parents of all the children in a leadership or staff position each time they meet. There is lots of material available on leadership and working with kindergarten-age children. Here are some keys to being a successful leader.

Ideas for Connecting with Eager Beavers

- Try to be at the children's eye level by sitting or kneeling.
- Know each child's name and use it.
- Let the children know you enjoy being with them.
- Give each child opportunities to use his or her strengths.
- Give specific directions. Tell the children to put all of the crayons in the box and hand the box to the leader. Don't say "clean up."
- Give specific choices only when choices are an option. Ask a disruptive child if she would you like to play Duck, Duck, Goose or sit with Mr. Martinez and read a book.
- Use clear, simple words.
- Vary the pace of activities and have activities ready for children that finish early.
- Give a five minute warning, then a two minute warning to help children transition to the next activity.
- Never be sarcastic.
- Correct or discipline children quietly and unobtrusively.
- Be near the children when talking to them; don't yell from across the room.
- Ignore inappropriate behavior, when possible.
- Acknowledge good behavior at every opportunity.
- Create a discipline plan ahead of time and share it with the parents/guardians.
- Have three to five simple rules and make sure all of the children know them.
- Be flexible.
- Have fun.



More On Leadership



Leadership is more than working with the children – it involves communicating the mission, recruiting staff, planning the program and ensuring the safety of the children that are entrusted to your care. Here are the basics.

Recruiting Adult Volunteers

The place to start is with the parents/guardians of your Eager Beavers. Every adult involved should fill out the Staff/Volunteer Service Information Form (see page 171). In addition to parents you will need to recruit volunteers to help you with the Eager Beaver program. Each activity will require a significant amount of adult interaction and having enough adults is the key. There are adults in your church and community that would love to be part of your Eager Beaver program. Don't forget to include:

- Youth
- College students
- Adults who don't have children
- Grandparents (their grandchildren may be in Eager Beavers!).

These people may not be able to make a year-long commitment but would be willing to assist in a specific program or craft.

Here are some keys to recruiting and maintaining your volunteers:

- Start early.
- Pray for guidance in finding the right people for this ministry.
- Create a "prospect list."
- Have a clear description of each job.
- Share the recruiting responsibilities with other leaders/staff – they have a different network!
- Regularly share information about what Eager Beavers are doing with your congregation and invite people who are interested to contact you.



Job Descriptions



PROGRAM COORDINATOR

- Schedules the Eager Beaver program, coordinates dates, times and facilities with the church calendar and other ministries.
- Coordinates with the Adventurer Club leader if the Eager Beaver program is part of the club.
- Recruits, trains and oversees volunteers by providing materials and facilitating communication within the program.



FACILITY AND OFF-SITE ACTIVITY DIRECTOR

- Prepares the location where the program will take place by setting up the room(s) and needed equipment as outlined in the lesson.
- Works with the Coordinator to identify dates and coordinates all logistics (transportation, etc.) for any off-site activities.



MEETING DIRECTOR

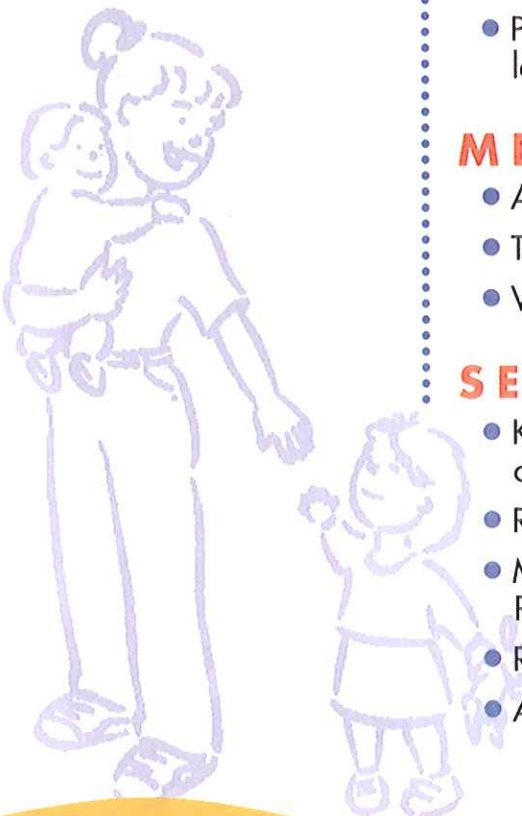
- Assists the Program Coordinator with recruiting volunteers.
- Provides all the materials needed for the lesson.
- Prepares and then leads a group of team members to assist in each lesson's activities.

MEETING TEAM MEMBER

- Assists with the activities at each meeting.
- Takes on a specific part of the meeting.
- Works to build positive relationships with the Eager Beavers.

SECRETARY/TREASURER

- Keeps a list of all Eager Beavers names and parent/guardian contact information.
- Records attendance.
- Maintains the master record of completion of Program Requirements, chip requirements and Chips given to Eager Beavers.
- Records payment of dues.
- Approves all receipts for payment.



Publicity Ideas

Once you have an Eager Beaver Program going, you may not need a great deal of publicity. But if your program is just getting started, you will need to let the people in your church and community know how great it is to be an Eager Beaver. Here are some ideas:

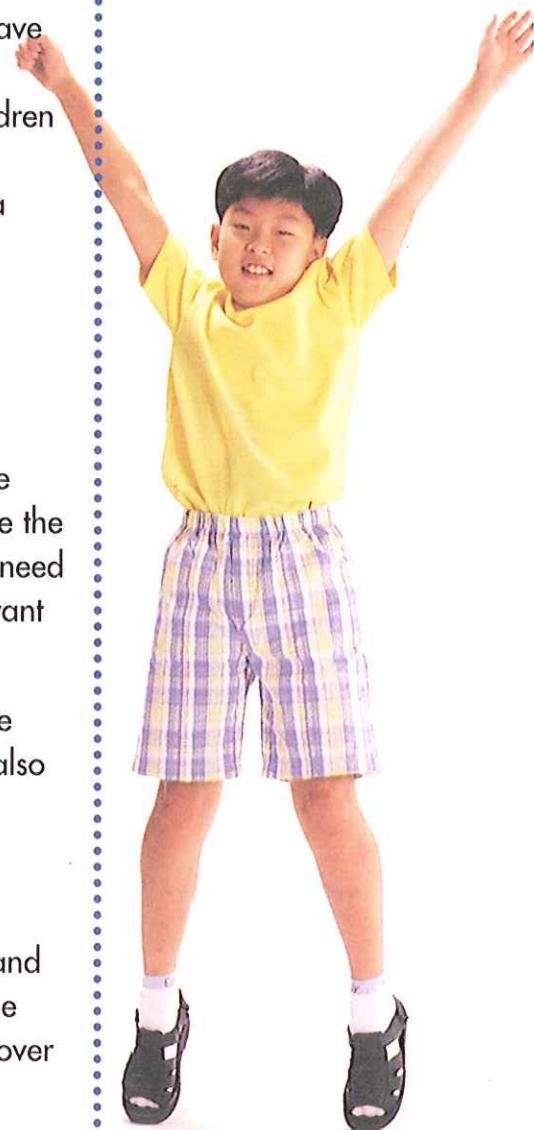
- Posters – use the Eager Beaver logo and give five reasons to join.
- Visit Sabbath School classes of kindergarten-age children.
- See if you can send a note out to parents at local day care centers.
- Put information on your church's website.
- Decorate a booth or table in the church lobby. (Make sure you have adult volunteer information available!)
- Arrange to give an announcement at church and have some children involved.
- Do a countdown to the first meeting in the church bulletin or on a bulletin board in the lobby of your church.

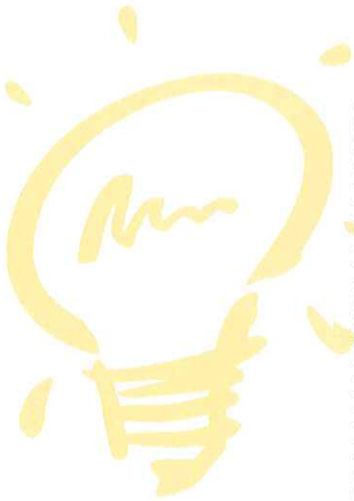
Planning a Calendar

The Eager Beaver Program is very flexible in its ability to adapt to the schedule that will work best for your church and community. You have the option of meeting once a month or twice a month, and you will also need to decide if your group will meet during the summer and what you want to do during holiday seasons.

On pages 156-158 you will find ideas for Induction (beginning of the program year) and Investiture (end of the program year). There are also special additional meetings that you can schedule as part of your program.

As you review the Scope and Sequence of the meetings, (see pages 35-38) you will see that the first eight meetings focus on the habitat and habits of beavers and what Eager Beavers can learn from them. In the next twelve lessons, the Eager Beavers meet "Grandma Ellen" to discover what they can learn from her.





Safety

Ensuring the safety of each child is a priority of the Eager Beaver leader. To help you with this, safety guidelines have been adapted from Adventist Risk Management's Guidelines for Pathfinder Leaders. For a complete list of safety guidelines, please contact Adventist Risk Management directly at 12501 Old Columbia Pike, Silver Spring, MD 20904, 301.680.6930 or on the web at www.adventistrisk.org. You should also request from your Church Board any additional guidelines and policies specific to your local conference and church.

PLANNING

Planning is key to safety. Many injuries and losses during programs, field trips or outings result from failures in planning for the activity. Adventist Risk Management provides a Trip Planner tool to assist you determine some of the equipment, supervisory, transportation and other elements that might be needed for an Eager Beaver field trip or outing. (Page 167)

Here are some helpful suggestions:

- Start the year with a planning session that includes all of your staff.
- Assign a staff person to be responsible for completing a Trip Planner for each outing.
- Plan ahead – don't wait until the last minute.
- Visit off-site locations before the activity to determine hazards and risks.



RISK LEVELS AND REQUIRED SUPERVISION

Consider the following when assessing risk levels:

- Instructors' qualifications and experience.
- Type of activity (inherent risks).
- Number of participants.
- Location of activity.
- Condition of equipment.
- Allotted time for activity.
- Make sure that proper insurance coverage has been obtained.

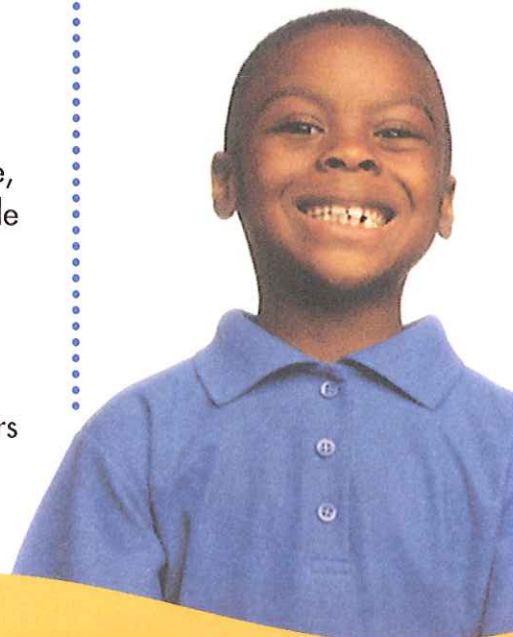
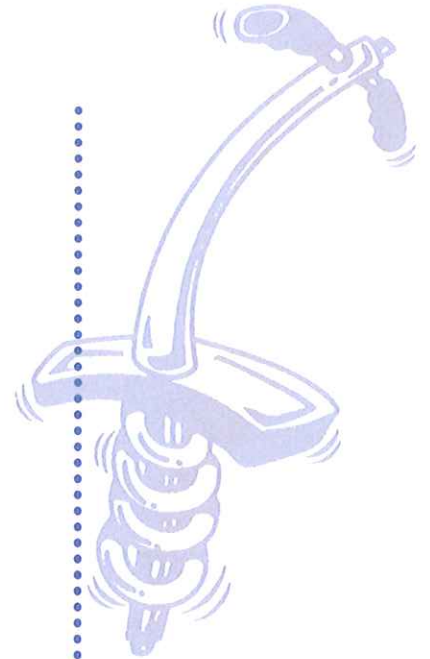
SUPERVISION

Supervision for all activities must be done by qualified staff. Maintaining an adequate staff/child ratio is critical for safety. Here are some recommendations:

- High risk - one staff to four children.
- Mild risk - one staff to six children.
- Low risk - one staff to ten children.

Volunteer Screening

Volunteers should be interviewed as though they were applying for a paid position. Each volunteer wishing to work with children must have been a church member for at least six months prior to application, provide current references, and they may be asked to submit to a background check. If a criminal background check is going to be done, then consent must be obtained. A Volunteer Screening Form is available on page 171. This is a template that gives suggestions of what information should be gathered. Since every state has different requirements for adults working with children, please follow the procedure for volunteer screening that is outlined by your church and conference. In addition to the screening process, all names of volunteers for children's ministries positions should be announced in the church bulletin. For more information on volunteer screening, go to www.adventistrisk.org.





Protecting Against Abuse and Sexual Molestation

Leaders must follow some basic guidelines to ensure that their Eager Beavers are not exposed to sexual predators or put in a position where they could be abused. Here are some ground rules:

Each activity should have at least one registered adult leader 21 years old or older and another adult, 18 years old or older.

- No private one-on-one contact is allowed.
- Respect each child's privacy.
- No secret organizations are allowed.
- Appropriate attire should be worn.
- Discipline should be constructive — this means no spanking or hitting.
- Hazing and initiations are prohibited.
- Harmful or hurtful teasing is prohibited.
- Junior leader training should be provided for older children assisting with the club.
- Conduct activities in rooms which have easy visible access to see the children.

Permission Form/ Medical Release

The leader must bring mandatory parental permission forms to all offsite activities. This includes forms for the leader's children, staff's children and children who's parents are part of the trip or outing. You will find a sample permission form on page 173. Here are some tips that will make sure you have everything covered:

- Permission forms should include details regarding food and drug allergies.
- Permission forms should be securely filed.
- Parents must be informed of specific activities.
- Always has a copy of the child's medical release form with the leader during all off-site activities.
- In the event of an emergency, reasonable effort must be made to contact parents or guardians.
- Eager Beaver Health Records Form should be provided to the staff on a need to know basis and be kept confidential in accordance with HIPPA requirements.



Transportation

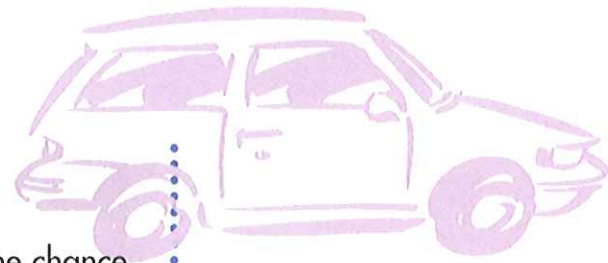
Taking groups of children on an outing significantly increases the chance of some type of incident. One of the keys to safety is paying close attention to the arrangements for transportation. Here are some important issues:

- Vehicles must be insured in compliance with local state laws.
- Vehicles should be inspected prior to use to determine road worthiness.
- Drivers must be at least 21 years of age.
- Drivers shall have an acceptable driving record with not more than two traffic citations and no at-fault accidents while driving any vehicle.
- Riders must not exceed seat belt and seating capacity.
- Gross vehicle and tire weights are not to be exceeded.
- Open vehicles should not be used to transport children.

Meeting Room & Surrounding Premises

Whether you meet in your church basement, a fellowship hall, the gym or an off-site facility, care should be taken to ensure the safety of your Eager Beavers. Before each meeting or activity, a leader should be assigned to inspect the premises for hazards, including the following:

- Clutter
- Combustibles near fire
- Broken glass
- Inadequate lighting
- Exposed electrical outlets
- Trip hazards
- Guns, explosives and knives should be prohibited at the meeting facility and club activities.

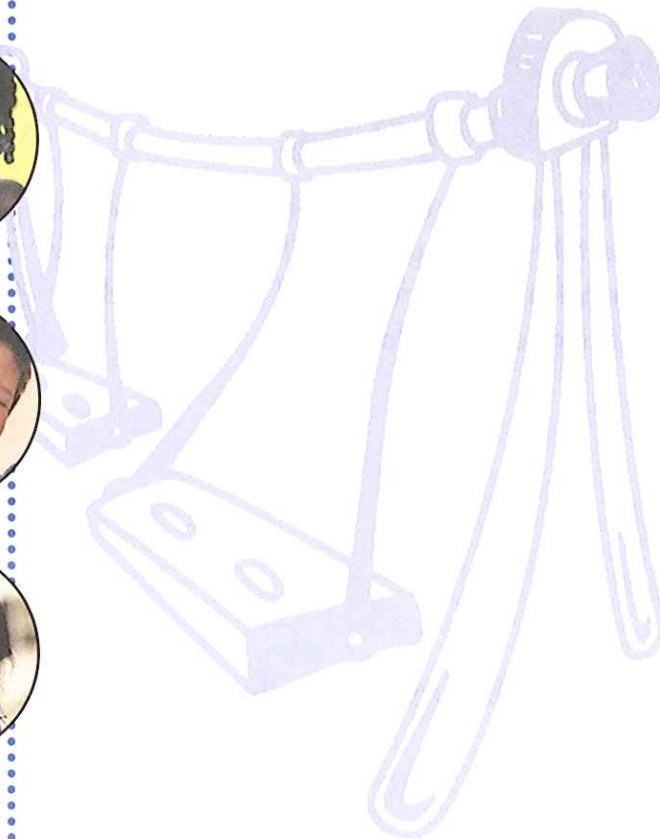


Equipment

Making wise choices in equipment purchased and taking good care of what you have are both keys to equipment safety. Carefully inspect equipment before each activity. Don't keep faulty or broken equipment – dispose of it right away. The last safety tip on equipment is to ensure that proper equipment is used for each activity. Using equipment improperly is just as dangerous as using broken equipment.

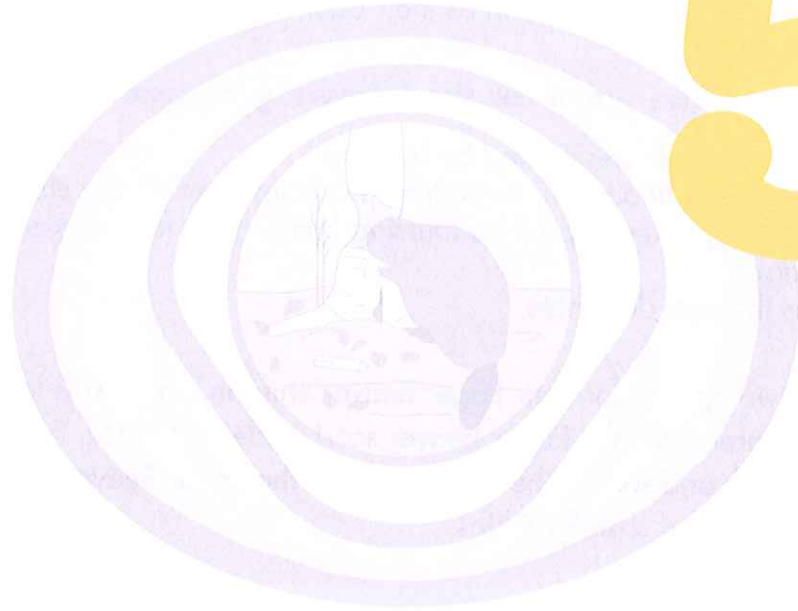
In the Event of an Accident

During your staff planning session at the beginning of the year, written procedures should be developed for all types of emergency: accidents, medical, fires, and natural disasters. These should be reviewed with the staff periodically to make sure that everyone understands the emergency procedures.



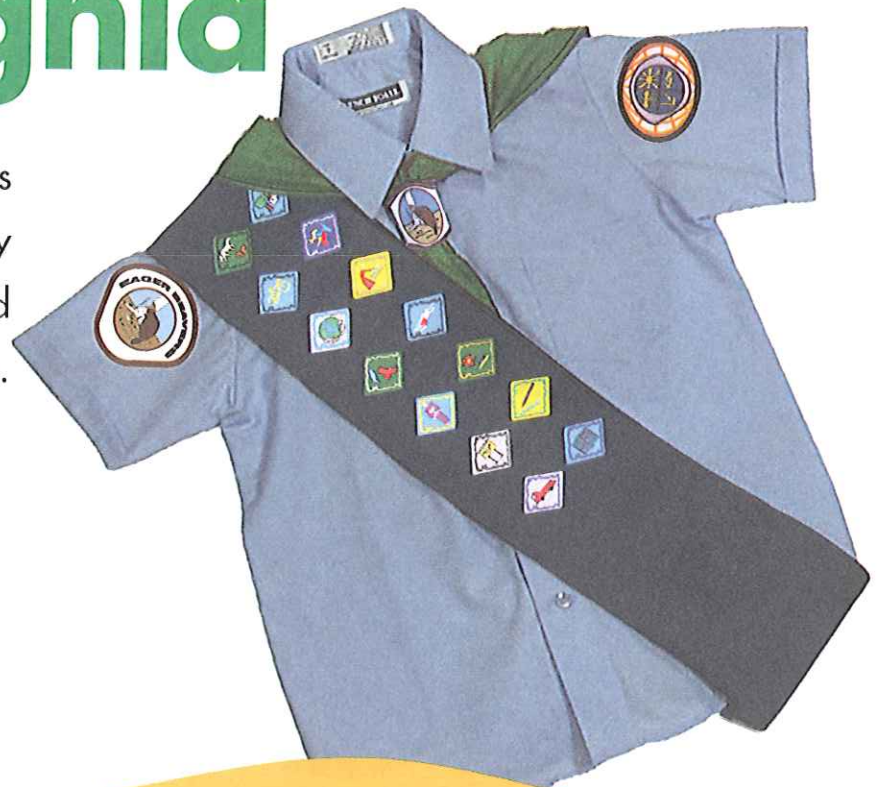
Section Five

5



Uniforms & Insignia

Being part of a winning team is important to children as they develop self-esteem. Uniforms and insignia are visible ways to be team.



The uniform makes the organization real and visible to the Eager Beavers, the church and community. When children wear the uniform, they know they are part of a group and they are proud to wear the same uniform as their adult leaders.

Uniforms should be worn for the following occasions:

- Regular meetings *(as designated by leaders)*.
- Special programs *(Induction, Investiture, when involved in any church program)*.
- Any community outreach projects *(nursing home visits, food basket distribution, Ingathering)*.
- Occasions the staff designate.

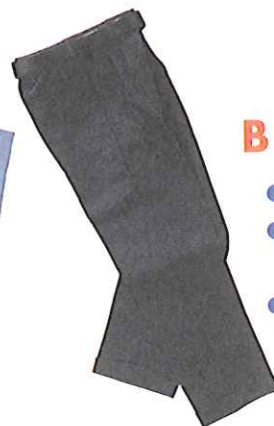
Leaders have two options for their Eager Beaver uniform. The first is the full dress uniform used by Adventurers with the Eager beaver scarf, slide and patch. Full dress uniform requires black belt and shoes. The other option is the Eager Beaver t-shirt with the scarf, slide (scarf holder) and sash for Chips.

Full Dress Uniform



GIRLS

- Navy blue pleated jumper
- Light blue blouse (Peter Pan color with short sleeves)
- Optional: white blouse



BOYS

- Navy blue pants
- Light blue shirt (regular color with short sleeves)
- Optional: white shirt



WOMEN

- Navy blue skirt
- White uniform style blouse (short sleeve or long sleeve)
- Navy blue tie



MEN

- Navy blue slacks
- White uniform style shirt (short sleeve or long sleeve)
- Navy blue tie



SCARF AND SLIDE

The Eager Beaver scarf is available in both child and adult sizes. Staff members who are Master Guides may wear their Master Guide scarf and slide.



SASH

Eager Beavers wear a navy blue sash that they can use to display their Chips and other patches. They will continue to use this same sash when moving to the Adventurer Club.



THE PIN

The pin should be presented to the child at Investiture to signify the successful fulfillment of the Eager Beaver Requirements.

The following illustrations are to assist you in correctly placing the Eager Beaver insignia on the uniform.



RIGHT SLEEVE

- 1/2" down from shoulder: place the club name crescent.
- 2" down from the top of the club name crescent: place the Eager Beaver patch.



LEFT SLEEVE

- 2" down from the shoulder: place the Adventurer World patch.



SASH

- Eager Beaver Wood Chips are placed on the navy sash used by Adventurer Clubs.



Optional Uniform

Individual clubs have the option of purchasing the Eager Beaver t-shirt or working with a local screen printing company to create their own personalized t-shirt design. The scarf and sash are worn over the t-shirt just as they are on the full dress uniform.

Section Six

6

Eager Beavers at Work & Play



Beavers learn to cut trees, build lodges and dams, and play, and know how to warn of danger by slapping their tails on the water. These lessons let your Eager Beavers experience each of the learning goals you have for them.



Eager Beaver Meetings

The Eager Beaver program includes 20 regular meetings, three themed meetings and ideas for Induction and Investiture. The meetings are the core of your program – this is where things really happen! Each meeting includes the following:

- A meeting theme.
- Resources specific to each meeting.
- Stories, crafts, games, and songs to support each theme.
- Materials needed for the activities.

Meeting Themes and Activities Tips

Eager Beaver meetings should be designed to meet your church's mission, your goals, and, most importantly, the children's needs. With this in mind, the meetings provided in this section are designed to be flexible. Don't feel as if you must replicate each of them, although you can. Instead, adapt the meeting themes and activities to best suit your club by changing the order of the meetings, combining, deleting and adding activities, or by using them as inspiration for creating your own meetings.

While all of the activities in this section are designed to maximize fun, they also lead the children to Jesus and enable them to learn about their world, their families and themselves. You can intentionally assist the children in recognizing these connections to Jesus and their worlds by specifically stating the purpose of the meeting, connecting the activities to the meeting theme and asking the children questions that encourage them to summarize the themes in their own words.

One way to do this is through stories. Serial stories help you develop a theme and provide connections between meetings. In meetings one through eight, *Beavers* (Hodge, 1998), written for children ages four to eight and beautifully illustrated, teaches the children about the world of beavers and provides



natural links for the children to explore their own worlds. Then in meetings nine through twenty, the children are introduced to Ellen White through stories recounted by her granddaughter in *Grandma Ellen and Me* (Miller, 2000). While these are both great books, you may decide to select different books or tell your own stories. The activities following each story support that story's theme and the Eager Beaver program themes.

Whatever themes and activities you select, consider using the same organizational structure for each Eager Beaver meeting, since children this age benefit from consistency. You'll notice that each meeting begins with an opening ceremony, followed by a theme story and activities and ends with a closing ceremony. This repetition of structure helps the children to know what to expect and how to act throughout the meeting.

Additionally, you'll notice icons throughout the meeting. These icons are to help you quickly identify activities that meet program or wood chip requirements. At times, the activities may vary from the actual program or wood chip requirements. However, all suggested activities honor the intent of the requirements. It's up to you, as the leader, to decide how and if requirements are met.

Also, be aware that the pace of activities will differ from club to club and meeting to meeting. Sometimes the children will quickly complete everything you planned. It's a good to have a back-up game or activity for when this happens. Other times, the children may really enjoy an activity and not want to stop. It's okay to omit activities that you've planned and continue with something that everyone is enjoying. And if something isn't going smoothly, you can stop the activity and redirect the children to something new.

Besides back-up activities, you may want to plan on pre- and post-meeting activities to keep children that arrive early or stay late busy. If the pre-meeting activities are located in the same place for each meeting, the children will know exactly where to go and what to do when they arrive. You'll find pre- and post-meeting ideas included with each meeting. These activities should generally be something the children can do independently, such as coloring, drawing, or assembling puzzles.

Finally, flexibility and enthusiasm are the keys to conducting successful Eager Beaver meetings.



Eager Beaver Scope and Sequence

	Meeting 1	Meeting 2	Meeting 3	Meeting 4
Wood Chips	Gadgets & Sand Requirements: #1, #4, #5	Gadgets & Sand Requirements: #2, #3, #4	Know Your Body Requirements: #1 - #7	Animal Homes Requirements: #1 - #5
Program Requirements	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently Recite Bible verse	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently Tie shoes, brush teeth, comb hair, dress self Recite Bible verse (2)	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently
Theme Story	"Beavers are wild" pg 4 & 5 of <i>Beavers</i>	"Beavers are rodents" pg 6 & 7 of <i>Beavers</i>	"Beavers' bodies" and "Beaver movement" pg 12-15 of <i>Beavers</i>	"A beaver lodge" pg 19 & 19 of <i>Beavers</i>
Meeting Activities	Measuring Fun or Eager Beaver Bites Dried Bean Picture Name Game	Gadget Gaiety Sand in a Bottle Hopping to Win	I Can Dress Myself Activity Center Balloon Balance Life-size Self-Portraits Shadow Tag	Draw & Color a Home Building a Beaver Home Creature Moves Animal Home Collage
Activities to Complete Outside of Meeting				
Wood Chips & Program Requirements Met	Gadgets & Sand (cont'd in meeting 2) Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently	Gadgets & Sand Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently Recite Bible Verse	Know Your Body Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently Recite Bible verse (2)	Animal Homes Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently

	Meeting 5	Meeting 6	Meeting 7	Meeting 8
Wood Chips	My Community Friends Requirements: #1 - #5	Sponge Art Requirements: #1 - #5	Animals Requirements: #2, #3, #4	Animals Requirements: # 1, #2, #4, # 5
Program Requirements	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently *Deliver a food basket (outside of meeting)	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently	Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently
Theme Story	"Where beavers live" pg 8-9 of <i>Beavers</i>	"Beaver food" pg 10 - 11 of <i>Beavers</i>	"How beavers are born" pg 20-21 of <i>Beavers</i>	"How beavers grow and learn" pg 22-23 of <i>Beavers</i>
Meeting Activities	Neighborhood Helpers Activity Centers Community Helper	Stack, Stand and Sort Sponges Sponge Greenhouse Sponge Art Place Matt Sponge Relay Race	Memory Game Animal Sounds Paper Bag Puppet Mini Petting Zoo or Baby Animals Video	Clay Animals Animal Shadow Game Animal Hand Drawing Tracking Beavers
*Activities to Complete Outside of Meeting	Arrange for club to collect canned food for local food pantry or participate in Meals-on-Wheels			
Wood Chips & Program Requirements Met	My Community Friends Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently *Deliver food basket (outside of meeting)	Sponge Art Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently	Animals (cont'd in lesson 8) Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently	Animals Recite Eager Beaver Pledge, Phil. 4:4. Listen to nature story Pray independently

	Meeting 9	Meeting 10	Meeting 11	Meeting 12
Wood Chips	Bible Friends Requirements: #1 - #5	Crayon & Markers Requirements: #1, #2, #3, #9, #10, #11	Crayons & Markers Requirements: #1, #4, #5, #6, #7, #8, #11	Birds Requirements: #1-#7
Program Requirements	<p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p> <p>Recite a Bible verse</p> <p>*Say the Lord's Prayer (outside of meeting)</p>	<p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p> <p>Identify Colors</p> <p>Listen to a story</p>	<p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p> <p>Identify Colors</p> <p>Listen to a Bible story</p>	<p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p>
Theme Story	"Pansy Faces" pg 13-17 of <i>Grandma Ellen and Me</i>	"How We Got There" pg 19-28 of <i>Grandma Ellen and Me</i>	"Prunes! Prunes! Prunes!" pg 55-58 of <i>Grandma Ellen and Me</i>	"The Little Brown House" pg 5-10 of <i>Grandma Ellen and Me</i>
Meeting Activities	<p>Friends Stick Together Maze</p> <p>Friends Stick Together Balloon Relay</p> <p>Bible Friends Dress-up</p>	<p>Color Toss</p> <p>Crayon Rubbings</p> <p>My Favorite Color Book</p>	<p>The Many Colored Coat</p> <p>Joseph's Coat Magnets</p> <p>Joseph Coloring Page</p> <p>Twister</p>	<p>Egg Hunt</p> <p>Bird Feeders</p> <p>Bird Seed Picture</p> <p>Birds Sounds Game</p>
*Activities to Complete Outside of Meeting	*Give each parent/guardian a printout of the Lord's Prayer and encourage them to teach it to the children at home.			
Wood Chips & Program Requirements Met	<p>Bible Friends</p> <p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p> <p>Recite a Bible verse</p> <p>*Say the Lord's Prayer (outside of meeting)</p>	<p>Crayons and Markers (continued in meeting 11)</p> <p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p> <p>Identify Colors</p> <p>Listen to a story</p>	<p>Crayons and Markers</p> <p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p> <p>Identify Colors</p> <p>Listen to a Bible story</p>	<p>Birds</p> <p>Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem</p> <p>Listen to a story about Ellen White</p> <p>Pray independently</p>

	Meeting 13	Meeting 14	Meeting 15	Meeting 16
Wood Chips	God's World #1-#6	Manners Fun Requirements: #1-#4	Pets Requirements: #1, #2, #3, #6	Scavenger Hunt Requirements: #1-#5
Program Requirement	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Recite a Bible Verse	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Recite the 4th Commandment *Help pack lunch and participate in outdoor activity (outside of meeting)	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently
Theme Story	"Friday Evening Memories" pg 77-82 of <i>Grandma Ellen and Me</i>	"Virgil's Marble" pg 31-39 of <i>Grandma Ellen and Me</i>	"Another time I remember" pg 69-71 of <i>Grandma Ellen and Me</i>	"A Buggy Ride With Grandma Ellen" pg 49-52 of <i>Grandma Ellen and Me</i>
Meeting Activities	Magical Moon & Stars Moon Craters The Moon Orbit The Rising & Setting Moon	Good Manners Sing-a-long Musical Mats Friendliness Sing-a-long Mother May I	Doggy, Doggy, Where's Your Bone? Pet Blanket Agility Course	Hello Friend Meet Your Neighbors Scavenger Hunt My Neighbors
*Activities to Complete Outside of Meeting			Plan a club picnic in which the children can help make a lunch and participate in outdoor activities.	
Wood Chips & Program Requirement	God's World Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently	Manners Fun Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Recite a Bible Verse	Pets Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Recite the 4th Commandment *Help pack lunch and participate in outdoor activity (outside of meeting)	Scavenger Hunt Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently

	Meeting 17	Meeting 18	Meeting 19	Meeting 20
Wood Chips	Helping at Home Requirements: #1-#4	Alphabet Fun Requirements: #1-#6	Shapes & Sizes Requirements: #1-#4	Shapes & Sizes Requirements: #5-#7
Program Requirement	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Recite the 5th Commandment	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently	Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Listen to Bible story
Theme Story	"Never Too Busy To Love Us" pg 61-65 of <i>Grandma Ellen and Me</i>	"Writing for God" pg 41-46 of <i>Grandma Ellen and Me</i>	"Learning to Play Baseball" pg 71 & 72 of <i>Grandma Ellen and Me</i>	"Ice Cream Parties" pg 67-69 of <i>Grandma Ellen and Me</i>
Meeting Activities	Helping Hands Sing-a-long Jesus' Helping Hands Picking Up Toys Race Washing My Clothes	Sign Language Human Letters Alphabet Sort Alphabet Faces	Follow the Shapes Animal Shapes Kick Ball Races	Measuring Up Everybody Limbo Big, Bigger, Biggest
*Activities to Complete Outside of Meeting	The Helping Hands wood chip requires the children to do a chore at home for a week. (see page XX for check off sheet)			
Wood Chips & Program Requirement	Helping at Home Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Recite the 5th Commandment Listen to Bible story *Chore at home (outside of meeting)	Alphabet Fun Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently	Shapes & Sizes (continued in meeting 20) Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Identify Colors Listen to a Bible story	Shapes & Sizes Recite Eager Beaver Pledge, Phil. 4:4., and the Pledge of Allegiance or National Anthem Listen to a story about Ellen White Pray independently Listen to a Bible story

Meeting One

What Does It Mean To Be An Eager Beaver?

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Beavers by Deborah Hodge
from AdventSource

Beaver puppet from AdventSource

Activity Book page 4 from
AdventSource (purchase one for each
Eager Beaver)

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity #1	15 minutes
Activity #2	10 minutes
Activity #3	10 minutes
Closing	10 minutes
Post-meeting Activity	

Wood Chip

Gadgets &
Sand

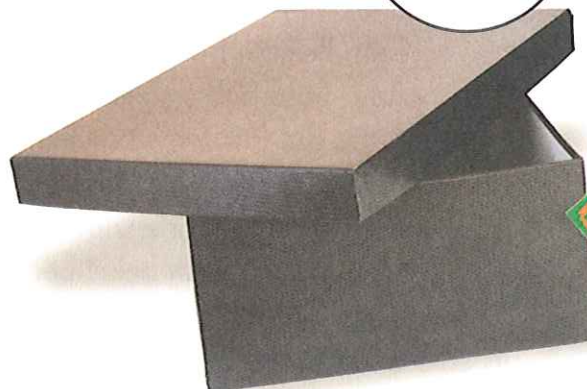
Pre-meeting Activity

Place an empty box in the middle of a table. Give each child a piece of paper and crayons. Have them draw as many uses for the boxes that they can think of. Or have an adult or older child ask them what they might do with the box. For children that aren't sure how to begin ask the following questions. What could you keep in the box? What could you use the box for if you filled it with sand (or other objects)? What if the box was bigger, smaller, taller, flatter?



Materials Needed

- Empty box (shoe box size)
- Drawing paper
- Crayons



Opening Ceremony

Materials Needed

- Eager Beaver Pledge and the Eager Beaver Song handout for adults
- Eager Beaver Song soundtrack from AdventSource

Eager Beaver Pledge, Song, and Prayer (5 to 10 minutes)

Gather the children into a semi-circle or rows. Demonstrate how to stand at attention with your right hand on your heart. (Some Eager Beavers may need help identifying their right hand.) You should say a line from the pledge and have the children and the adults repeat it. Then together, recite the entire Eager Beaver pledge. Do the same process with *We Are Beavers*. Then have the children repeat Philippians 4:4 with you: "Be full of joy in the Lord always." When finished, have prayer and ask the children to be seated.



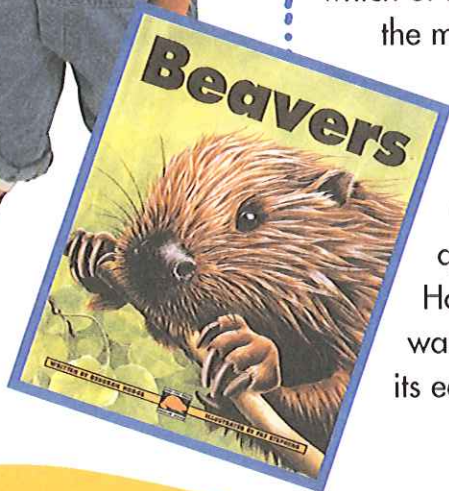
Program Requirements: Recite the Eager Beaver pledge, recite Philippians 4:4

Eager Beaver Theme Story (10 minutes)

Using puppets, stuffed animals or pictures, show the children what a beaver looks like. Read "Beavers are wild" pages four and five of *Beavers* (Hodge, 1998). Explain that the beaver is a mammal, just like some of the pets they might have at home. Let the children tell what pets they have. Identify which of their pets are mammals. Share that the beaver is different than the mammals they have for pets. The beaver has long sharp front teeth, flexible front paws, webbed back feet, a clear eyelid, and a nose and small ears close tightly to keep water out. Ask the children why they think God gave beavers these unusual features. If the children aren't sure, try asking these questions: Does anyone know how a beaver cuts down trees? How would sharp teeth help? Beavers spend a lot of time in the water. Why would it be important for a beaver's feet to be webbed, its ears and nose to be watertight and its eyelids to be clear?

Materials Needed

- A beaver (a picture, stuffed animal, or puppet)



Then tell them that sometimes a girl or boy who keeps busy is called an eager beaver. Ask why they think their club is called the Eager Beavers. (Eager Beavers are busy working: helping at home, playing with friends, going to Sabbath School, trying new things.) Next share that they will be busy playing with their friends and trying new things.



Program Requirement: *Listen to a nature story*

Activities

Activity # 1

Measuring Fun (15 minutes)

Have several children stand in a row and measure who can reach the highest or who has the longest arm. Or bring in a large scale and have several children stand on it at once to see what the total weight is. Tell the children that using a ruler or scales is one way to measure. Ask if they know of any other ways to measure things. Show the children a variety of sizes of measuring cups and spoons. Ask the children why and when measuring items such as cups and spoons are used and if they've used them. Demonstrate the use of plastic measuring cups and spoons by measuring sand, rice, peas, or beans (whatever you can think of that would be fun to measure) into containers. (Clear containers work well, so the children can see what is inside.) Expand this activity by having the children guess how many cups a container will hold. Or place two different shaped containers side-by-side and ask the children which container will hold the most. After the children have guessed, fill the containers and find out the answer. Then let the children measure items and put into containers. The greater the variety of objects available to measure and fill, the more fun the children will have!



Wood Chip: *Gadgets & Sand #1, #3*



Materials Needed

- Plastic measuring cups and spoons
- Yardstick
- Scales
- Sand, rice, and beans
- Containers in various sizes and shapes





Materials Needed

- Yardstick
- Scales
- Dry cereal
- Two types of dried fruit
- Plastic bags (small)
- Mixing bowls and spoons
- Salt
- A glass of juice
- Poster board

Activity #1 (Alternative) Eager Beaver Bites (15 minutes)

See Measuring Fun Activity #1 for introduction. Then demonstrate the use of plastic measuring cups and spoons by measuring dry cereal, dried cranberries, and raisins (whatever edible items you can think of that would be fun to measure) into containers. (Clear containers work well, so the children can see what is inside.) Show and use as many different cooking measuring devices or different sizes of measuring cups and spoons that you can. Expand the activity by trying the following: place a glass of juice on the table, add an $\frac{1}{8}$ of teaspoon of salt to it. Ask if anyone will take a drink. Then repeat the process, only this time add a cup of salt to the juice. Again ask if anyone will take a drink. (Be prepared. There may be Eager Beavers who want to try it!) Now ask the children why it is important to measure correctly?



Tell the children that they get to measure and prepare their own snack. On a large poster board "write" the recipe for Eager Beaver Bites. (Instead of writing the directions, use pictures of the ingredients and measurement, i.e. a picture of raisins with two spoons next to it.) In large bowls, individually place the following ingredients: dry cereal, dried cranberries, and raisins. (You can come up with any combination of ingredients. Just be aware of any food allergies or dietary restrictions the children may have.) Then let the children measure ingredients and mix together in individual bowls. Place the mixture in small bags for the children to take home. Remember to have fun and let them snack as they measure!



Wood Chip: Gadgets & Sand #1, #3



ACTIVITY # 2

Dried Bean Picture (10 minutes)

It's a good idea to have a completed sample of this craft project for the children to see before they begin. Have the children measure different types of beans into containers. Give each child a pre-printed picture on heavy weight paper (poster board, card board). Taking a picture from a coloring book and gluing it to the paper before the activity, works well. Just make sure the picture (maybe the beaver from the resource section) is not too detailed, but instead has large areas to fill in with the beans. Place small dishes of white craft glue and a paint brush in front of each child. Have the children paint the glue onto the picture and then cover with beans. They may need to "repaint" sections if the glue dries before they are ready to stick the beans on to the paper. Be sure to allow enough time for the children to clean up before moving on the next activity.



Wood Chip: Gadgets & Sand #5

ACTIVITY # 3

Name Game (10 minutes)

Since this is the first meeting, some of the children may not know each other. This game will help them get acquainted. Have the children form a circle. You should begin saying a child's name and then gently tossing a ball (a medium sized Nerf or other soft ball) to the child whose name was called. The person with the ball repeats the process by calling out another child's or the leader's name and throwing the ball to that person. You'll to ensure that all of the children get called on to catch and throw the ball. Make sure the children know that they should gently toss the ball. If you think this will be a problem, have all of the children sit on the floor in a circle and roll the ball, instead of throwing it.



Materials Needed

- Dried beans
- Poster board with a pre-attached picture
- White craft glue
- Small dishes/containers for glue
- Paintbrushes

Materials Needed

- Medium sized Nerf or other soft ball

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle. While still in a circle, have the children hold hands. You should begin the prayer by saying, "Thank you God for (complete the sentence)." Then squeeze the hand of the child to your left, who will then say what he is thankful for and then squeeze the next child's hand. Continue until your right hand is squeezed. (If a child doesn't want to pray aloud, she should just squeeze the hand of the child next to her.)



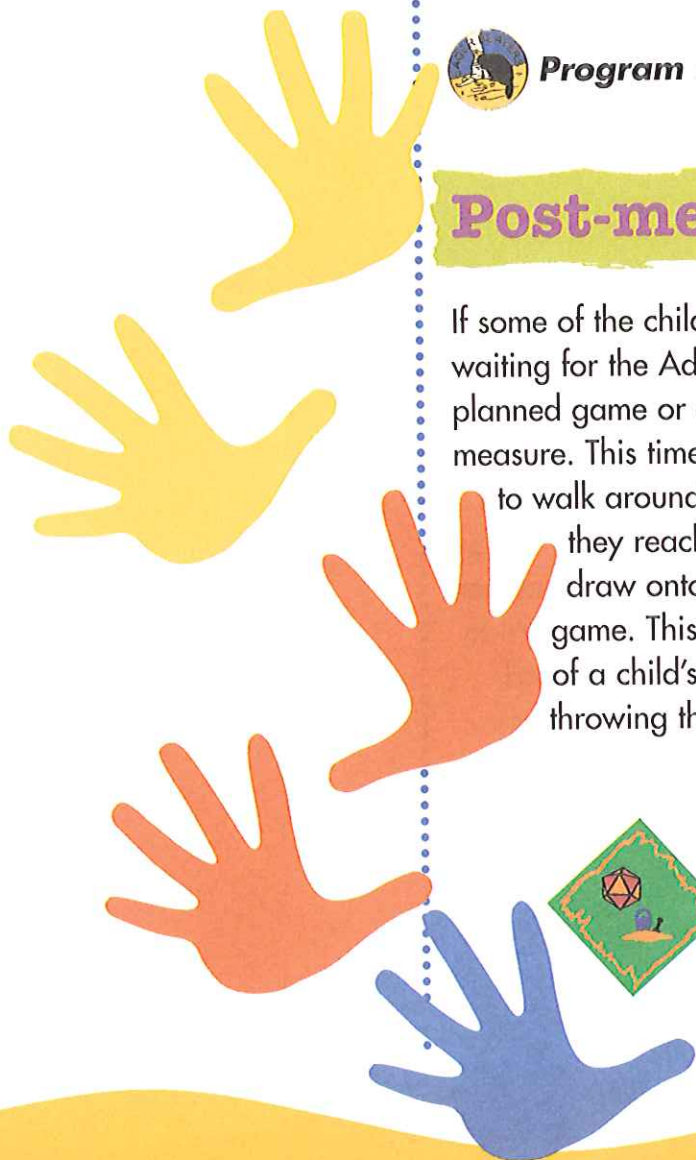
Program Requirement: *Pray independently*

Post-meeting Activity

If some of the children are waiting for parents or your Eager Beavers are waiting for the Adventurer Club to end, it's a good idea to have a planned game or activity. You might have the children continue to measure. This time using their own bodies. - How many steps does it take to walk around the entire room or building? How high and wide can they reach? How many tracings of their hands or feet can they draw onto large sheets of paper? Or continue the circle and ball game. This time, instead of using names, try calling out the color of a child's eyes, shirt color, the child's older sibling (i.e. I'm throwing the ball to someone whose sister's name is Sarah).

Wood Chip Earned

Gadgets & Sand: This meeting fulfills half of the requirements for the Gadgets & Sand chip.



Meeting Two

Building on the Sand



Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Beavers by Deborah Hodge
from AdventSource

Beaver puppet from AdventSource

Activity Book page 5 from
AdventSource (purchase one for each
Eager Beaver)

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	10 minutes
Activity #2	10-15 minutes
Activity #3	15-20 minutes
Closing	5 minutes
Post-meeting Activity	

Pre-meeting Activity

Place several puzzles around the room. Have the children and adults put them together as they begin arriving.

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 to 10 minutes)

Gather the children into a semi-circle or rows. Demonstrate how to stand at attention with your right hand on your heart. (Some Eager Beavers may need help identifying their right hand.) You should recite a line from the pledge and have the children and adults repeat it. Then together recite the entire Eager Beaver pledge. Do the same process with *We Are Eager Beavers*. Then recite Philippians 4:4. When finished, have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4

Wood Chip

Gadgets & Sand



Eager Beaver Theme Story (5 minutes)

While showing the children a beaver (i.e. a picture, puppet, or stuffed animal), ask the children what they remember about beavers from the last meeting. Then read "Beavers are rodents" pages 6 and 7 of *Beavers* (Hodge, 1998). Ask the children if they remember what it means to be an Eager Beaver. Then share that you hope that they are eager to play and try some new things!



Program Requirement: Listen to a nature story

Materials Needed

- Gold spray paint
- Small stones
- Bowls or boxes for the sand and gold stone mixture
- Scoops
- Sieves
- Sand

Activities

ACTIVITY # 1

Pan for Gold (10 minutes)

Before the meeting, spray paint small (pea size) stones gold. Then fill individual containers (one for each child) with sand and several "gold" stones. It's a good idea to put the same number of stones in each container. The stones should be well hidden. You'll also need to give each child a sieve. If you don't have enough sieves, make your own by using a nail to poke holes in the bottom of aluminum pie pans (smooth out the rough edges), margarine tubs or yogurt cups. The sieve should let the sand, not the stones, flow through.

Begin the activity by having the children repeat the following paraphrased verse from Psalm 19:10: "The laws of God are more precious than gold." Then ask them what they think this means.

After the discussion, tell them they are going to hunt for gold. Then give each of the children a container with sand and hidden "gold". Next have them scoop up the sand and pour through a sieve. At the end of the activity, have the children repeat Psalm 19:10 again.



Wood Chip: Gadgets & Sand # 3, #4



Program Requirement: Recite a Bible Verse

ACTIVITY # 1 (ALTERNATIVE)

Gadget Gaiety (10 minutes)

Ahead of time mix equal amounts of sand and rice together.

Begin the activity by having the children repeat the following paraphrased verse from Matthew 7:23: "People who don't obey God's words are like the foolish man that built his house on sand."

Ask the children why it is foolish to build a house on sand. Then give each child a container of the sand and rice mixture or place several large communal containers of the mixture around the work areas. Have the children scoop the mixture into sieves to separate. (See the previous activity to learn how to make your own sieves.) Make sure the children have two containers, one for the sand and one for the rice.

You can expand this activity by having more than one mixture to strain, i.e. sand and marbles, cornmeal and bird seed. For those of you who are really brave, have the children use an egg separator to divide the egg white from the yolk. You can also use a variety of containers for the children to place the strained mixtures into, such as clear plastic bottles, flat box lids, and round metal cans.



Wood Chip: Gadgets & Sand # 3, #4



Program Requirement: Recite a Bible Verse

ACTIVITY # 2

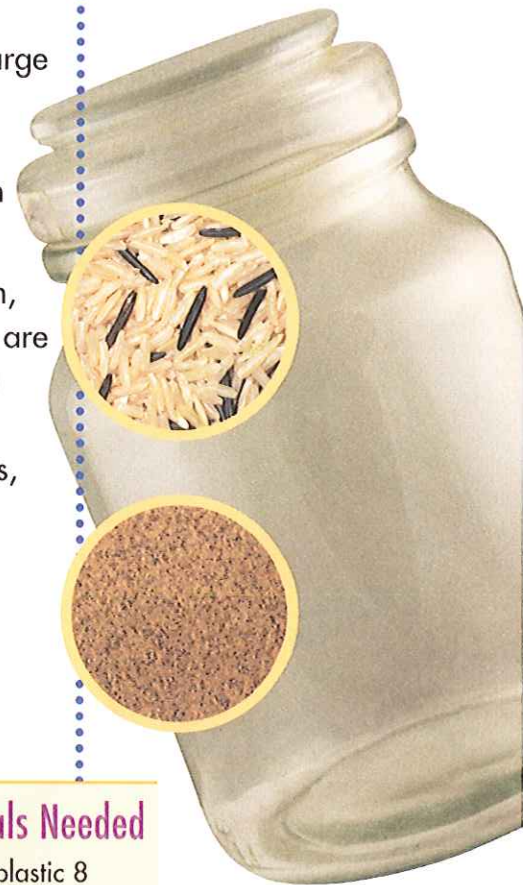
Sand in a Bottle (10 to 15 minutes)

For this activity, the children will create a design of different layers of colored sand or salt in a bottle.

Ahead of time, purchase colored sand or dye salt. (Place the salt in a large Zip-lock bag, add a few drops of food coloring and shake. Repeat until you get the desired color. Leave the bags open to let the food coloring dry.) Three or four different colors works best. You'll, also, need small, clear plastic eight ounce bottles with caps, funnels and scoops.

Materials Needed

- Scoops
- Sieves
- Sand
- Salt
- Rice



Materials Needed

- Clear plastic 8 ounce water bottles with caps
- Food coloring

Begin by showing the children a completed sand in a bottle project. To fill the bottles, give each child a funnel and scoop. Then demonstrate how to place the funnel in the top of the bottle and scoop the sand into the funnel. The children should alternate colors until the bottle is completely full to keep the sand from shifting. Make sure the cap is on tight.



Wood Chip: *Gadgets & Sand #2, #3*

ACTIVITY #3

Hopping to Win (15 to 20 minutes)

The purpose of this game is to cross the "river", retrieve a bean bag/ball, and then go back across the "river".

Before the Eager Beaver meeting, use masking tape or rope to mark the banks of the river. In the middle of the river, create stepping stones with masking tape, rope or small hula hoops. Since you will be dividing the children into teams, have a stepping stone path for each team. On one side of the river, place a container of bean bags or small balls for each team.

Begin by asking the children where beavers live. Then remind them how easy it is for beavers to swim through the water and to get from one side of the shore to the other. Next, tell them since they don't have webbed feet like the beavers, you are going to have them hop across a river, instead of swim.

Divide the children into even numbered groups and have each group stand in a row. Have them imagine that they are standing on the edge of a river and they must hop from stone to stone to get to the other side, get a bean bag/ball and hop back across the river. Don't stop playing when the first group has finished. Instead, encourage the groups that have finished to cheer on the children still trying to cross the river. (If some children have difficulty with hopping, suggest alternatives for "crossing"

Materials Needed

- Paper sacks or plastic tubs
- Bean bags or small balls
- Masking tape
- Rope or small hula hoops



the river. Mark our a fallen log with masking tape or card board and have the child walk across it. You'll need to make this option available to others, so you don't embarrass any of the children.)

You can expand this game by first having the stepping stones close together and then moving them farther apart. Just remember to be safe and don't put them so far apart that the children wildly leap from place to place!



Closing

Gather the children in a circle. This is a good time to ask children to share something they learned or enjoyed, to praise the children for specific behavior, make announcements or give the children something to look forward to for the next meeting. End with a prayer circle (see page 44).



Program Requirement: Pray independently

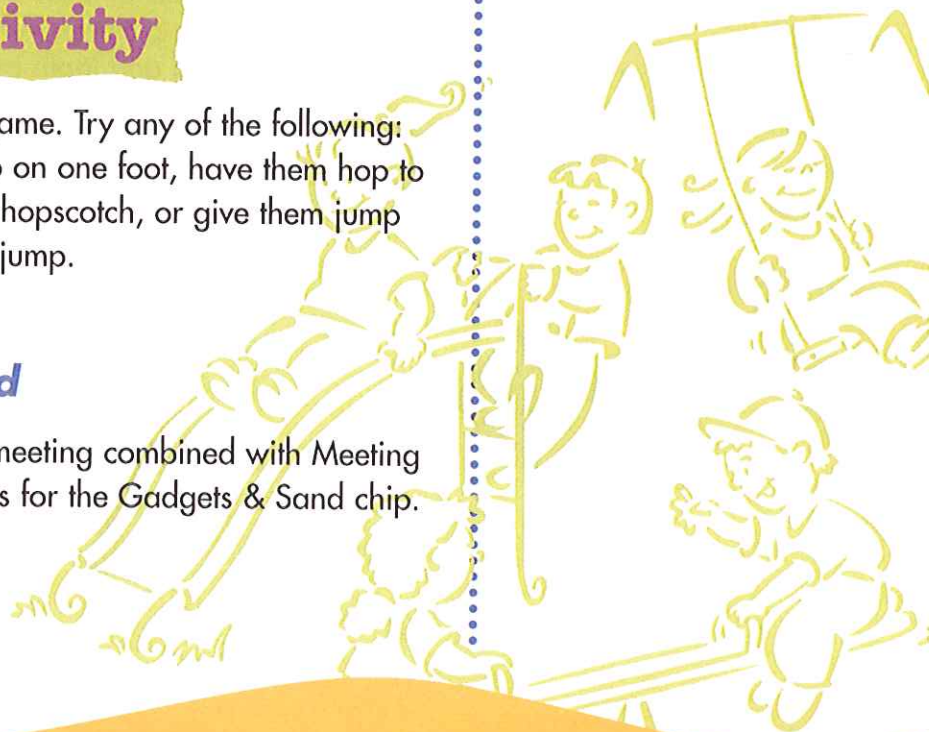
Post-meeting Activity

Continue with variation of the hopping game. Try any of the following: have children see how long they can hop on one foot, have them hop to the wall and back, mark out an area for hopscotch, or give them jump ropes and see how many times they can jump.



Wood Chip Earned

Gadgets & Sand: This meeting combined with Meeting One completes requirements for the Gadgets & Sand chip.



Meeting Three



Look at Me

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Beavers by Deborah Hodge from AdventSource

Beaver puppet from AdventSource

Activity Book page 6 from AdventSource (purchase one for each Eager Beaver)

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5-10 minutes
Activity #1	10-15 minutes
Activity #2	15-20 minutes
Activity #3	10-15 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Know Your Body



Pre-meeting Activity



I CAN DRESS MYSELF CENTER

Have the following activities ready for children as they arrive:

- Dress up clothes with buttons, zippers and shoes to tie or velcro
- Mirrors
- Brushes, combs
- Pictures or models of teeth and tooth brushes (practice brushing teeth on the model or pictures. A local dentist may be willing to supply a new tooth brush and tooth paste for each child.



Program Requirement:
Tie shoes, brush teeth, comb hair, dress self



Opening Ceremony

Eager Beaver Pledge, Song, and Prayer ***(5 minutes)***

Gather the children into a semi-circle or rows. Demonstrate how to stand at attention with your right hand on your heart. (Some Eager Beavers may need help identifying their right hand.) Say a line from the pledge and have the children and adults repeat it. Then together recite the entire Eager Beaver pledge. Do the same process with *We Are Beavers*. Recite Philippians 4:4. When finished, have prayer and ask the children to be seated.



Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4*

Eager Beaver Theme Story (5 to 10 minutes)

Begin by asking the children to tell you what special body parts beavers have. Have a picture or stuffed animal for a visual aide. Then read "Beavers' bodies" and "Beaver movement" pages 12 through 15 of *Beavers* (Hodge, 1998). Ask the children what would happen if they had some of the beavers' body parts: long teeth that always grow or webbed feet. Remind them that God made all animals and children to work best in the places they live. Have the children repeat Corinthians 7:22: "Your body is a temple of the Holy Spirit." Explain that this means that God wants them to take good care of their bodies and use them to do good things. Ask them how their hands, mouth, feet, ears, knees can do good things for themselves, others and for Jesus. Then tell that they will be learning about the wonderful body God gave them. (Be sensitive to children with special physical challenges, but do stress that God made each of the children special and gave them unique abilities.)



Wood Chip: *Know Your Body #1, #4, #5, #6, #7*



Program Requirement: *Listen to a nature story, recite a Bible verse*



Activities

ACTIVITY # 1

Balloon Balance (10 to 15 minutes)

Give each child a blown-up balloon. As you call out a body part, have the children keep the balloon in the air using that part of the body until you call out the next body part (i.e., head, nose, ear, chin, elbow, hand, knee, foot).



Wood Chip: Know Your Body #2

Materials Needed

- Balloons

ACTIVITY # 2

Life-Size Self-Portraits (15 to 20 minutes)

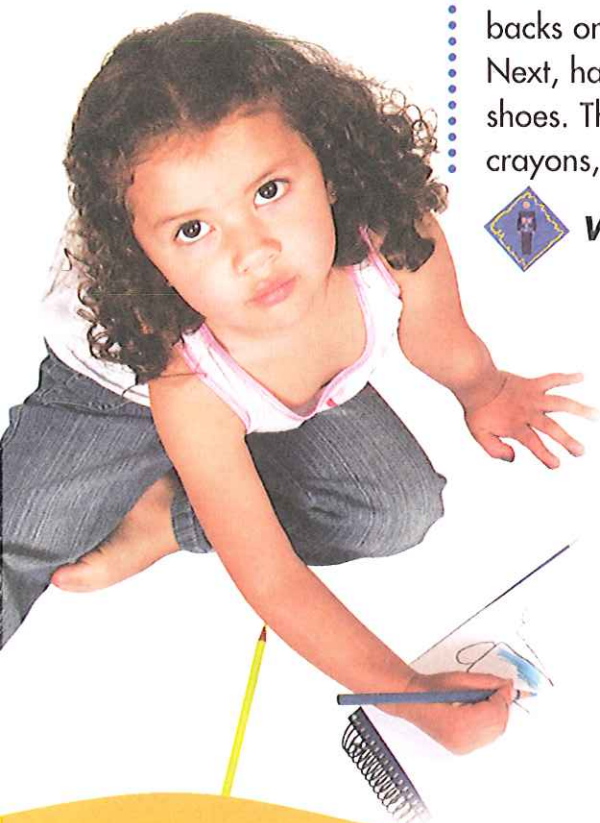
Roll out large sheets of butcher paper. While the children lie on their backs on the paper, have an adult trace them with a dark colored marker. Next, have the children add eyes, nose, lips, eyebrows, hair, clothes, and shoes. Then have the children color the pictures of themselves, using crayons, chalk, or paint.



Wood Chip: Know Your Body #1, #2, #3

Materials Needed

- Large sheets of butcher paper or newsprint
- Markers
- Crayons or chalk



ACTIVITY #3

Shadow Tag (10 to 15 minutes)

This game is just like traditional tag, with one exception. Instead of touching the child to tag him, his shadow is stepped on or touched. It may work best if you are "it" first. This way you can demonstrate how to "touch" shadows. You will need to make sure you have lighting in the room that will allow for shadows. You may need to bring in a spot light, flood light or several bright lamps.

Closing

Gather the children in a circle. Ask them to repeat I Corinthians 7:22 again. And remind them that God created and loves them. Remember that this is a good time for you to praise the children on specific positive behavior and accomplishments. Or use this time to make announcements and give the children something to look forward to for the next meeting. End with a prayer circle.



Program Requirement: *Recite a Bible verse, pray independently*

Materials Needed

- Additional lighting may be needed



Post-meeting Activity

Repeat pre-meeting activities.



Wood Chip Earned
Know Your Body



Meeting Four

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Beavers by Deborah Hodge from AdventSource

Beaver puppet from AdventSource

Activity Book page 7 from AdventSource (purchase one for each Eager Beaver)

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity #1	10-15 minutes
Activity #2	15 minutes
Activity #3	10-15 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Animal Homes



Homes for God's Creatures



Pre-meeting Activity

As the children arrive, direct them to tables or an area on the floor that has large pieces of newsprint and crayons. Ask them to draw and color a picture of their home or a favorite room of their home.

Materials Needed

- Newsprint/Drawing Paper
- Crayons



Wood Chip: Animal Homes #2

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and say Philippians 4:4. Sing *We Are Eager Beavers*, have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4

Eager Beaver Theme Story (10 minutes)

Ask the children, "What is a home?" Encourage responses that include apartments, trailers, or other alternatives to a house. Next, ask the children to name different homes in which animals live. Come prepared with some pictures of animals and their homes (birds, nests; dogs, dog houses; squirrels, nests; bears, dens; owls, hollow trees). Then ask them if they know how animals know how to build their homes. If the children are slow in responding, you might ask them if they have ever helped an adult cook, set the table, or rake the yard. Ask them if an adult demonstrated how to do the task. Then share that this is one way that animals "know" how to build their homes. You can also share that God gave animals instincts, just knowing how to do it. Ask the children what instincts (things they just knew how to do with out being taught) God give them (ie. laughing, eating, sleeping).

Now explain to the children that one of the instincts God gave beavers was knowing how to build a home. Read "A beaver lodge" pages 18 and 19 of *Beavers* (Hodge, 1998). Then tell the children that during Eager Beavers they will learn more about animals' instincts and homes.



Wood Chip: Animal Homes #1, #3, #4

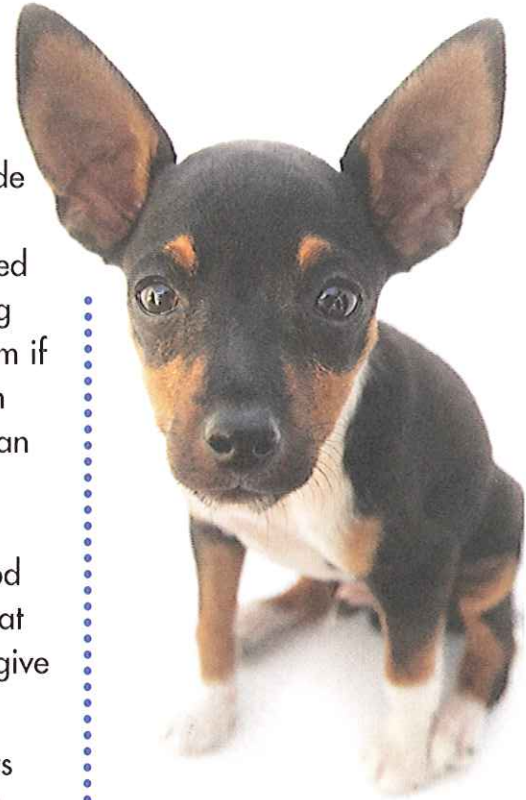
Activities

ACTIVITY 1

Building a Beaver Home (10-15 minutes)

Try this at home first and bring your beaver lodge to show the children what they will be making.

First give each child a nine ounce plastic foam cup that has had the top inch cut off. Then give them 10 or 15 flat toothpicks. Have them poke the toothpicks into the cup from all the sides and the top. They should try to leave about $\frac{1}{4}$ of an inch of the toothpick on the outside of the cup. (Remember that the children don't have great fine motor skills, so there



Materials Needed

- Nine ounce plastic foam cups
- Flat toothpicks
- Non-toxic soft modeling compound (Play-Doh)



will be toothpicks pushed all the way into the cup and others barely in. This is okay.)

Now have the children look inside of the cups to get an idea of what the inside of a beaver's lodge looks like.

For the outside of the lodge, each child will need approximately 6 to 8 ounces of soft non-toxic modeling compound (i.e., Play-Doh or homemade model dough—recipe page 200). Show the children how to pinch off a piece of clay between their index fingers and thumbs. Then have them cover the outside of their "lodges" with these pieces of clay. (Remind them that the beavers use mud to cover their lodges.)

Then give each child a "handful" of flat toothpicks that have previously been broken in half and thirds. Have the children press these pieces all over the outside of their "lodges" to simulate the look of sticks.

Once the children have completed the lodge, take some time to discuss how beavers build their homes just using their paws and teeth. Remind them that God loves all animals so much that they were each created with instincts to build homes and take care of themselves and that God loves each of them, as well.



Wood Chip: Animal Homes #3, # 5

Materials Needed

- Pictures of animals
- Chalk or masking tape

ACTIVITY 2

Creature Moves (15 minutes)

You'll need an open area such as a gym or playground for this game.

First, tell the children that not only did God create animals so they would know how to build homes; God also created them with special movements that would help them gather food, escape from danger or move easily from place-to-place. Then show the children pictures of animals and ask them to say a movement the animal makes.

Examples:

- Elephant** Uses its trunk (long nose) to pick leaves or suck up water; have children use their arms to simulate elephant trunk movement.
- Rabbit** Uses its long back legs to hop away from danger; have children practice hopping.
- Bird** Uses its wings to fly to warm places; have children flap their arms to simulate wings.
- Horse** Uses its long legs to gallop to safety; have the children practice galloping.
- Seal** Uses its front flippers to drag itself to the water; have the children lay on their tummies, legs together and pull themselves forward with their arms.

This game can be played in a variety of ways.

VERSION ONE:

Call out the name of an animal previously discussed. Have the children make the animal's motion until you shout freeze. Then they hold the position until you say the next animal.

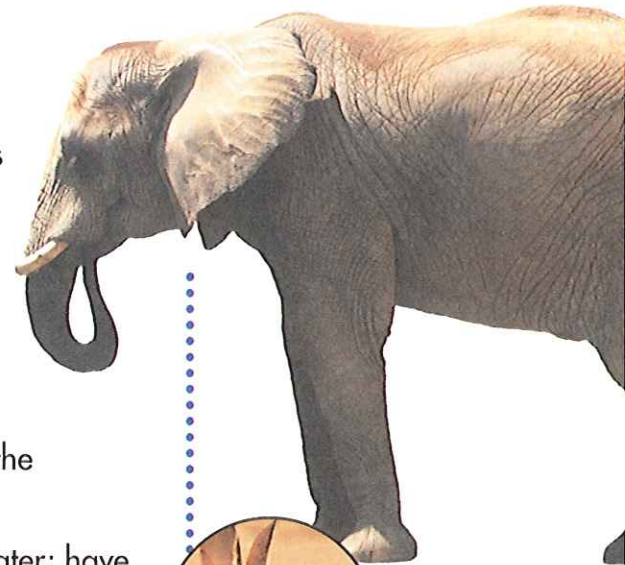
VERSION TWO:

Have the children line up, shoulder to shoulder. Then have them put their arms out straight from their sides. This is how much distance should be from them and the children on either side. With chalk or masking tape, draw a "finishing" line. Then call out an animal's name and have the children imitate that animal while trying to get to the other side. Repeat using different animals.

To help the children transition from this noisy, active game to the next activity, have them crawl back to their chairs like turtles (slowly with no talking).



Wood Chip: Animal Homes #5





Materials Needed

- Line drawing of a bird's nest
- "Found Objects": pieces of string/yarn, gum wrappers, leaves cut into small pieces, small twigs
- White craft glue

ACTIVITY 3

Animal Home Collage (10 to 15 minutes)

Share with the children that some animals build their homes out of objects that they find. If possible, bring in a real bird's nest or buy one at a craft store. Show the children how birds often weave in pieces of plastic, gum wrappers, or yarn, grass clippings, leaves and twigs to make their homes.

Give each child a line drawing of a bird's nest (template page 201). Let them choose from a variety of "found" objects, such as string/yarn cut into 2 inch sections, gum wrappers, leaves cut into small pieces, small twigs, grass clippings. Have them glue the objects onto the nest, filling it in as best as they can.



Wood Chip: Animal Homes #3

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. Remember that this is a good time for you to praise the children on specific positive behavior and accomplishments, make announcements and give the children something to look forward to for the next meeting. End with a prayer circle.



Program Requirement: Pray independently

Post-meeting Activity

Give the children building blocks or small cardboard boxes to use to build houses.

Materials Needed

- Building blocks



**Wood Chip Earned
Animal Homes**



Meeting Five

Won't You Be My Neighbor?



Pre-meeting Activity

You'll need two adults or older children to lead the children in the song "Make New Friends." Go to Traditional Music's web site for the words and music. Once four to six children have arrived, begin singing the song in a round.

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4. Sing *We Are Eager Beavers*, have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4

Note: One of the program requirements is to deliver a food basket. This requirement fits well with My Community Friends chip. In addition to delivering food baskets, you could have the children collect can goods for the local food pantry or arrange for your club to participate in Meals-on-Wheels.

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Beavers by Deborah Hodge from AdventSource

Beaver puppet from AdventSource

Activity Book page 8 from AdventSource (purchase one for each Eager Beaver)

Traditional Music's web site:
www.traditionalmusic.co.uk/songs-midis/Make_New_Friends_.htm

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity #1	30-40 minutes
Activity #2	5-10 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip
My Community Friends



Eager Beaver Theme Story (10 minutes)

Ask the children what you talked about last week (homes). Then tell them that this week you will be talking about neighborhoods. Explain that a neighborhood is all of the homes, stores, libraries, fire stations, churches and parks and that are close to where they live. (Show them pictures of each of these places as you talk.) Then share that beavers also live in neighborhoods. Read "Where beavers live" pages 8 and 9 of *Beavers* (Hodge, 1998). Next, share that neighborhoods aren't just buildings but are also the people that live and work there. Ask the children what animals might live in a beaver's neighborhood. Then ask them who are some of the people they know or that work in their neighborhoods. Now share with the children that they will be learning about people in their neighborhoods.



Wood Chip: My Community Friends #1



Program Requirement: Listen to a nature story

Activities

ACTIVITY 1

Neighborhood Helpers Activity Centers (30 to 40 minutes)

Ahead of time, prepare four or five activity centers that replicate a neighborhood location (more if you have a large club). If you visit the managers or someone you know at local businesses, they may be willing to donate or loan items for you to use. Remember that children this age have great imaginations, so the centers don't have to look like the real location.

For example, at one center the children can meet the neighborhood grocer at her store. You can provide name tags or store aprons for some of the children to wear and pretend to be employees. Other children can

Materials Needed

- Various items to create the neighborhood helpers activity centers.



shop using small baskets for their groceries in. The groceries can be staples you and the other parents bring from home. Also, have a check out counter, play money and grocery bags.

Suggestions for additional activity centers:

- Meeting the librarian
- Meeting the postal worker
- Meeting the bank teller
- Meeting the teacher at the school
- Meeting the veterinarian

Divide the children into small groups and then assign each group to an activity center. At each center you should have one or two adults stationed to supervise. The adults at each center should be prepared to assign roles to the children, explain what they can do at the activity center and even become involved in the role playing. Additionally, you can encourage the children to tell one of their new neighborhood friends that Jesus loves them. Rotate the groups through all or some of the activity centers, depending on how much time you have.



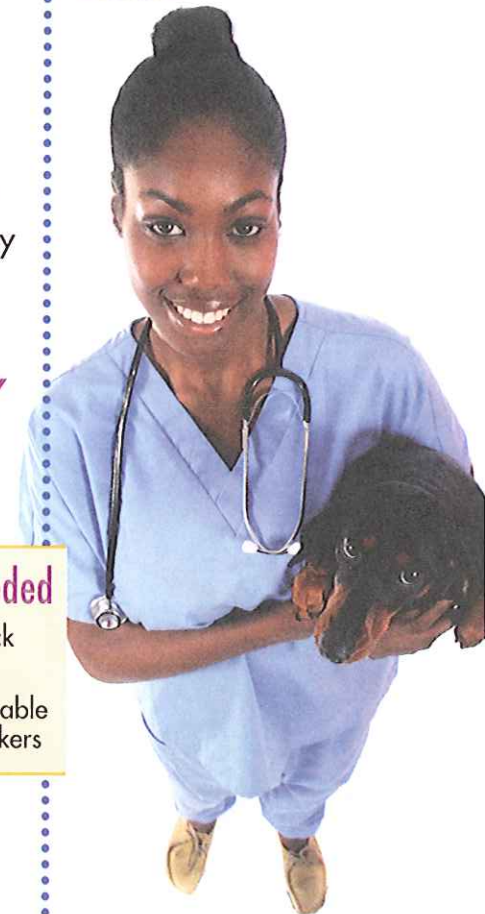
Wood Chip: My Community Friends #1, #2. This activity can also replace making a scrapbook for My Community Friends #4

ACTIVITY 2

Community Helper Thank You Card (5 to 10 minutes)

Ask the children what the neighborhood helpers from the activity centers do to make their neighborhood a better place? (Deliver mail, read stories during library story time, keep pets well.)

Then ask the children what they can do to make their neighborhood a better place? (Smile and say hello, pick up trash, don't litter, don't leave toys on the sidewalk.) Remind them that thanking people for what they do is also a way to make their neighborhoods nice places to live.



Materials Needed

- 8x11 card stock paper
- Crayons, washable markers or stickers

Now have the children make a thank you card to give to a community helper in their neighborhood. Give each child a card with a blank front (an 8 1/2 x 11 piece of paper, folded in half). On the inside of the card, pre-print the following message: "Thank you for making my neighborhood a better place!" To decorate the front of the card you might have the children trace their hands or cover with stickers.



Wood Chip: My Community Friends #3, #5



Program Requirement: This activity can replace making and delivering a card to a sick friend or senior citizen.

Closing

Gather the children in a circle. Remember that this is a good time for you to praise the children on specific positive behavior, to make announcements and give the children something to look forward to for the next meeting. End with a prayer circle.



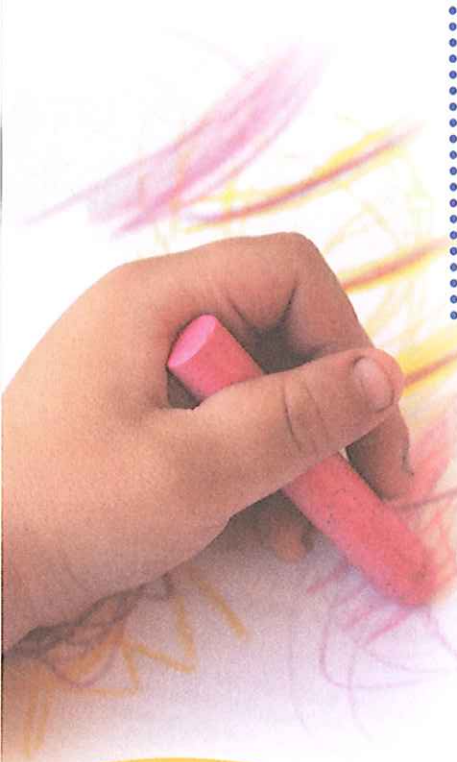
Program Requirement: Pray independently

Post-meeting Activity

Let the children play at the community helpers activity centers.



**Wood Chip Earned
My Community Friends**



Meeting Six

Soaking Up The Fun



Pre-meeting Activity

Have a variety of sponges that the children can stack, stand on edge, use like building blocks or sort by color and shape.

Materials Needed

- Sponges (variety of sizes and colors)

 **Wood Chip: *Sponge Art #2***

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer
(5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4. Sing *We Are Eager Beavers*, have prayer and ask the children to be seated.

 **Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4***

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- **Beavers** by Deborah Hodge from AdventSource
- **Beaver puppet** from AdventSource
- **Activity Book** page 9 from AdventSource (purchase one for each Eager Beaver)
- **Sprout People web site:** www.sproutpeople.com

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	5 minutes
Activity #2	10-15 minutes
Activity #3	10-15 minutes
Activity #4	15-20 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Sponge Art



Eager Beaver Theme Story (5 minutes)

Ask the children what some of their favorite foods are. Then read "Beaver food" on pages 10 and 11 of *Beavers* (Hodge, 1998). (You might want to mention to the children that eating or chewing on sticks or branches could make them sick, in case they decide to try the beaver's diet!) Now ask them what plants they eat. Bring in produce to show the children as they give you answers.



Program Requirement: *Listen to a nature story*

Activities

ACTIVITY 1

Sponge Greenhouse (5 minutes)

You'll need to soak the seeds over night before giving them to the children to sprout. If you haven't ever sprouted seeds yourself, get some advice from a friend who has or go to the Sprout People web site.

Tell the children that they are going to grow their own plants to eat. Have each child place a sponge in the bottom of a pint milk carton. Next, have each of the children sprinkle seeds onto their sponges. (Use seeds that sprout, such as radish or mung bean.) Then have each child mist the sponge and seeds with water.

Don't forget to have take home directions for the adults telling them to mist the seeds twice a day, place the carton in direct light, and, once sprouted, let the children eat them on a sandwich or in a salad.

Materials Needed

- 2 pint clean milk cartons, with the top cut off
- Sponges cut to fit into the bottom of the mild cartons
- Seeds
- Spray bottles



Wood Chip: *Sponge Art #5*

ACTIVITY 2

Sponge Art Place Mat (10 to 15 minutes)

Tell the children that beavers never need to be reminded to eat their vegetables but that sometimes boys and girls do. Then tell them to help them remember, they are going to make their own place mats.

Give each child a inch piece of tag board (place mat). At each table, have several sponges that you have cut into the shape of fruits and vegetables (i.e., carrots, apple, bananas, radishes, pumpkins, oranges) or bought at a craft store. In dishes large enough for the sponges to be dipped into, place about $\frac{1}{4}$ inch of tempera or poster paint. (You may want to have a set of sponges for each color of paint to prevent the colors from mixing.) Have the children dip the sponges into the paint and firmly press onto their place mat. Repeat until the mat is covered with prints. Write the children's names on their mats and set aside to dry.

Once the place mats are dry, ask a couple of the parents to either spray the front and back of each mat with a fixative or put each place mat between lamenent sheets, either can be purchased at a craft store.



Wood Chip: *This activity can replace Sponge Art #4*

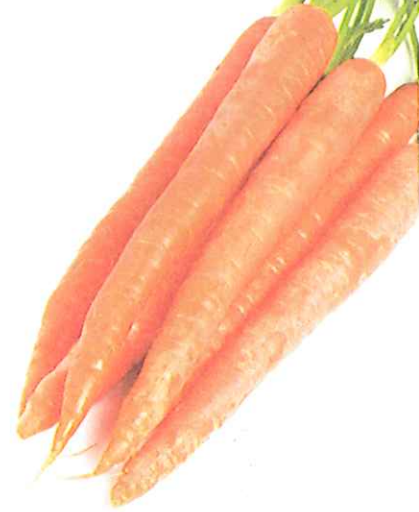
ACTIVITY 3

Sponge Beavers (10 to 15 minutes)

Begin by showing the children a completed sponge beaver that you've made earlier. Point out the beaver's long front teeth. Remind the children that beavers front teeth never stop growing and that they have to chew on sticks to keep them from getting too

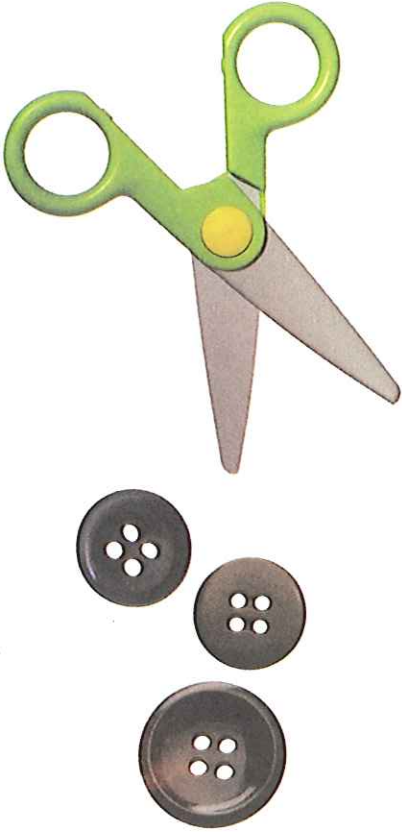
Materials Needed

- 13 inch x 11 inch pieces of tag or poster board
- Sponges cut into the shapes of fruit and vegetables
- Tempera or poster paint
- Dishes for paint
- Spray fixative or laminate sheets



Materials Needed

- Black buttons
- Round brown sponge
- Plastic eyes
- String, cut into 2 inch pieces (larger or smaller depending on the size of the sponges)
- White felt
- Brown felt
- White craft glue



long. Ask the children if they are glad that they don't have teeth that keep growing.

Then give each child a round sponge (4 to 6 inch circumference). Using white fabric glue, have the children glue on the following:

- eyes (plastic eyes from the craft store)
- nose (black button)
- mouth (a piece of 1 to 1½ inch string)
- teeth (two rectangular pieces of white felt)
- ears (brown felt)



Wood Chip: *Sponge Art #3*

ACTIVITY 4

Sponge Relay Race (15 to 20 minutes)

The object of this game is to get water into a bowl, so it's a good idea to play this outside.

Remind children that not only do beavers eat plants, but they drink water. And it is important that girls and boys drink water everyday. For the next game, they are going to help the beavers get enough water to drink.

Divide the children into several teams of even numbers and have each team stand in a line.

At the front of each line have a large bucket and sponge. Place a bowl (don't use glass) several feet in front of each team. The child at the front of the line will dip the sponge into the bucket of water and run to the bowl. The child then squeezes the sponge over the bowl and runs back to the team, handing the sponge to the child next in line, who repeats the process. At the end of the game, see how much water each team got for the beaver.

Materials Needed

- Buckets
- Bowls
- Large sponges

You may want to have each of the children take two turns before ending the relay or repeat the relay a couple of times, depending on how many children are in your club.

 **Wood Chip:** *This activity can replace Sponge Art #1*

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. Remember that this is a good time for you to praise the children on specific positive behavior, make announcements and give the children something to look forward to for the next meeting. End with a prayer circle.

 **Program Requirement:** *Pray independently*

Post-meeting Activity

Repeat pre-meeting activity.

 **Wood Chip Earned**
Sponge Art



Meeting Seven

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- Amazon.com web site:**
www.amazon.com
- Beavers** by Deborah Hodge
 from AdventSource
- Beaver puppet** from AdventSource
- Activity Book** page 11 from
 AdventSource (purchase one for each
 Eager Beaver)
- Baby Animalz.com web site:**
www.babyanimalz.com
- Enchanted Learning web site:**
www.enchantedlearning.com
- National Institutes of Health,
 Department of Health & Human
 Services web site:**
<http://www.niehs.nih.gov/gov/kids/lyrics/mcdonald.htm>

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	5 minutes
Activity #2	15 minutes
Activity #3	30 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Animals



Baby Animals

Pre-meeting Activity



Memory Game

You will need sets of animal parent and baby cards or sets of baby animals. You can buy these at toy stores or make your own by laminating pictures. BabyAnimalz.com has photos you can use to make your own cards. Place all the cards face down. Each child's turn consists of turning over two cards. If the cards are a match, they get to keep the cards and take another turn. If the cards aren't a match, the child turns the cards back down and another child takes a turn.

Materials Needed

- Baby Animals Memory Game or laminated playing card size pictures (two of each) of baby animals

Wood Chip: *This activity can replace Animals #2.*



Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4. Sing *We are Eager Beavers*, have prayer and ask the children to be seated.



Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4*

Eager Beaver Theme Story (5 minutes)

Ask the children what they could do when they were babies. Then tell them that baby beavers, called kits, are born knowing how to swim! Read "How beavers are born" page 20-21 in *Beavers* (Hodge, 1998). Next, share with the children that kit is a funny name for a baby beaver and ask them if they know what any other baby animals are called (i.e., kitten, puppy, tadpole (frog), joey (kangaroo), calve, chick). Show the children pictures of baby animals.



Program Requirement: *Listen to a nature story*

Activities

ACTIVITY 1

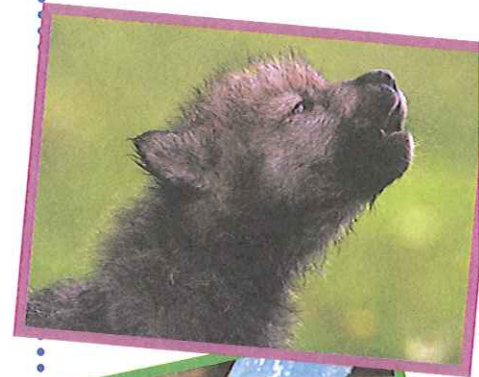
Animal Sounds (5 Minutes)

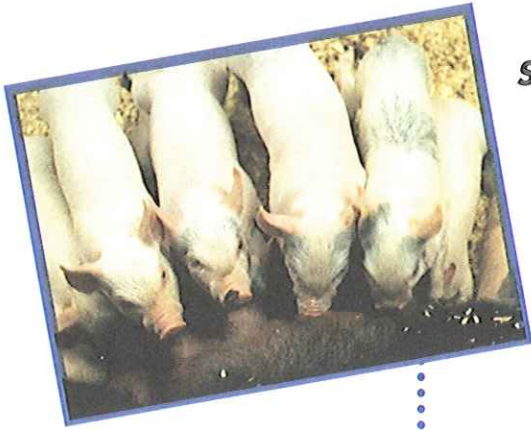
Remind the children that they just heard that kits coo. Ask them to coo. Sing Old McDonald but only use the names and sounds of baby animals. Hold up a picture of the animal each time you sing it's name. (Go to the National Institutes of Health's web site to hear Old McDonald.

<http://www.niehs.nih.gov/gov/kids/lyrics/mcdonald.htm>)

Materials Needed

- Pictures of baby animals





Suggested animals and their sounds:

- Piglet "Oink"
- Kitten "Meow"
- Kit "Coo"
- Tadpole With arms to side, wiggle tails
- Chick "Cheep"
- Lamb "Bah"



Wood Chip: This activity can replace *Animals #1*

ACTIVITY 2

Paper Bag Beaver Puppet (15 minutes)

From a small paper lunch bag, the children will create a kit. See page 202 for patterns.

(If you'd rather make a puppy, kitten or rabbit, go to the Enchanted Learning web site for directions. www.enchantedlearning.com) Ahead of time, fold

the two square edges of the bottom of the bag under to form the animal's face.

Show the children a completed puppet. Then give each child a paper bag. Have the children draw eyes, a nose, and a mouth on the puppet's face. Then have the children cut out ears, teeth and paws to glue onto the bag.

Materials Needed

- Brown paper lunch bags
- Crayons
- Brown felt
- White felt
- White craft glue
- Scissors (children's safety)



Wood Chip: This activity can replace *Animals #4*

ACTIVITY 3

Mini Petting Zoo (30 minutes)

If possible, arrange to have baby or small animals brought in for the children to pet. Church members, local pet stores, or the Humane Society



often are willing to provide animals. Note: make sure to give the children specific directions on how to act around the animals and provide lots of adult supervision.



Wood Chip: *This activity can replace Animals #3*

ACTIVITY 3 (ALTERNATIVE)

Baby Animals Video (30 minutes)

Watch a video about baby animals. *World of Baby Animals* (2003) is an inexpensive children's video that can be purchased from Amazon.com. The local public library is also a great source of children's videos.



Wood Chip: *This activity can replace Animals #3.*

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting, praise the children on specific positive behavior, or use this time to make announcements and give the children something to look forward to for the next meeting. End with a prayer circle.



Program Requirements: *Pray independently*

Post-meeting Activity

Baby Animal Memory (repeat of pre-meeting activity)



Wood Chip: *This activity can replace Animals #2*



Wood Chip Earned

Animals: *This lesson fulfills half of the requirements for the Animal chip.*

Materials Needed

- Baby animal video



Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Beavers by Deborah Hodge
from AdventSource

Beaver puppet from AdventSource

Activity Book page 11 from
AdventSource (purchase one for each
Eager Beaver)

DLTK's Crafts for Kids web site:
http://www.dltk-bible.com/genesis/noah_song3.htm

**My Bible Friends When God
Washed the World**
CD-ROM from Adventist Book Centers

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	10 minutes
Activity #2	15-20 minutes
Activity #3	15-20 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Animals



Meeting Eight

Growing and Learning



Pre-meeting Activity

Have cans of soft modeling compound (i.e. Play-Doh) available for the children to make their favorite animals.



Wood Chip: Animals #4

Materials Needed

- Modeling compound or Play-Dough (see page 199 for recipe)

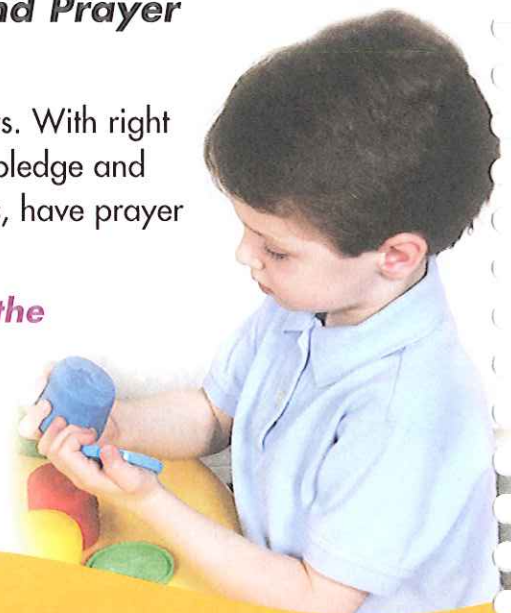
Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4. Sing *We Are Eager Beavers*, have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4



Eager Beaver Theme Story (5 minutes)

Share with the children that children learn to do things by copying what they see their parents, grandparents or other adults doing. Ask the child what they have learned to do from watching adults (setting the table, washing the car, making the bed). Then read "How beavers grow and learn" pages 22 and 23 of *Beavers* (Hodge, 1998).



Program Requirement: *Listen to a nature story*

Activities

ACTIVITY 1

Animal Shadow Game (10 minutes)

In this game, an adult leader will be the "parent" animal and teach the baby animals skills they will need. Have the children get in a line or semi-circle. Explain to the children that you are the parent and they are the baby animals and that you will be teaching them some things they will need to know as they grow. Show the children a picture of the animal as you teach them the behavior they are to model.

Suggestions of animals and skills to try:

Rabbit/bunny Have the children wrinkle their nose, sniff for danger. Then have them hop quickly to a safe hiding place.

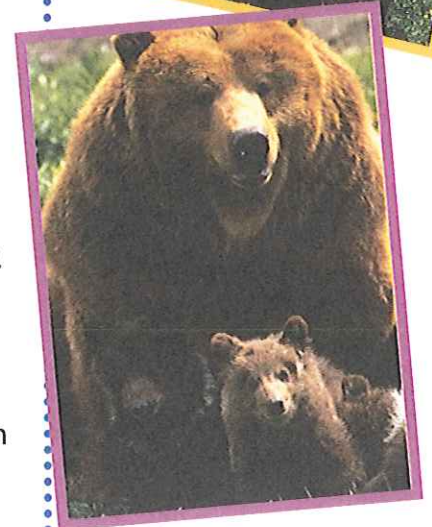
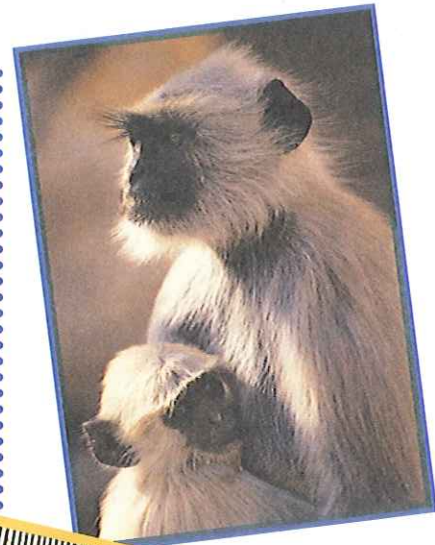
Elephant/calf Have the children use one of their arms to mimic an elephant's trunk. Then have them pick "leaves" from trees. (Attach a 1/4 inch piece of string to construction paper leaves or real leaves and then tape each leaf to the wall by the sting.)

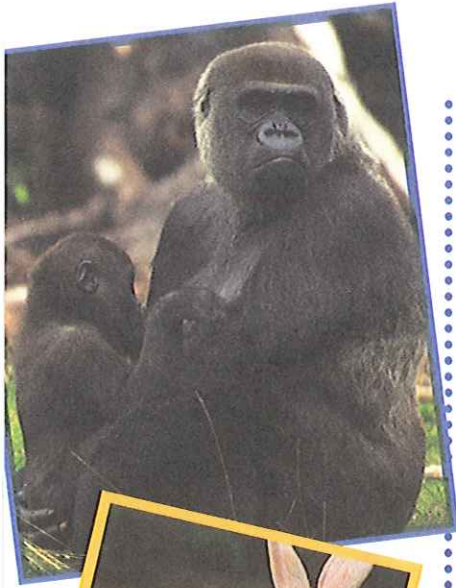
Flamingo/chick Have the children stand on one leg and tuck their heads under their arm. Share with them that this is how flamingos sleep.

Gorilla/baby Have the children make fists, beat on their chests and yell to scare away enemies.

Materials Needed

- Pictures of adult animals and their babies





Opossum/baby Explain to the children that opossums “play dead” when they are in danger. Have the children lay on the floor without moving or talking. (Some of the adults can walk by the children and gently shake them, while the children continue to hold completely still.)



Wood Chip: *This activity can replace Animals #1*

ACTIVITY 2

Animal Hand Drawings (15 to 20 minutes)

Copy the animal hand drawings on pages 203 and 204 and give to the adults, so they can help the children with this project.

Ask the children which Bible story tells how God not only saved people from the terrible rains but how God also saved the animals. Then sing the Arkie song. (Go to DLTK’s web site to hear the song http://www.dltk-bible.com/genesis/noah_song3.htm).

Put up a picture of Noah’s ark and tell the children that they are going to help fill the ark. Give each child a large (approximately 15 inches by 12 inches) sheet of newsprint. Have the children trace their hand with a dark crayon. (Some of the children may need help, so have adults ready to provide assistance.) Then show them a completed animal drawing and guide them through each step to turn it into an animal. Once you’ve helped the children draw each of the animals, you can let them draw a second one on their own. This way they will have the animals ready to go into the ark two-by-two.



Wood Chip: *Animals #2, #5*

Materials Needed

- 15" x 12" newsprint
- Crayons
- Picture of Noah’s Ark
- Copy of animal hand drawing from pages 203 & 204.



ACTIVITY 3

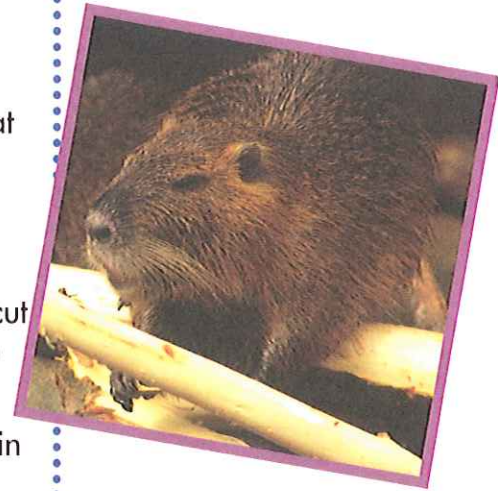
Tracking Beavers (15 to 20 minutes)

In this activity, the children will be tracking a lost kit. Tell the children that a kit has wondered off from its mother, and they need to help find it by following the trail of clues it left. Then send them off with some adults to find the kit.

Before the meeting, leave a trail of pine cones or beaver tracks (paper cut outs of beaver foot prints) for the children and adults to follow. Page 30 of *Beavers* (1998) has pictures of beaver tracks. If you have an Eager Beaver of your own, it would be good idea to have her try out the trail in order for you to see how easy or difficult it is to follow the tracks and how long it takes.

The tracks should be close enough for the children to follow, but not so close that they don't have to hunt for them. Your trail might go around trees, through cardboard boxes, and under tables. You can also have the children walk on a wooden beam placed on the floor, crawl on their tummies under a low rope strung between two poles, or swing on a rope. (Make sure the adults know about these obstacles, so they can direct the children to do them, instead of going around them.) At the end of the trail, have a stuffed animal or picture of a kit. You might also have a snack waiting for them.

Note: If you have a large club, you may want to divide the children into more than one group and start them every three minutes (sing songs with the children waiting to start) or have more than one trail. If you use more than one trail, use different colored tracks for the each trail, so the children don't get onto the wrong path.



Materials Needed

- Pine cones or cutout paper animal tracks
- Materials for an obstacle course (rope, wooden beam)

Closing

Gather the children in a circle. Remember that this is a good time for you to praise the children on specific positive behavior, make announcements and give the children something to look forward to for the next meeting. End with a prayer circle.



Post-meeting Activity

Repeat pre-meeting activity.



Wood Chip: Animals #4



Wood Chip Earned

Animals: Meetings #7 & #8 must both be completed for this chip.



Meeting Nine

Being a Good Friend

Pre-meeting Activity

Have the children draw a picture of their best friend or draw things they enjoy doing with friends.



Materials Needed

- Drawing paper
- Crayons

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and begin learning the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, Recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Note: One of the Program Requirements is to say the Lord's Prayer, which connects nicely with this meeting theme. You or the parents/guardians can explain that one way to be a friend to Jesus is to talk to him. Then give each child *Learning the Lord's Prayer Coloring Book* (AdventSource). Each phrase of the prayer is illustrated with pictures of multi-cultural children, as well as discussion questions and activities for parents/guardians.

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me
by Mabel R. Miller from AdventSource

Learning the Lord's Coloring Book from AdventSource

Activity Book page 12 from AdventSource (purchase one for each Eager Beaver)

52 Easy Program Ideas: Year B
by Robert Robinson from AdventSource

Ellen G. White Estate web site:
<http://www.whiteestate.org/photos/photos.asp>

I Can Be a Friend from AdventSource

Friends Illustrated Book
from AdventSource

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	10-20 minutes
Activity #2	10-15 minutes
Activity #3	15 minutes
Closing	5 minutes
Post-meeting Activity	

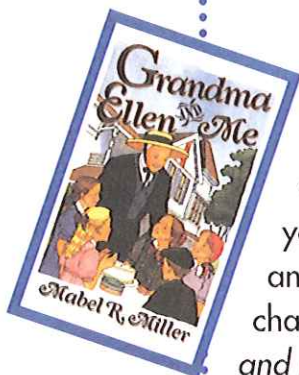


Wood Chip
Bible Friends

Grandma Ellen Theme Story (5 minutes)

Materials Needed

- Picture of Ellen White
- Flower for each child



Let the children know that you have finished reading to them about beavers and now they will be learning about a special friend of Jesus. Ask the children what it means to be a friend. Then show them a picture of Grandma Ellen White and tell them that she was a special friend of Jesus. Then ask how they can be Jesus's friend. (Praying, being kind to others, not hurting people's feelings, sharing, doing nice things for family and friends.)

Share with the children that Grandma Ellen had a granddaughter named Mabel who wrote a book about her Grandma Ellen and that you are going to tell them one of Mabel's stories. (You could also have an adult play the role of Mabel and have her tell the story in character.) Read "Pansy Faces" pages 13 through 17 of *Grandma Ellen and Me* (Miller, 2000). When you are done reading the story, give the children a flower to give to a parent/guardian.



Wood Chip: *Bible Friends #1, #5*



Program Requirement: *Listen to a story about Ellen White*

Activities



ACTIVITY # 1

Friends Stick Together Maze (10 to 20 minutes)

How long this activity lasts depends on how large the maze is, how many mazes you create or if you let the children go through the maze more than once. Mazes can be created in a variety of ways, using things like yarn, sheets, boxes, masking tape and, for those of you who know a farmer, hay bales. Go to page 205 for a simple maze design. Before the Eager Beaver meeting, create the maze.

Materials Needed

- Materials for maze might include rope, sheets, boxes, masking tape.
- Picture(s) of Jesus

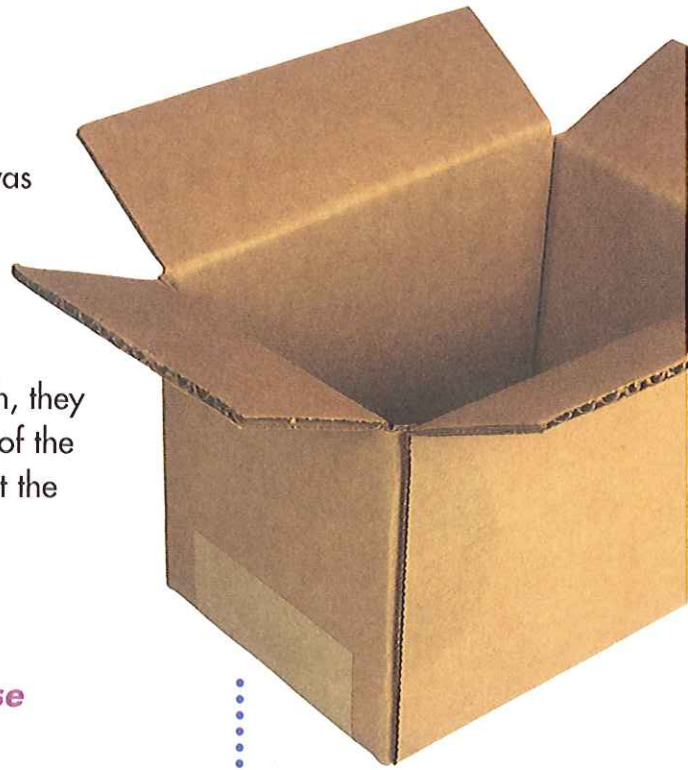
Tell the children that one of the good friends in the Bible was Ruth. She left her home and family to go and take care of her husband's mother, Naomi. Ruth told Naomi, "Where you, go, I will go" (Ruth 1:16). Have the children repeat this passage a couple of times. Now explain that caring for others is a way to be a friend. And just like Ruth, they are going to take a trip to be with a friend. (At the center of the maze have a picture of Jesus or small pictures of Jesus that the children can take with them.)



Wood Chip: *Bible Friends #1, #2*



Program Requirement: *Recite a Bible Verse*



ACTIVITY # 2

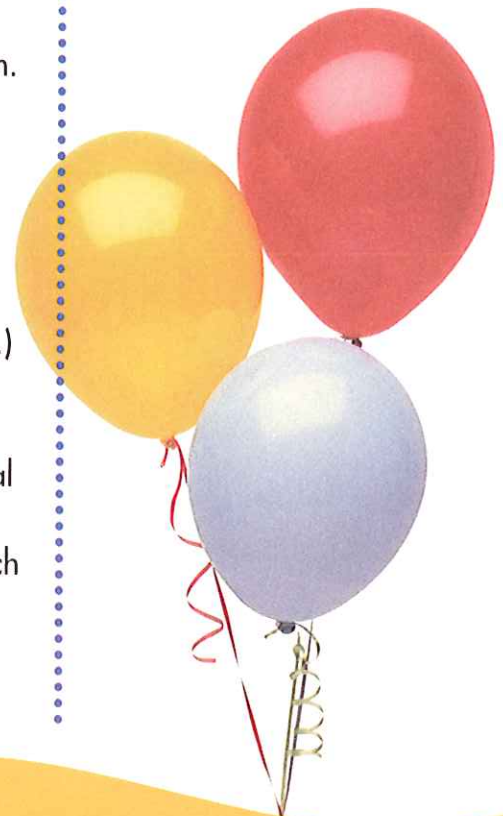
Friends Stick Together Balloon Relay ***(10 to 15 minutes)***

The purpose of this game is for a pair of children to place a balloon between their heads (foreheads work best) and, while keeping the balloon in place, walk to a designated area and then back to their team. They then give the balloon to the next pair of children. Don't end the game when a team finishes; instead, encourage the teams that have finished to cheer on the children still playing the game.

Tell the children that sometimes we say that "friends stick together." Ask them what they think this means. (Helping friends when they need it, cheering them up when they are sad, cheering for them during a game.) Remind them that Ruth stuck with Naomi. Now tell the children that to help them remember to "stick together" they are going to play a game where they have to stay close to a friend. Divide the children into several even numbered teams and then assign each of the children a partner. Have a pair of adults demonstrate how to play the game. Then give each team a balloon and begin the relay.

Materials Needed

- Balloons



Wood Chip: *Bible Friends #1, #2*

ACTIVITY #3

Bible Friends Dress-up (15 minutes)

Select several Bible friends (David & Jonathan, I Samuel 20; Ruth and Naomi, Ruth 1; The Good Samaritan, Luke 10: 29-37; Mary anointing Jesus' feet, Matthew 26:6-13) and make a dress-up station for each set of friends. Have a couple of adults at each dress-up station. Ask one of the adults to briefly tell the story of the Bible friends at the station.



OPTION 1

Let the children dress-up like the characters and then take individual pictures of them with a digital camera. Next print the pictures, give to the children. Also, you can have the children glue their photo in the center of a sheet of construction paper and then draw pictures of how the two were friends.

OPTION 2

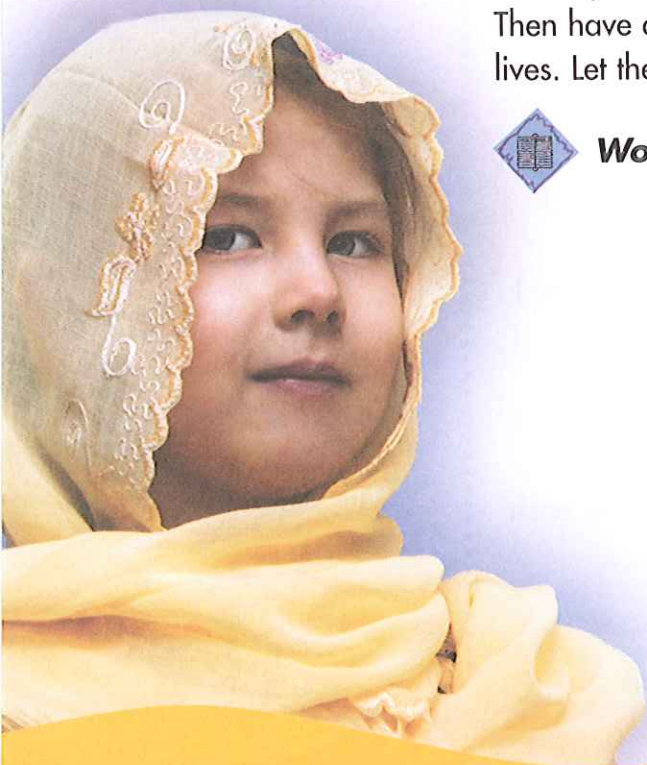
Divide the children into small groups and assign them to a Bible friends dress-up station. At the station have them dress-up as the characters. Then have an adult lead them in acting out simple scenes of the friends' lives. Let the children take turns playing the lead roles.



Wood Chip: Bible Friends #2, #3, #4

Materials Needed

- Bible friends dress-up cloths
- Digital camera and printer
- Construction paper
- Crayons



Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.

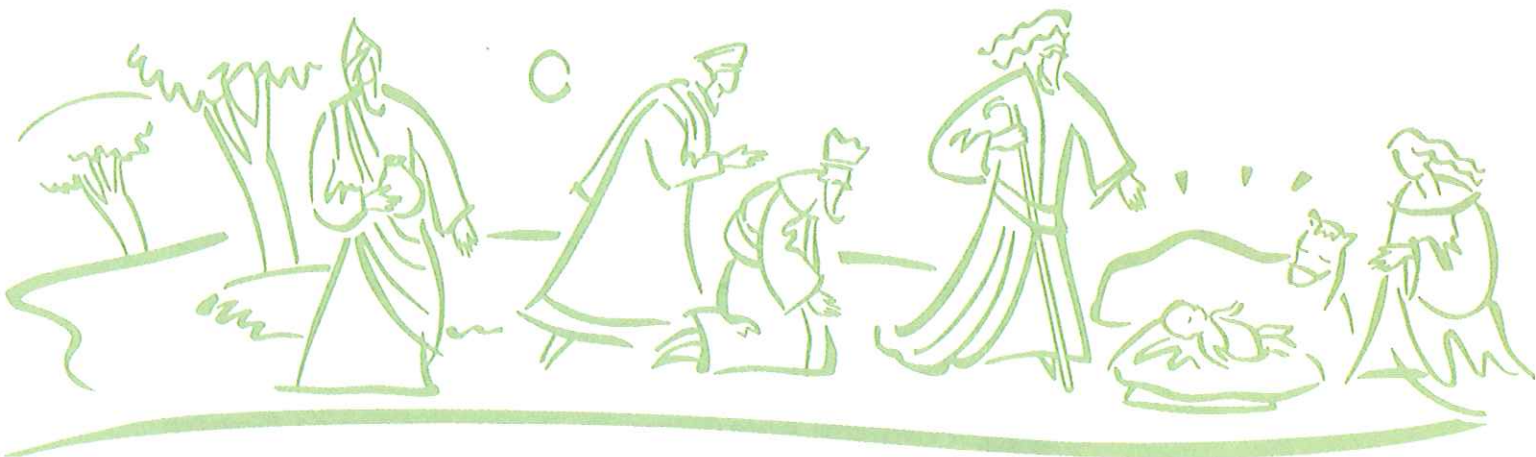
Program Requirement: *Prayer independently*

Post-meeting activity

Let children continue dressing up in Bible friends clothes.



Wood Chip Earned
Bible Friends



Meeting Ten

Countless Colors

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me by Mabel R. Miller from AdventSource

Activity Book page 12 from AdventSource (purchase one for each Eager Beaver)

One Fish Two Fish Red Fish Blue Fish by Dr. Seuss

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity #1	10-15 minutes
Activity #2	10-15 minutes
Activity #3	15-20 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Crayons & Markers



Pre-meeting Activity

Place large sheets of newsprint on the floor. With a rubber band, bundle five or six crayons together. Let the children make designs on the paper using the bundled crayons.



Materials Needed

- Large sheets of newsprint (12"x12")
- Crayons
- Rubber bands

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and continue learning the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4, Recite the Pledge of Allegiance or national anthem*

Grandma Ellen Theme Story (10 minutes)

Read "How We Got There" pages 19 through 28 in *Grandma Ellen and Me* (Miller, 2000). Tell the children that Grandma Ellen prayed for a home and God helped her find the little brown house.

Then ask them what color their house or apartment building is. Comment on how many different colors their homes are. Next, tell the children that they will be learning about eight colors. Hold up the following crayons and have the children say the colors: yellow, green, blue, purple, red, orange, black and white. Ask them if they know what happens if a crayon is left outside in the sunshine. (Bring in a crayon that you have melted.) Explain why crayons melt.



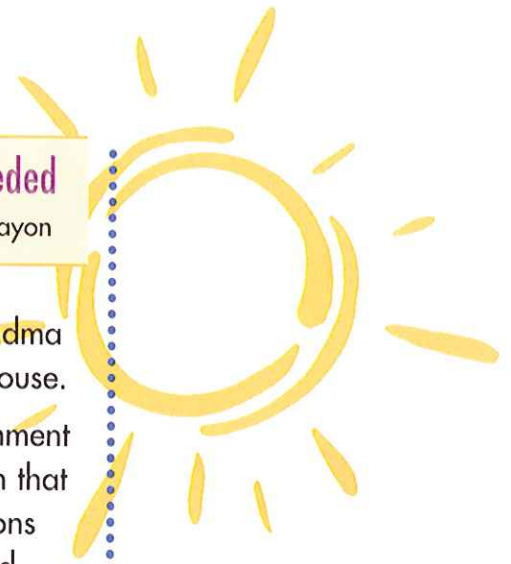
Wood Chip: Crayons & Markers #1, #2, #3



Program Requirement: School readiness, identify colors

Materials Needed

- One melted crayon



Activities

ACTIVITY # 1

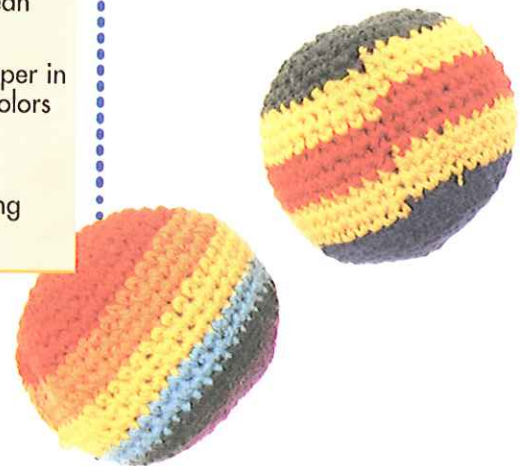
Color Toss (10 to 15 minutes)

In this game, the children will toss colored bean bags or balls into matching colors of tubs or boxes.

Fill a large box with bean bags or balls in four different colors. Then have containers (tubs, boxes or buckets) placed around the room in the same colors as the bean bags/balls. If you have a large club, use several containers, not just four. Make a circle with chalk or masking tape three to four feet

Materials Needed

- Bean bags or small balls (in four different colors)
- Boxes, buckets, plastic tubs in the same four colors as the bean bags/balls
- Construction paper in the same four colors as the bean bags/balls
- Chalk or masking tape



outside of the container. This is the line the children will need to stand behind when they toss the bean bag/ball into the container. This game is more fun if you keep the pace fairly fast. You don't have to wait until each child has tossed the bean bag/ball into the container before you call the next color. Just make sure that you continue to say and hold up the color until each child has located it. Then quickly say the next color.

To begin the game, gather the children in the middle of the room. Explain to them that you will say and hold up a color (squares of construction paper). Then they will run to the box filled with the bean bags/balls, get the color, run to the container that is the same color as the bean bag/ball, and toss the bean bag/ball into the container. The game is over when all of the colors in the box have been moved to the containers. If you want to play this game more than once, move the lines further away from the containers for each additional round.



Wood Chip: *Crayons & Markers #1, #11*



Program Requirement: *Identify colors*

ACTIVITY # 2

Crayon Rubbings (10 to 15 minutes)

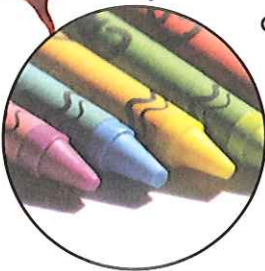
For this project, the children will learn about color and texture by placing a piece of newsprint over an object and then color on the paper to create textures.

Before the children try this on their own, demonstrate how to make a rubbing. Then give each child several

colors of crayons and a large sheet of newsprint (or other light weight paper). Provide a variety of textured objects, such as coins, leaves, bark, sand paper and keys. Let the children select which objects they want to use in their rubbings. Encourage the children to making rubbings of different objects. They can even make a rubbing of the same object using different colors, or they can color over the object with two different colors, to see what color they get.

Materials Needed

- Crayons
- Newsprint (8" x 11" or larger)
- Textured objects (coins, keys, leaves, bark, sand paper, etc.)





Wood Chip: This activity can replace *Crayons & Markers #10*



Program Requirement: *School readiness, identify colors*

ACTIVITY # 3

My Favorite Color Book (15 to 20 minutes)

Ahead of time, make individual blank books for each of the children. For each book, use a paper punch to make holes along the left side of five to ten sheets of 8 1/2" x 11" white paper. Then using two to three inch pieces of yarn, tie the sheets of paper together. On the front of each book, write "My favorite color is." Also, draw a large circle on the front, which the children will fill in with their favorite color.

Read *One Fish Two Fish Red Fish Blue Fish* (Seuss, 1960) or any book on colors to the children. If you have a large club, you may want to divide the children into smaller groups and assign an adult to each group, who then asks the children in the group the following questions:

What is your favorite color?

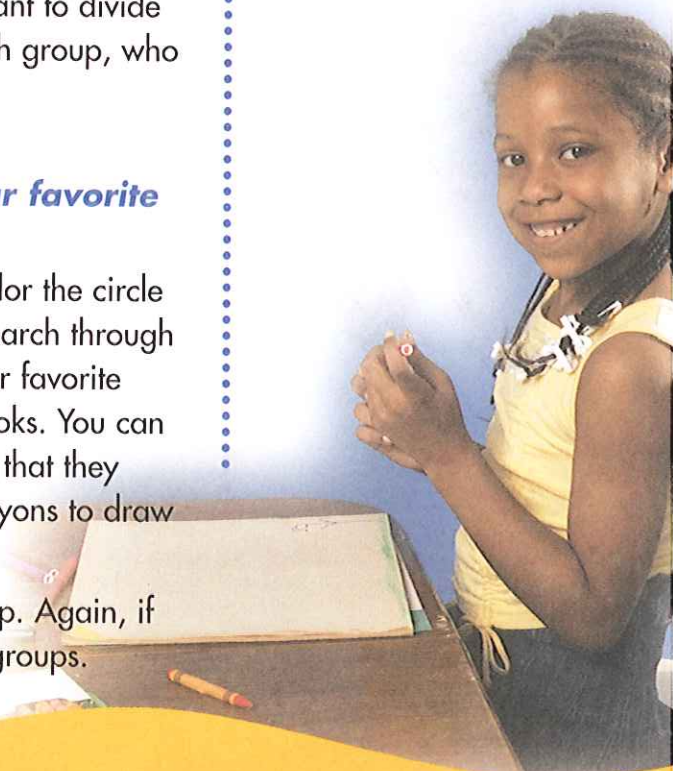
What foods, objects, plants, or animals are your favorite color?

Now give each child the pre-made book and have them color the circle on the front with their favorite color. Then let the children search through old magazines and cards for pictures of things that are their favorite color. Have the children cut them out and glue into their books. You can also bring in pieces of scrape fabric, yarn, and old buttons that they children can glue into their books. The children can use crayons to draw pictures in their books, too.

If there is time, let the children show their books to the group. Again, if you have a large club, you may want to get back in small groups.

Materials Needed

- Safety scissors
- Crayons
- White craft glue
- Old magazines and cards
- Scrapes of fabric, yarn, old buttons
- White construction paper
- Paper punch
- Yarn





Wood Chip: *Crayons & Markers #11 and can replace Crayons & Markers #9 & #10*



Program Requirement: *School readiness, listen to a book and identify colors*

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting activity

Let the children play with hula hoops.



Wood Chip Earned

Crayons & Markers: *This lessons fulfills the first half of the Crayons & Markers chip.*



Meeting Eleven

Colors Everywhere

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- Grandma Ellen and Me** by Mabel R. Miller from AdventSource
- Activity Book** page 12 from AdventSource if not used in meeting 10 (purchase one for each Eager Beaver)
- The Coat of Many Colors** by Jenny Koralek and Pauline Baynes
- Joseph** by Ruth R. Brand
- Coloring-page.com** web site: <http://www.coloring-page.com/pages/z bible-23.html>
- Hasbro.com** web site has directions for Twister: http://www.hasbro.com/default.cfm/page/cs_instructions&letter'T

Pre-meeting Activity

Let the children draw or play Tic-Tac-Toe on dry erasable boards.

Materials Needed

- Dry erasable boards, markers, and erasers



Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and continue learning the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



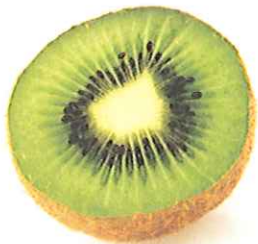
Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, Recite the Pledge of Allegiance or national anthem

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity #1	5 minutes
Activity #2	10 minutes
Activity #3	25-30 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip
Crayons & Markers



Grandma Ellen Theme Story (10 minutes)

Read "Prunes! Prunes! Prunes!" pages 55 to 58 of *Grandma Ellen and Me* (Miller, 2000). (Note: The author refers to plums as prunes. You may need to explain this to the children.) Ask the children what color plums are. Ask them the colors of other fruit.

Have samples of plums and other brightly colored fruit (star fruit, kiwi, oranges, grapes, melon) for the children to sample.

Tell the children that they are going to continue learning about colors. Ask them what eight basic colors of crayons they talked about at the last meeting. (Yellow, green, blue, purple, red, orange, black, white) This time hold up a marker in the color they say. Then state that they will be using markers during the meeting. Ask them where they should use markers. (On paper) Ask them where they should not use markers. (On tables, walls, floors, each other.) Ask them what happens to a marker if they don't put the cap back on it.

Materials Needed

- Plums and other brightly colored fruit



Wood Chip: *Crayons & Markers #1, #7, #8*



Program Requirement: *Listen to a story about Ellen White, identify colors*

Activities

ACTIVITY 1

The Many Colored Coat (5 minutes)

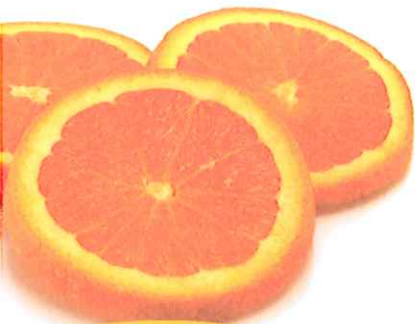
Ask the children who in the Bible had a coat with a lot of colors (Joseph). Read *The Coat of Many Colors* (Koralek and Baynes, 2004), *Joseph* (Brand, 2004) or any children's book of your choice about Joseph.



Wood Chip: *Crayons & Markers #4, #11*



Program Requirement: *Listen to a Bible story*



ACTIVITY #2

Joseph's Coat Magnets (10 minutes)

Hold up a completed Joseph's coat magnet and tell the children that they are going to make Joseph and his coat. First, give each of the children a white #4 or #6 cone shaped coffee filter that you have previously made a single cut from the top edge of the filter to just before the seam. (The cut is the front opening of Joseph's coat.) Then have the children color the coffee filter with markers.

Once the "coat" has been colored, give the children a flat wooden circle with a magnet glued to one side. Have them use a marker to draw a face on the circle (the side without the magnet). Then give them small pieces of yarn to glue on for hair. Now have the children glue the head onto the narrow end of the filter (the face should be on the same side as the slit).

Materials Needed

- Washable markers
- Coffee filters (#4 or #6 cone shaped)
- Magnets with self-adhering strips
- White craft glue
- Yarn (brown or black)
- Wooden flat circles or beads (1 inch)



Wood Chip: Crayons & Markers #4, #5



Program Requirement: Identify colors

ACTIVITY #3

Joseph Coloring Page (5 to 10 minutes)

As the children finish the Joseph magnet, give them a picture of Joseph to color with markers.

Coloring-page.com has a great free printable picture of Joseph or see page 206.

Materials Needed

- Picture of Joseph to color



Wood Chip: Crayons & Markers #6





Twister (20 minutes)

For this game, see if any of the parents, church members or the public library has the game *Twister* by Milton Bradley, or create your own game. You'll need one game for every four to six children. Directions for making your game are on page 207.



Wood Chip: Crayons & Markers #11



Program Requirement: Identify colors



Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: Pray independently

Post-meeting activity

Repeat pre-meeting activity.



Wood Chip Earned

Crayons & Markers: Meetings 10 and 11 must both be completed for this chip.

Materials Needed

- *Twister* games or 12" laminated circles (six blue, six red, six green, six yellow)
- 6" x 6" piece of poster board
- Hands for dial on spinner

Meeting Twelve

Bountiful Birds



Pre-meeting Activity

Have puzzles of birds or bird coloring pages for the children.

Materials Needed

- Puzzles or coloring pages of birds
- Crayons

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and continue learning the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me by Mabel R. Miller from AdventSource

Activity Book page 13 from AdventSource (purchase one for each Eager Beaver)

All About Birds
<http://www.birds.cornell.edu/AllAboutBirds/BirdGuide/>

All About Coloring
www.coloring.ws

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity #1	15-20 minutes
Activity #2	5-10 minutes
Activity #3	10-15 minutes
Activity #4	10-15 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip Birds





Grandma Ellen Theme Story (5 minutes)

Begin by asking the children what pets or animals they have at their homes. Then tell them they will be listening to a story about some of the animals Mabel, Grandma Ellen's granddaughter, grew up with in the little brown house. Then read "The Little Brown House" pages 5 through 10 *Grandma Ellen and Me* (Miller, 2000). Now say to the children that you need them to help you find some eggs that the chickens have hidden.



Program Requirement: *Listen to a story about Ellen White*

Activities

ACTIVITY # 1

Egg Hunt (15 to 20 minutes)

Before the meeting, fill plastic eggs (like you get at Easter) with pictures of birds, include your state's bird, at least five birds local to your area and birds mentioned in the Bible. It's okay to repeat the pictures of birds you put into the eggs because you will be using multiple copies for the second part of this activity. Then hide the eggs around the meeting room. Also, on a large piece of poster board attach a picture of your state's bird. On another piece of poster board, attach pictures of five birds from your area, and on another attach the pictures of birds from the Bible.

Give the children baskets to gather the eggs and have them search for the eggs you've hidden.

Once the children have found all of the eggs, gather the children around you. Have them open the eggs, and pin or tape them onto the correct bird board. After all of the birds have been put on the boards, spend some time talking about them. For example, explain that each state has a state bird, what your state's bird is, and perhaps why it was selected as the state bird. Your state government web site may have this information.

Materials Needed

- Plastic eggs (like you get at Easter)
- Pictures of birds
- Poster board
- Baskets
- Thumb tacks or tape



If not, talk to your local librarian in the children's section of the library. Additionally, when you talk about the birds from your area, discuss what they like to eat.



Wood Chip: *Birds #1, #2, #3, #6*

ACTIVITY # 2

Bird Feeders

Since you just talked about what your local birds like to eat, tell the children that they are going to make bird feeders. (If some of the children live in apartments or other places where they can't feed the birds, perhaps you can put the feeders out at church or a local nursing home.)

OPTION 1

Pine Cone Feeders (5 to 10 minutes)

Before the meeting, tie string to one end of each of the pine cones the children will be using for feeders. The string should be long enough to tie to a branch and to allow the pine cone to hang about six inches below the branch. Also, mix the bird feed ahead of time: combine just enough corn meal with either vegetable shortening or peanut butter to stiffen the consistency of the mixture.

Cover the children's work area with wax paper. (Tape it securely to the table.) Show them a completed pine cone feeder. Then give them each a pine cone and approximately one cup of the bird feed mixture. Place the mixture directly onto the wax paper. With spoons or spatulas, have the children stick the mixture onto the pine cone. Next, pour about one cup of bird seed (mixed seeds, corn, sunflowers, thistle) onto each child's waxed paper and have them roll the pine cone in the seed until it is



Materials Needed

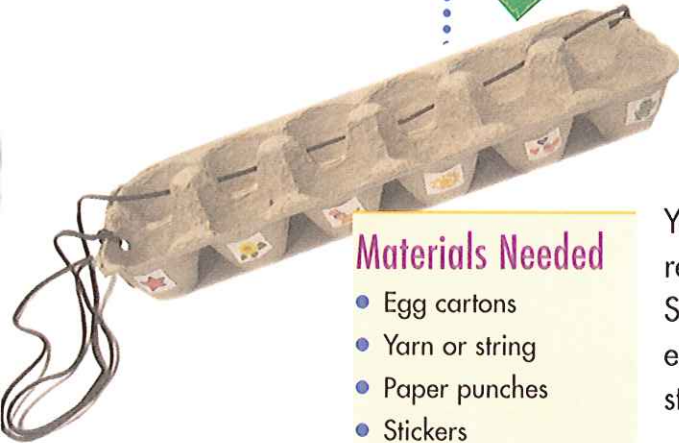
- Pine Cones
- String
- Corn Meal
- Shortening or peanut butter
- Bird seed (thistle, corn sunflowers, mixture of seeds)
- Zip-loc bags
- Waxed paper



covered. Since these are a bit messy, give each child a large Zip-loc bag in which to take their feeder home.



Wood Chip: Birds #5



Materials Needed

- Egg cartons
- Yarn or string
- Paper punches
- Stickers

OPTION 2

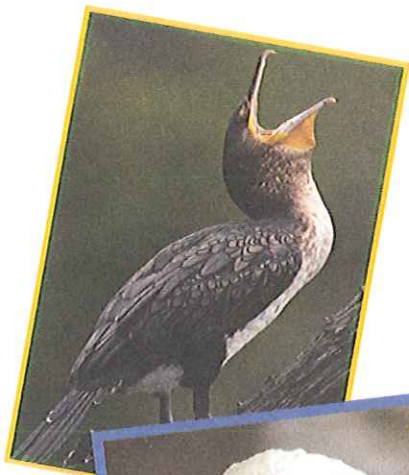
Egg Carton Feeders (5 to 10 minutes)

You'll need one egg carton for each feeder. Ahead of time, remove the top off each egg carton to be used for a feeder. Since this feeder is attached by two strings attached to each end of the egg carton, cut two twelve inch pieces of yarn or string for each feeder.

Show the children a completed feeder, filled with seed and attached to a branch. Give each of the children an egg carton. Using a paper punch, have them make one hole on each end of the carton. (Some of the children may need help using the paper punch.) Next give them two pieces of string or yarn. Have them attach one string to each hole. (Some children will need help attaching the string.) Then let the children decorate the outside of the feeders with stickers of birds or nature scenes. Since the bird seed easily falls out of this feeder, give the children a Zip-loc bag filled with seed that they can take home and later fill the feeder.



Wood Chip: Birds #5



ACTIVITY #3

Bird Seed Picture (10 to 15 minutes)

While you still have the bird seed out, it's a good time to make this project. (If your club just finished the Pine Cone Bird Feeder, place a couple of layers of newspapers over the children's work area so they don't get any of the peanut butter/shortening mixture on the pictures.)

Materials Needed

- Line drawing of a bird
- Bird seed (a variety of sizes)
- Craft glue
- Small dishes for glue
- Paint brushes

Show the children a completed project. Now give the children a simple line drawing of a bird. There is a bird drawing on page 209 or use one of your own. Now give each child a small dish containing white craft glue, a paint brush, and three different types of bird seed. (One type of seed needs to be small like thistle or millet.) Next, show the children how to paint on the glue and then place the bird seed on the glued area. Encourage them to use one type of seed per section: millet for the eye and beak, mixed seed for the body, and striped sunflower seeds for the wing. However, let them be creative and fill in the picture any way they like. The pictures need to stay flat while they dry. Don't forget to write the children's names on the pictures.



Wood Chip: Birds #3, #4

ACTIVITY #4

Bird Sounds Game (10 to 15 minutes)

Have the children get into a circle. Ask the children what bird sounds they can make. Here are some additional birds (show a picture of the bird) to have them mimic:

crow - caw, caw, caw

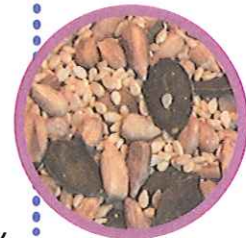
robin - cheerio, cheerio, cheerio

owl - whooo, whooo, whooo

cardinal - pretty bird, pretty bird, pretty bird

pigeon - coo, coo, coo

Most of the children will know how to play Duck, Duck, Goose, so tell them you are going to play a new version of the game. Instead of saying duck, duck, goose, they will use bird sounds, starting with quack, quack, honk. (If you don't know how to play the game, the children stand in a circle, face the middle of the circle and then set on the floor. One child walks around the outside of the circle. Each time he walks by a child, he taps the child on the head and says quack. One of the times, he will pat



the child on the head and say honk. The child who was "honked" leaps up and both children run in opposite directions around the circle to get back to the space left by the "honked" child. Whoever arrives last is "it" and repeats the process.) You can switch to different combination of bird sounds once you've played this for a few minutes (i.e., whooo, whooo, caw; coo, coo, cheerio).



Wood Chip: Birds #7

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: Pray independently

Post-meeting activity

Repeat pre-meeting activity.



**Wood Chip Earned
Birds**



Meeting Thirteen

13

I See the Moon



Pre-meeting Activity

Creation Hopscotch

With chalk, draw a hopscotch game onto the ground. If you are indoors, you can securely tape squares of paper onto the floor. Tape a picture of something God created in the middle of each square or have the children name something God created as they land in a square.

Materials Needed

- Chalk or masking tape
- Pictures of creation week

Opening Ceremony

Eager Beaver Pledge, Song and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- **Grandma Ellen and Me** by Mabel R. Miller from AdventSource
- **Activity Book** page 14 from AdventSource (purchase one for each Eager Beaver)
- **National Geographic web site:** www.nationalgeographic.com
- **Little Voices Praise Him Songbook** from AdventSource

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10-15 minutes
Activity #1	5 minutes
Activity #2	10-15 minutes
Activity #3	10-15 minutes
Activity #4	10-15 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip
God's World

Grandma Ellen Theme Story (10 to 15 minutes)

Materials Needed

- Small tubs/boxes
- Pictures of earth
- White paper plates spray painted black on one side
- Small branches with leaves
- Construction paper circles, yellow on one side, white on the other

Begin by asking the children what God did at the end of creation week. Share that Genesis 2 says that "God finished the work that he had done, and he rested on the seventh day." Now tell them that they are going to hear what Grandma Ellen and Mabel did to welcome the Sabbath. Read "Friday Evening Memories" page 77 through 82 of *Grandma Ellen and Me* (Miller, 2000). Share that one of the things Grandma Ellen and Mabel did was to sing songs and that now you want to teach them a song about creation.

Teach the children "God Made the Whole World"; sing to the tune of "He's Got the Whole World in His Hands" in *Little Voice Praise Him Songbook* (General Conference, 2001). Before singing the following song, give the children a box of objects (suggestions next to each verse) that represent what God created and have them hold them up at the appropriate verse.

God Made the Whole World

Chorus:

(Pictures of the world or plastic blow-up globes)

God made the whole world, yes he did,
 God made the whole world, yes he did,
 God made the whole world, yes he did,
 He made the whole world yes he did.

Verse one:

(A white paper plate (day) that has been spray painted black (night) on one side.)

God made the day and the night, yes he did.

Verse two:

(Point to the ground and to the sky.)

God made the land and the sky, yes he did.

Verse three:

(A small branch with leaves.)

God made the plants and the trees, yes he did.



Verse four:

(A construction paper circle, yellow on one side & white on the other.)
God made the sun and the moon, yes he did.

Verse five:

(Flap arms like bird wings and then with palms together move hands like a fish.)
God made the birds and the fish, yes he did.

Verse six:

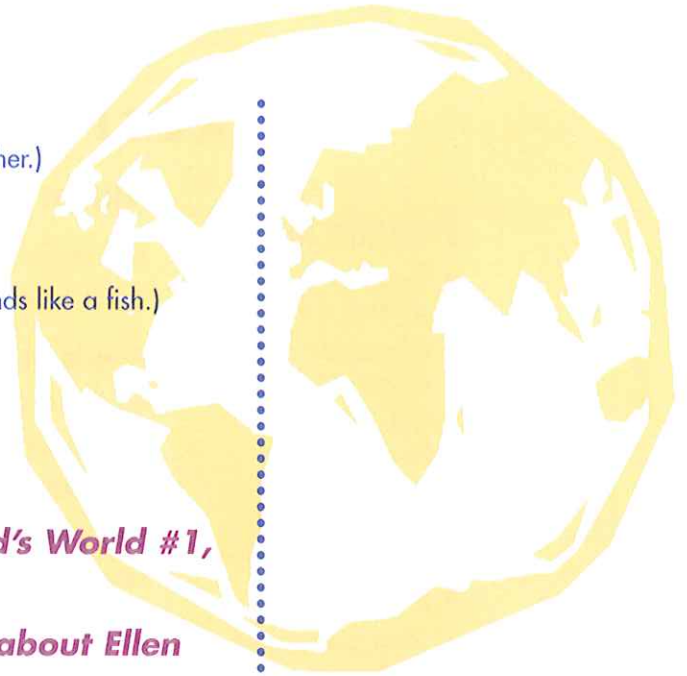
(Point to others, then to self)
God made you and me, yes he did.



Wood Chip: *This activity can replace God's World #1, #2, #3, #4.*



Program Requirement: *Listen to a story about Ellen White*



Activities

ACTIVITY # 1

Magical Moon and Stars (5 minutes)

Before hand, with a white crayon, draw stars and a moon onto pieces of white paper.

Give each child a piece of white construction paper that has stars and a moon drawn on it with a white crayon. Then give them a container with dark blue tempera paint that has been thinned with water. Have the children paint the paper blue and let them be surprised by the appearance of the stars. Share that this is what it was like when God created the moon and the stars.

Materials Needed

- 12" x 14" sheets of white construction paper
- White crayon
- Dark blue tempera paint thinned with water
- Paper cups to hold the blue paint
- 1" x 2" wide paint brushes



Wood Chip: *This activity can replace God's World #5*

ACTIVITY #2

Materials Needed

- Tempera paint (three or more colors)
- Disposable aluminum cake pans
- Dish soap (clear liquid)
- Construction paper, slightly larger than the disposable pans
- Straws
- Trash bags or old shirts
- Blow dryers

Moon Craters (10 to 15 minutes)

This activity can be messy, so have the children wear old, oversized shirts or a large trash bags with holes cut for their heads and arms.

Ahead of time, thin tempera paint with water. The paint should now be the consistency of water. Now add in a squirt or two of clear liquid dish soap. Place a straw in to the mixture and gentle blow. If bubbles start to form, you have enough soap. If not, keep adding soap until you can form bubbles. At each art center/table, place several shallow containers (disposable aluminum cake pans work well) that are about half full of the tempera, water, soap mix. Each container should have a different color of paint and be slightly smaller than the sheets of paper that the children place on top of the bubbles. (If possible, have one container per child, so no one

has to wait.) You can either give the children their own straw to use or have enough straws available that they can use a new one each time. (You may want to pierce a hole about half way up each straw to keep the children from swallowing the paint.)

Show the children a picture of the moon and point out the craters. You can get photos of the moon at National Geographic's web site or the public library. Now tell them they will make their own pictures of moon craters. Demonstrate to the children how to gently blow into the straw to make bubbles, how to place the paper on top of the bubbles and then how to remove the paper to see craters.

Let the children blow bubbles and make crater prints from each of the colors of paint at their art center/table. Once the prints have dried (a blow dryer can speed up the drying time), have the children use one of the prints they have already made and then blow bubbles in a tub of different colored paint to print on top of the first color. (Two or three colors will work, after that the picture gets "muddy.")



Wood Chip: *This activity can replace God's World #6*



ACTIVITY #3

The Moon's Orbit (10 to 15 minutes)

Briefly explain to the children that the moon orbits around the earth. (You can have an adult walk around you to demonstrate what orbit means.) Draw three or four large circles on the floor (use chalk or string taped to the floor), depending on how many teams you will have.

Materials Needed

- Ping pong or golf balls
- Chalk or string

Assign the children to a team. Next, give each of the teams a ping pong or a golf ball. Each child on the team will try to push the ball around the outside edge of the circle using only her nose to push the ball. (If you have a small club, draw a circle for each child.) The first team to have all of its members push the ball around the circle wins. However, don't stop playing once a team has finished. Have the children that have already tried it, cheer on the children still playing.)



Wood Chip: *This activity can replace God's World #6*

ACTIVITY #4

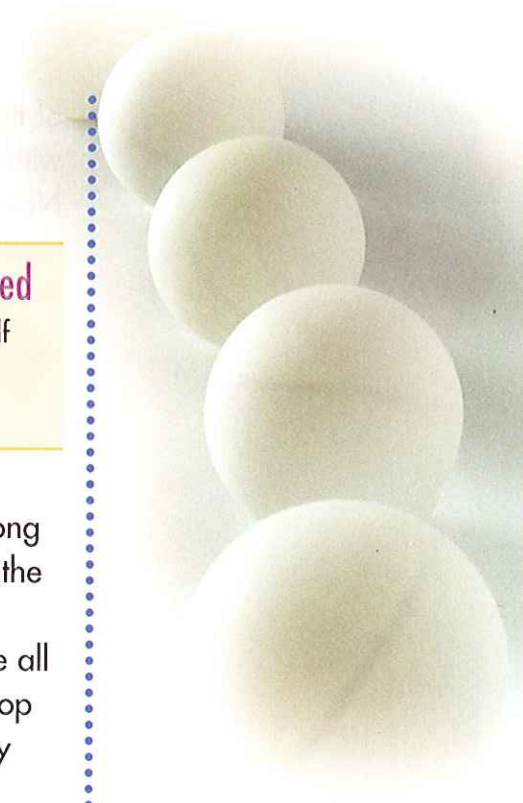
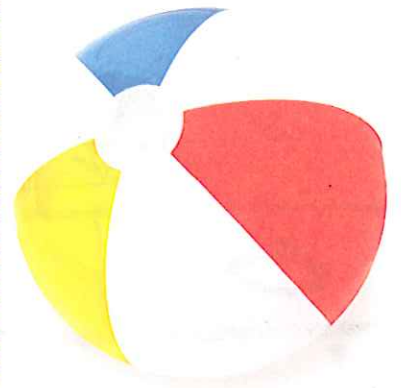
The Rising and Setting Moon (10 to 15 minutes)

Have the children get back into the same teams as Activity #3, plus include a couple of adults for each team. Tell the children that just like the sun, the moon rises and sets. Then ask them to imagine the beach ball is the moon. Toss the beach ball into the air and tell them that this is the moon rising high in the sky. As the ball begins to fall, tell them this is the moon setting.

Now give each team a large sheet/drop cloth and a beach ball. Ask the adults for each team to spread the sheet out on the floor. Then have four children hold, with both hands, a corner of the sheet in their hands. The rest of the team members should evenly spread out and hold onto the rest

Materials Needed

- Beach balls
- Sheets (flat, not fitted, larger than twin size)





of the sheet. At this point, everyone should be holding on to the sheet with their arms relaxed and hanging down, so the sheet touches the floor. Now have an adult toss the beach ball onto the center of the sheet. All together the team quickly raises the sheet to toss the ball into the air. As the ball falls back onto the sheet, the team repeats the process.



Wood Chip: *This activity can replace activity #5*

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



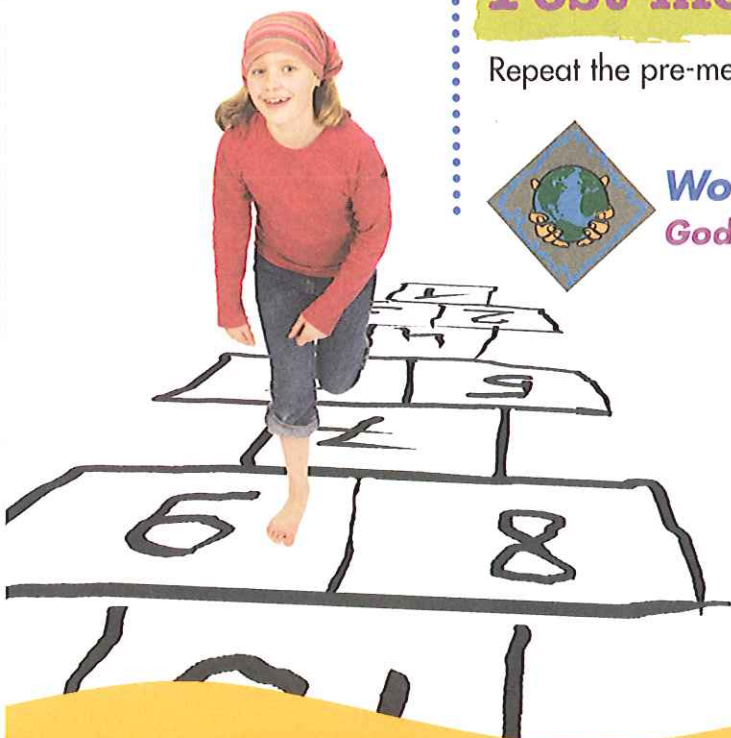
Program Requirement: *Pray independently*

Post-meeting activity

Repeat the pre-meeting hopscotch game or the moon orbit game.



Wood Chip Earned
God's World



Meeting Fourteen

14

Minding My Manners



Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- **Grandma Ellen and Me** by Mabel R. Miller from AdventSource
- **Activity Book** page 15 from AdventSource (purchase one for each Eager Beaver)
- **National Institutes of Health web site:**
<http://www.niehs.nih.gov/kids/music.htm#index>

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	5-10 minutes
Activity #2	15-20 minutes
Activity #3	5 minutes
Activity #4	15-20 minutes
Closing	5 minutes
Post-meeting Activity	

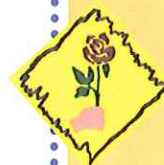
Pre-meeting Activity

Marbles

On the ground or a large sheet of paper, draw a circle (20 inch circumference or larger). Place 20 marbles in the circle. The first player grasps a marble between her thumb and forefinger, and flicks it at the marbles to knock one out of the circle. Children take turns trying to knock marbles out of the circle.

Materials Needed

- Marbles
- Chalk or a circle drawn onto paper



Wood Chip
Manners Fun

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem*

Grandma Ellen Theme Story (5 minutes)

Ask the children if they ever have trouble sharing. Then tell them that they are going to hear about a time when Mabel wouldn't share. Read "Virgil's Marble" pages 31 through 39 of *Grandma Ellen and Me* (Miller, 2000). Now ask the children to repeat Matthew 7:12 after you: "Treat others as you want to be treated." Then tell them that this is sometimes called the Golden Rule and explain why. Tell the children that being kind to others and having good manners is another way they can be a friend to Jesus and during Eager Beavers they will be practicing their manners.



Wood Chip: *Manners Fun #1*



Program Requirement: *Listen to a story about Ellen White, Recite a Bible verse*



Activities

ACTIVITY # 1

Good Manners Sing-a-long (5 to 10 minutes)

For this activity you'll use the tune "Here We Go Around The Mulberry Bush." If you don't know this song, go to the National Institutes of Health web site. <http://www.niehs.nih.gov/kids/music.htm#index>

For the first verse, sing the following:

This is the way we share our marbles, share our marbles, share our marbles.

This is the way we share our marbles, each and every day.

While the children sing, have two children act out the action. Select different children for each verse.

Additional verses:

This is the way we wait our turn.

This is the way we say thank you.

This is the way we say excuse me.

This is the way we use a napkin.

This is the way we hold the door.

This is the way we say you're welcome.

This is the way we say please may I.



Wood Chip: Manners Fun # 2, # 4

ACTIVITY # 2

Musical Mats (15 to 20 minutes)

This activity is similar to musical chairs. For Musical Mats, you will use mats, pillows or pieces of 20 inch by 20 inch paper (taped to the floor) for the children to set on. Place the mats in two rows so the children sit back-to-back.

Materials Needed

- Mats, pillows or paper
- CD's/Tapes and a player



Remind the children that sharing is a great way to have good manners, and this game is all about sharing. At the beginning of the game, each child should have a mat. When the music begins, have the children march around the mats. While they are marching, remove one mat. Then stop the music. The twist to this game is that the child left without a mat isn't removed from the game. Instead, one of the other children should share a mat. Continue until there is only one mat left and a large "pile of kids"!

Depending on how much time this takes, you can play it more than once.

Note: If you have a large club, you'll want to divide the children into groups of about ten and have an adult supervising each group.



Wood Chip: *This activity can replace Manners Fun #3*

ACTIVITY # 3

Friendliness Sing-a-long (5 minutes)

This song is sung to the tune of "If You're Happy and You Know It." If you don't know this song, you can hear it on the National Institutes of Health web site. <http://www.niehs.nih.gov/kids/music.htm#index>

For each verse, include an action or spoken line. Sing the song twice.

Verse one:

If you're friendly, and you know it, say hello. *(speak: hello)*

If you're friendly, and you know it, say hello. *(speak: hello)*

If you're friendly, and you know it, then your life will surely show it.

If you're friendly, and you know it, say hello. *(speak: hello)*

Additional verses:

If you're friendly, and you know it, give a wave. *(wave)*

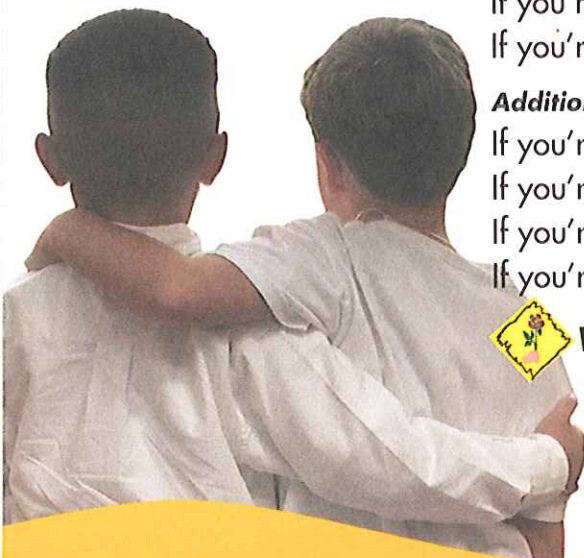
If you're friendly, and you know it, make a smile. *(smile)*

If you're friendly, and you know it, shake a hand. *(shake hands)*

If you're friendly, and you know it, say hi friend. *(speak: hi friend)*



Wood Chip: *This activity can replace Manners Fun # 3*



ACTIVITY # 4

Mother May I (15 to 20 minutes)

You may remember this game from your own childhood. One person (Mother—or it could be Father, Auntie, or Uncle) stands across the room from and with her back to a line of children. Mother then calls a child's name at random or in order and tells the child the type of step, how many steps and the direction of the steps (backward or forward) to take. Next, the child responds by saying, "Mother, may I?" Mother then says yes or no. If the child forgets to ask mother may I, he goes back to the starting line. The first one to touch Mother wins.

Here's an example of what Mother might say.

Mother: "Zachary, take three giant steps forward."

Zachary: "Mother, may I?"

Mother: "Yes, you may."

Suggested steps for Mother May I:

Baby steps

Giant steps

Regular steps

Bunny steps (hop)

Hop on one foot

Note: If you have a large group, divide the children into smaller groups, each lead by an adult. This way the children don't have to wait too long for a turn.



Wood Chip: Manners Fun #4



Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting activity

Repeat pre-meeting activity.



Wood Chip Earned
Manners Fun



Meeting Fifteen

Friends of a Feather, Fur and Fins



Pre-meeting Activity

Let the children play with puzzles. If you have puzzles with pet or animal themes, use them.

Materials Needed

- Puzzles of animals

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Special Note: This Wood Chip requires the children to help feed and care for a pet for one week, so this Wood Chip will not be completed by the end of the club meeting. To help you and the children finish the Pets requirement, a worksheet that the children can take home to record caring for their pet is on page 194.

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- Grandma Ellen and Me**
by Mabel R. Miller from AdventSource
- Activity Book** page 16 from AdventSource (purchase one for each Eager Beaver)
- The American Kennel Club web site:** http://www.akc.org/kids_juniors/index.cfm?nav_area=kids_juniors

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5-10 minutes
Activity #1	5-10 minutes
Activity #2	5-10 minutes
Activity #3	20-30 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip
Pets

Grandma Ellen Theme Story (5 to 10 minutes)



Begin by having the children repeat Exodus 20:8: "Remember the Sabbath day and keep it holy."

Ask the children what special things they like to do on Sabbath. Tell them that they are going to hear what Mabel liked to do on Sabbath. Read pages 69 through 71 of *Grandma Ellen and Me* (Miller, 2000) to the children. (Begin reading at "Another time I remember.")

Talk about how fun it would be to have a horse take you to church and a picnic. Then ask the children if they know what a waterdog or salamander is. Show them a picture of a salamander. Now ask if they think it would make a good pet. Ask them what other animals would make good pets and why. Then ask them what animals wouldn't make good pets and why. Remind the children that in the story Mabel's daddy always unharnessed (explain unharnessing) and fed Babe before he ate. Tell the children animals are a big responsibility and during Eager Beavers they will learn about caring for pets.

Note: One of the Program Requirements is for the children to help pack a lunch and participate in an outdoor activity, which connects with Mabel's story of a picnic after church. You could arrange for your club to have a picnic (indoors or outdoors) after church.



Wood Chip: *This discussion can replace Pets #6*



Program Requirement: *Listen to a story about Ellen White, recite the Fourth Commandment, pack a lunch and participate in an outdoor activity*

Materials Needed

- Picture of a salamander



Activities

ACTIVITY #1

Doggy, Doggy, Where's Your Bone? (10 to 15 minutes)

Have the children set on the floor in a semi-circle. Show the children a dog chew toy and ask why it's important for dog's to have something to chew on. (Since they can't brush their teeth, this keeps them clean and healthy.)

Place one chair (the back towards the children) at the top of the semi-circle. Select one child to come set in the chair and place a cardboard cut out of a bone under her chair. Tell the children this is the dog's bone, and the child in the chair is the dog. While the "dog" sits with eyes closed and back to the other children, you silently signal to one of the children to sneak up and steal the "bone." Once the child has stolen the bone, he sits on it to conceal it from the "dog." Then everyone chants, "Doggy, doggy, where's your bone? Somebody stole it from your home." The "dog" then turns and faces the group. She gets three chances to guess who has the bone. If the dog doesn't guess correctly, then the child that stole the bone becomes the dog.

Note: If you have a large group, divide the children into smaller groups and assign an adult leader to each group. This shortens the amount of time children wait for a turn.



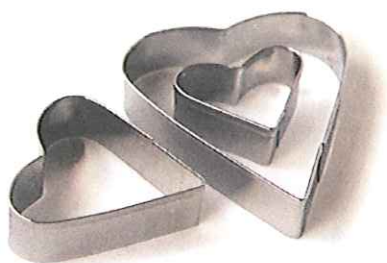
Wood Chip: *This activity can replace Pets #2*



Materials Needed

- Cardboard "dog bone" see page 210





ACTIVITY # 2

Pet Blanket (5 to 10 minutes)

Ask the children where they sleep at night. Then tell them that their pets like to have their own cozy beds, too; so the children are going to make a pet blanket. Reassure the children who don't have pets that they can use the blankets for their stuffed animals or to give to a friend with a pet.

Give each child a piece of 20" x 20" fabric with hemmed edges. (Canvas or other white 100% cotton pre-washed fabric works best.) Using fabric markers, have the children decorate their pet blanket. Cookie cutters make good stencils for children this age and are a quick way for the children to decorate the fabric. If the children want to draw or write on the fabric, that's okay, too.

Materials Needed

- 20" x 20" white or light colored fabric (100% cotton, pre-washed and hemmed)
- Fabric markers (a variety of colors)
- Cookie cutters



Wood Chip: *This activity can replace Pets #3*



ACTIVITY # 3

Agility Course (20 to 30 minutes)

Ask the children how they play with their pets. Then share with the children that just like they should exercise everyday, so should their pets. And if they a pet, it is their responsibility to play with it each day. Now

Materials Needed

- Obstacle course materials:
 - boxes
 - milk cartons
 - plastic soda bottles
 - 2' x 4' board
 - masking tape

explain that some pet owners build special exercise gyms, called agility or obstacle courses, for their pets. Show the children pictures of dogs on an agility/obstacle course. (You can find pictures at the American Kennel Club web site or your local library.) Tell the children that you've designed an agility/obstacle course just for them, so they can see how much fun their pets can have. Let them try it several times.

The agility/obstacle course can be as long or short as you'd like, depending on your space, group size and amount of time you have. The course should have an obvious starting and ending place.

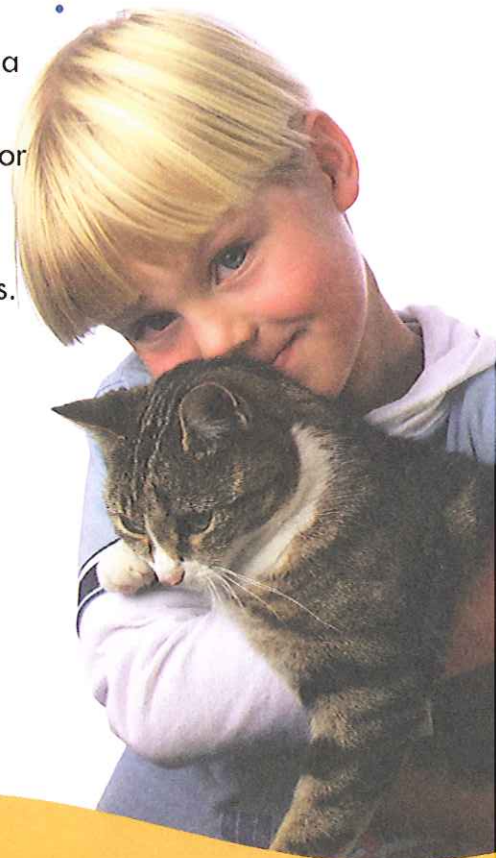
Suggestions for obstacles:

- An open tunnel:** The children crawl through the tunnel. The tunnel could be made of boxes or chairs pushed next to each other so the children have to crawl through the legs.
- Weave poles:** The children zig zag through the poles. This obstacle could be made of empty milk cartons or plastic soda bottles. Fill the containers with water to keep them from tipping over, place them in a row a foot apart and have the children weave in and out of them.
- Broad jump:** With feet together, the children see how far they can jump. Use masking tape to mark a line for the children to stand behind. Have them jump onto a gym matt for a soft and safe landing. Measure how far they jumped.
- Balance Beam:** The children test their balance by walking across a narrow beam. A 2 foot x 4 foot board placed directly on the floor will work.
- Backwards Run:** Mark a starting and finishing line with masking tape and have the children run or hop backwards.

Note: If you have a large club, you will want to have more than one course, so the children don't spend a lot of time waiting.



Wood Chip: *This activity can replace Pets #1*



Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



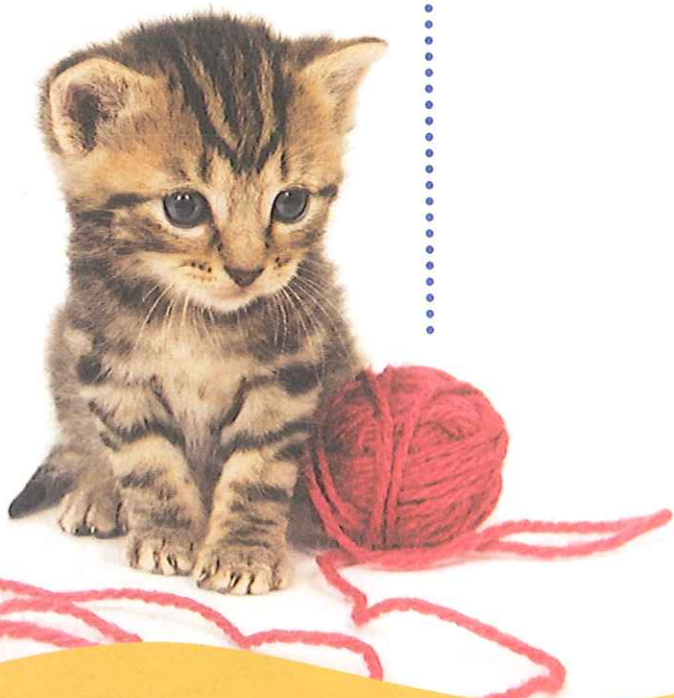
Program Requirement: *Prayer independently*

Post-meeting activity

Repeat pre-meeting activity.



Wood Chip Earned
Pets



Meeting Sixteen

Meeting My Neighbors

Pre-meeting Activity

Have an adult waiting to meet the early arrivals and then lead the children in tongue twisters.

Materials Needed

- Tongue twisters (see page 211)

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.

Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem*



Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me by Mabel R. Miller from AdventSource

Activity Book page 17 from AdventSource (purchase one for each Eager Beaver)

National Institutes of Health web site:

<http://www.niehs.nih.gov/kids/music.htm#index>

Awesome Clip Art For Educators web site:

www.awesomeclipartforeducators.com

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	5-10 minutes
Activity #2	15-30 minutes
Activity #3	10-15 minutes
Closing	5 minutes
Post-meeting Activity	

Wood Chip

Scavenger Hunt



Grandma Ellen Theme Story (5 minutes)

Ask the children if they like to visit neighbors or friends. Share that Mabel enjoyed going with her Grandma Ellen to visit their neighbors. Read "A Buggy Ride With Grandma Ellen" pages 49 through 52 of *Grandma Ellen and Me* (Miller, 2000). Then tell the children that they will be meeting or talking about neighbors (depending on which activities you select).



Program Requirement: *Listen to a story about Ellen White*

Activities

ACTIVITY # 1

Hello Friend (5 to 10 minutes)

For this activity, you'll have the children sing and role play "Where is (child's name)." This song is sung to the tune of *Where is Thumbkin*. You can hear the song at the National Institutes of Health web site.

Tell the children that sometimes it's hard to know what to say when meeting new neighbors, so you are going to teach them a song that will help them remember what to say. Using the classroom door or a cardboard cut out of a door, select two children, one for each side of the door. Child #1 will be the new neighbor and child #2 will be visiting the neighbor.

With the door shut, have all of the children sing, **"Where is (name of child behind the door)? Where is (name of child)?"**

Child #1 then opens the door and sings (alone or with the group), **"Here I am. Here I am."**

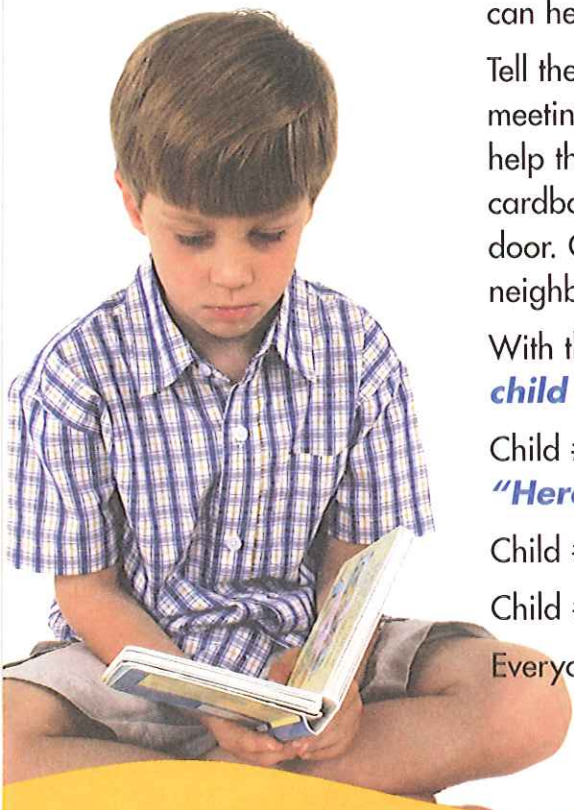
Child #2 and the group asks, **"How are you today, sir/ma'am?"**

Child #1 and group sings, **"Very well, I thank you."**

Everyone sings, **"Hello, friend. Hello, friend."**

Materials Needed

- A door



While singing hello friend, child #1 and #2 shake hands.

Select two more children until all of the children have had a turn.

Note: For large clubs, divide the children into smaller groups and have an adult lead each group, so they don't have to wait too long for a turn.

ACTIVITY #2

Meet Your Neighbors Scavenger Hunt

Planning the Scavenger Hunt

OPTION 1 (30 MINUTES)

If your church is located in a friendly and safe neighborhood, you can ask individuals living around the church if the children can stop by their house as part of the scavenger hunt. Explain that you will bring the children by as a group. If they agree, give them a box containing the item (one for each child) that the children will ask for at individual's home during the scavenger hunt, as well as your phone number and the date and time of the scavenger hunt.

Before you begin the scavenger hunt, explain to the children what they will doing, where they will be going, and any safety procedures that they must follow. Next, give the children a "list" made up of pictures of the items they will ask for at each house. If you can't draw the items for the list, use clip art. A good source for clip art is the Awesome Clip Art for Educators web site. The children will also needs bags or sacks to hold all of the objects they collect.

Materials Needed

Scavenger Hunt Items for Options 1 & 2

Nature items: acorns, pine cones, nuts, leaves, rocks, crystals, shells

Items relating to a Bible story: small basket/Moses; reeds/Moses; cotton/lamb's wool, stones/altar, multi-colored material/Joseph's coat; pictures of fish/loaves& fishes

Color items: a red crayon, a yellow pencil, a blue sticker, a pink eraser

Item to share: Plastic eggs filled with grapes, raisins or candy



Wood Chip: Scavenger Hunt #1-#5

OPTION 2 (30 MINUTES)

Arrange for the children to have the scavenger hunt at a local nursing home. Ahead of time, arrange to give the residents and nurses items on the scavenger hunt list. See Option 1 for details on providing the scavenger items to the residents and making lists for the children.

If you select this option, you can have the children meet at the nursing home. Arrange to have your opening ceremony, theme story, activity #1 and closing ceremony held there. Many of the residents will enjoy watching the children.



Wood Chip: Scavenger Hunt #1- #5



Program Requirement: This activity can replace the Community requirement of delivering a food basket.

Materials Needed

- See option 1

OPTION 3 (10 TO 15 MINUTES)

For this activity you will have the children go on a scavenger hunt to collect objects for My Neighbors craft project (Activity #3). Ahead of time hide multiple copies of each object on the children's scavenger hunt list in containers, such as bags, boxes, or envelopes.

Give the children a picture "list" of the items they need to find and that you have already hidden. Tell the children when they find a container of hidden objects, they should take only take the number indicated on their list. (i.e., If they have a picture of three bandages, they take three bandages from the container.) If you can't draw the items for you list, use clip art. A good source for clip art is Awesome Clip Art for Educators.



Wood Chip: This activity replaces Scavenger Hunt #1-5

Materials Needed**Scavenger Hunt Items for Options 3**

- 6 different leaves per child (the children could actually go outside and search for the leaves)
- 3 postage stamps per child
- 3 pieces of "trash" - gum wrappers, pop lid, candy wrapper per child
- 3 bandages per child
- 1 bookmark per child
- 3 pennies per child
- 2 flowers per child



ACTIVITY #3

My Neighbors (10 to 15 minutes)

This activity is the second half of Activity #2, Option #3.

After the children have completed the Option #3 scavenger hunt, give them each a piece of poster board (approximately 15 inches x 15 inches). Have them glue each of their leaves, with the stem end up, onto the poster board. They will be turning the leaves into people, so they should space them out and leave room to draw a head, arms and hands, and legs and feet on each leaf. A sample leaf person is on page 212. Show them an example of a completed leaf person before they begin their project.

Now with markers or crayons, have the children draw a circle at the top of one of the leaves. Next, have them add eyes, a nose, a mouth and ears to the circle. Then have them add two stick (lines) arms and circles for hands. Finally, add the stick legs and circles for feet. Repeat this project for each leaf. Once the children have completed drawing their leaf people, hold up a bandage and ask the children who in their neighborhood/community might use bandages. (Nurse, doctor, EMT, veterinarian.) Then have the children stick the bandages around one of the leaf people. Do this with all of the objects they found.

Found objects might represent the following people:

Trash - trash collector

Stamps - mail carrier

Bookmark - librarian

Pennies - banker

Flowers - florist, gardener

You may want to select objects for the scavenger hunt that better represent your community.

Materials Needed

- 15" x 15" poster board
- White craft glue
- Crayons



Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting activity

Have the children jump rope or hula hoop.



Wood Chip Earned
Scavenger Hunt

Materials Needed

- Jump ropes or hula hoops



Meeting Seventeen

Helpful Hands



Pre-meeting Activity

Let the children play with brooms, mops, buckets, rags and have them pretend to be cleaning.

Materials Needed

- Brooms
- Mops
- Buckets
- Rags

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Note: Requirement #3 will need to be complete at home. See page 186 for a record sheet you can give to the children. Requirement #3 also meets the Program Requirement for Family, Do a Chore for a Week.

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- Grandma Ellen and Me** by Mabel R. Miller from AdventSource
- Activity Book** page 18 from AdventSource (purchase one for each Eager Beaver)
- ScoutSongs.com:**
<http://www.scoutsongs.com/lyrics/muffinman.html>
- Forever Stories Jesus Lives With Us** by Carolyn Byers
- Jesus, Friend of Children** by Arthur S. Maxwell
- Jesus Then & Now: Little Boy Jesus** by Barbara Manspeaker from AdventSource

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5-10 minutes
Activity #1	5 minutes
Activity #2	5-10 minutes
Activity #3	15-20 minutes
Activity #4	10-15 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip

Helping at Home



Grandma Ellen Theme Story (5 to 10 minutes)

Ask the children what they like to do to help at home. Then read “Never too Busy to Love Us” pages 61 through 65 of *Grandma Ellen and Me* (Miller, 2000). At the end of the story, ask the children besides their hands, what parts of their body can they use to be helpful and how can they use them to be helpful. Some answers might include feet for walking out the trash, ears for listening to and following directions, and mouth for asking may I help you. Then tell the children that during Eager Beavers they will learning more about being helpful.



Wood Chip: Helping at Home #1, #2



Program Requirement: Listen to a story about Ellen White



Activities

ACTIVITY # 1

Helping Hands Sing-a-long (5 minutes)

Have the children sing *We Will Help at Home Today* and use actions to represent each helping activity. This song is sung to the *The Muffin Man*. To hear this song, go to ScoutSongs.com.

Verse one:

We will help at home today, at home today, at home today.
We will help at home today, let's begin right now.

Additional verses:

We will make our beds today. *(Make motions like you are pulling up a sheet.)*

We will pick-up toys today. *(Bend and pick-up imaginary toys from the floor.)*

We will clean our rooms today. *(Pretend to vacuum.)*

We will dust the house today. *(Make dusting motions.)*

We will sweep the floor today. *(Make sweeping motions.)*

We will pull the weeds today. *(Bend and make motions like you are pulling weeds.)*



We will feed the cat today. (*Pretend to be pouring food into a bowl.*)
 We will stir the cookie dough. (*Make stirring motions.*)
 Sing the song through twice. End by giving each child a cookie.



Wood Chip: *Helping at Home #4*

ACTIVITY # 2

Jesus' Helping Hands (5 to 10 minutes)

Have the children repeat after you Exodus 20:12: "Honor your father and mother." Tell the children that to honor means to be polite and kind, to treat someone special. Then tell them that one way to honor their parents is by being helpful. Ask the children who else should they honor? (You'll want to encourage the children to include other adults that they might live or spend time with in addition to parents, such as grandparents, aunts and uncles, cousins, and teachers.) Then tell them that when Jesus was a little boy he honored his parents, Joseph and Mary, and that Jesus often helped his father work. You might want to read a story from *Jesus, Friend of Children* (Maxwell, 1988), *Forever Stories Jesus Lives With Us* (Byers, 1990) or *Jesus Then & Now: Little Boy Jesus* (Manspeaker, 1995).

Explain that to remind them to be helpful, they are going to make helping hands magnets to put on their refrigerators. Have the children trace each hand onto a piece of construction paper. (They may need help from an adult.) Then have them cut out their hand prints and attach a self-adhesive magnet strip to the back of each hand.



Wood Chip: *Helping at Home #5*

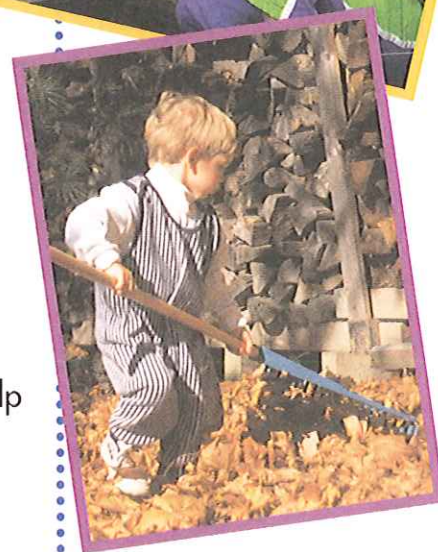


Program Requirement: Recite the Fifth Commandment, listen to a Bible Story



Materials Needed

- Safety scissors
- Construction paper
- Magnet strips
- Pencils





ACTIVITY #3

Picking Up Toys Race (15 to 20 minutes)

Divide the children into teams. Each team will be given a toy that they have to balance while walking to a box to put the toy in and then run back to their team. Repeat the activity until each team member has taken a turn.

Remind the children that one of the ways that they can be helpful is by putting away their toys. So today they are going to practice. Explain that each of them will get a toy that they will have to put away into a toy box. Then show them how they are to put away the toy.

Round One

- Have the children balance a bean bag on their heads while walking to the toy box.

Repeat with each of the following:

- Balance the frisbee on the tips of fingers.
- Balance a tennis ball on the face of a tennis racket.

If they drop one of the toys, just let them pick it up and retry from where they are. They don't need to go back to the starting line. And remember, don't stop when a team wins. Encourage the children that have completed their turns to cheer on those still playing.



Wood Chip: *Helping at Home #2*

Materials Needed

- Cotton t-shirts or 20" x 20" fabric squares (white, pre-washed)
- Cardboard or newspapers
- White craft glue (washable)
- Liquid cold water fabric dye (several colors)
- Spray bottles

Materials Needed

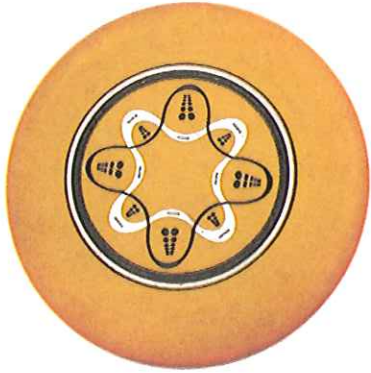
- Boxes or tubs
- Bean bags
- Frisbees
- Tennis balls & rackets

ACTIVITY #4

Washing My Clothes (10 to 15 minutes)

SEVERAL DAYS BEFORE THE EAGER BEAVER MEETING

For this project, you will need one 100% cotton t-shirt for each child in your club. (You can also use a 12 inch x 12 inch piece of 100% cotton white fabric.) Each t-shirt or fabric square



should be washed and dried before you start the following steps. Place a sheet of cardboard or several sheets of newspaper inside the t-shirt or under the fabric square. Use white craft glue to make designs on one side of the t-shirts or fabric squares. (The thicker the glue, the closer to white the design will be.) Make sure the craft glue is washable because you want it to wash out of the fabric later. Stars in various sizes are easy designs to make. Next, remove the cardboard from under the design before the glue dries and makes the fabric stick to the cardboard. Hanging the t-shirts/fabric squares on a clothes line is a good way to let the glue dry.

BEFORE THE MEETING

Mix liquid cold water fabric dye according to the manufacturers direction. Then pour the dye into spray bottles (about 2 cup per bottle).

AT THE MEETING

Since this activity has the potential to be very messy, you may want to go outside for this project. Wherever you do it, cover the children's work area with painting tarps, old sheets, or several layers of newspaper. Then have each child wear a trash bag smock. (Cut holes in the trash bag for the child's head and arms.) Plastic surgical gloves can be worn by the children to keep them from getting dye on their hands.

Ask the children if they have ever noticed that when adults do laundry, they put all of the dark clothes in one pile and the white one's in another pile. Explain why and tell them they can have helpful hands by helping sort the clothes to wash.

Now have the children spray the dye onto the shirts or fabric squares. If you want to let the children see how colors mix, let them spray a second color onto to the fabric before the first color dries. If you want to use two colors, try the following color combinations: red & yellow (orange); red & blue (purple); yellow & blue (green). To speed up the drying process, use blow dryers to dry the fabric. Give the parents/guardians the following written directions: let the fabric dry over night, then rinse the fabric in cold water to remove the glue. Some dye will come out at this time. To set the remaining dye, wash the fabric in hot water and let it air dry.





Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting activity

Have the children play "Pick-up Sticks".



Wood Chip Earned

Helping at Home: *This chip will be completed once the children return the worksheet recording that they helped at home for one week.*

Materials Needed

- Pick-up Sticks game



Meeting Eighteen

I Know My ABC's

Pre-meeting Activity

Ahead of time, make an American Sign Language (ASL) Coloring Book for each child. (See DLTK's web site for free ASL alphabet coloring pages. Let the early arrivals start coloring in their book. Or give the children alphabet coloring pages (i.e. "A" with a picture of an apple).

Materials Needed

- American Sign Language coloring book
- Crayons
- Theme story
- Examples of different ways to write or different kinds of writing (Chinese characters, Egyptian hieroglyphs, Sumerian cuneiform)

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me by Mabel R. Miller from AdventSource

Activity Book page 19 from AdventSource (purchase one for each Eager Beaver)

DLTK's Printable Crafts for Kids web site at <http://www.dltk-teach.com/alphabuddies/asl/>

Sign Language Honor Book by Thompson U. Kay from AdventSource

Ancient Scripts.com
<http://www.ancientscripts.com/egyptian.html>

<http://www.ancientscripts.com/sumerian.html>

<http://www.ancientscripts.com/chinese.html>

My First Britannica or any encyclopedia from your local library.

Clip Art For Educators at
<http://www.awesomeclipartforeducators.com/>

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	15 minutes
Activity #2	10-15 minutes
Activity #3	5-10 minutes
Activity #4	10-15 minutes
Closing	5 minutes
Post-meeting Activity	



**Wood Chip
Alphabet Fun**

Grandma Ellen Theme Story (5 minutes)

Begin by reading "Writing For God" pages 41 through 46 of *Grandma Ellen and Me* (Miller, 2000). Then show the children how Grandma Ellen would have written using an ink well and stylus. Next, ask the children if they know other ways that people write. (Typewriter, computer, cuneiform, hieroglyphs, Chinese characters - have pictures of each or actual examples.) Then tell them that before they can write, they have to learn the alphabet and that during Eager Beavers they will be having fun with the alphabet.



Wood Chip: Alphabet Fun #6



Program Requirement: Listen to a story about Ellen White

Activities

ACTIVITY # 1

Sign Language (15 minutes)

Begin by explaining why some people need to use sign language and that by learning it the children can talk to the deaf. You may want to refer to the *Sign Language Honor Book* (Kay, 1998) or find additional references at you local library.

Give each of the children a sign language alphabet coloring book to take home (see pre-meeting activity for details.) Teach the children the ASL signs for a, b, c, d, e, f, g, h, i, and j. Then assign each of the children one of the letters to color in the coloring book.

Now sing *Now I Know My ABC's* with the children and when the song comes to the letter that they colored, have them sign the letter. Sing the song two or three times.



Wood Chip: Alphabet Fun #1, #4, #6

Materials Needed

- American Sign Language coloring book
- Crayons



ACTIVITY #2

Human Letters (10 to 15 minutes)

You'll need a large, open space for this activity.

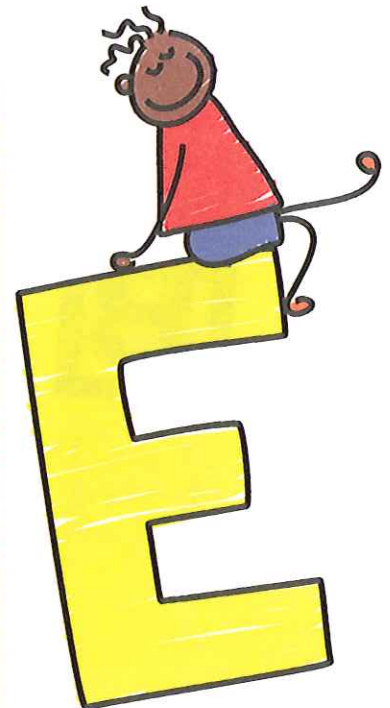
While holding up a letter of the alphabet, have the children form the letter with their bodies. For example, to form the letter E one child would lay on the floor with her arms at her side and her legs together. This would be the main line of the letter. Three other children would form the additional lines of the letter. Or to form the letter O, each child would curl into a ball. The children will need help from adults to do this. Repeat the letters to help the children learn them.



Wood Chip: Alphabet Fun #4

Materials Needed

- Individual sheets of paper with a letter of the alphabet written on each one



ACTIVITY #3

Alphabet Sort (5 to 10 minutes)

For this game, you'll need index cards or 2 sheets of paper with following letters: A, B, C, D, E, F, G, H, I, J. Additionally, each card should have a picture of an object that starts with the letter on the card. (You can use clip art or stickers.) You'll also need large envelopes. Each envelope should be labeled with one of the letters of the alphabet you used on the index cards. (One letter per envelope.)

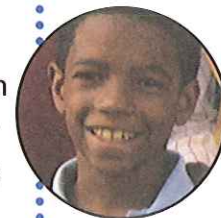
Show the children each of the alphabet picture cards you made. Have them say the letter and the name of the picture. (i.e., A is for apple.) Then give each of the children a bag containing the alphabet picture cards for the letters A, B, C, D, E, F, G, H, I, and J. Next tape on envelope that has been labeled with one of the alphabet letters onto each of the children's backs. Have the children put the letters you gave them into the matching envelope on another child's back. The children should all be up looking for the envelopes to match their cards at the same time, so there is a lot of movement and fun.



Wood Chip: Alphabet Fun #3

Materials Needed

- Index cards or 2 sheets of 8 1/2" x 11" paper
- Clip art or stickers of objects beginning with the letters A-J
- Masking tape
- Drawing paper





ACTIVITY #4

Alphabet Faces (10 to 15 minutes)

See page 213 for examples of alphabet people.

Attach a sheet of paper to the wall or an easel so children can watch you model each step of the drawing.

Begin by having each child draw a large circle using a dark colored crayon. Using the same color crayon, show the children how and where to draw the letter of the alphabet needed for the face. (Since the children won't have great fine motor skills, they may need several sheets of paper in order for them to make large drawings. Then demonstrate how they should complete the details of the face (mouth, hair, nose, ears, or whatever is needed). Have each the children write their names on the project. If they can't write their names, have an adult write it and then have the child copy it.



Wood Chip: Alphabet Fun #2 and #5

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: Pray independently

Post-meeting activity

Let children continue coloring in their ASL alphabet coloring book.



**Wood Chip Earned
Alphabet Fun**

Materials Needed

- 12" x 12" (or larger) sheets of newsprint
- Crayons

Meeting Nineteen

Lines, Triangles and Bears... Oh, My!

Pre-meeting Activity

Select an activity from *Shapes, Sizes and More Surprises: A Little Hands Early Learning Book* (Tomczyk and Braren, 1999) or any children's activity book about size and shapes.

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me by Mabel R. Miller from *AdventSource*

Activity Book page 20 from *AdventSource* (purchase one for each Eager Beaver)

Shapes, Sizes & More Surprises: A Little Hands Early Learning Book by Mary Tomczyk and Lorreta T. Braren

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Activity #1	10-15 minutes
Activity #2	15-20 minutes
Activity #3	15-20 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip

Shapes & Sizes

Grandma Ellen Theme Story (5 minutes)

While holding a baseball and bat, ask the children if they like to play baseball. Then tell them that Grandma Ellen wanted all of her grandchildren to learn to play baseball. Read pages 71 and 72 of *Grandma Ellen and Me* (Miller, 2000). On a dry erasable board or a large sheet of paper, draw the bases of a baseball diamond. Ask the children if they know why this is called a baseball diamond. Draw a line between each of the bases and then explain to the children that this shape is a diamond. Next, share that shapes are all around us and that they will be learning more about shapes during Eager Beavers.

Materials Needed

- Bat and baseball



Program Requirement: Listen to a story about *Ellen White*

Activities

ACTIVITY # 1

Follow the Shapes (10 to 15 minutes)

On the floor, outline large triangles, circles, squares, rectangles, ovals, and diamonds.

Show the children a picture of each of the shapes and tell them the name for each shape. Have the children following the outline of each shape by first walking along the outline, then hopping around the outline and then crawling. When they are done following the shape outlines, again show the pictures of the shapes. This time ask the children to name the shapes.



Wood Chip: This activity can replace *Shapes & Sizes #2*.

Materials Needed

- Pictures of shapes: oval, circle, square, rectangle, diamond, triangle
- Construction paper in a variety of colors
- Masking tape

ACTIVITY #2

Animal Shapes (15 to 20 minutes)

See page 214-217 for animal templates.

This activity uses shapes to create animals. For this activity, you can create the shapes several different ways.

OPTION #1

The children cut out the shapes. This option requires very little drawing but a lot of cutting.

OPTION #2

The children glue pre-cut shapes together. This option requires no cutting and very little drawing.

OPTION #3

The children draw the shapes. This options requires no cutting but does require a lot of drawing.

The following directions are for Option #2. You can modify these directions for Options #1 and #3.

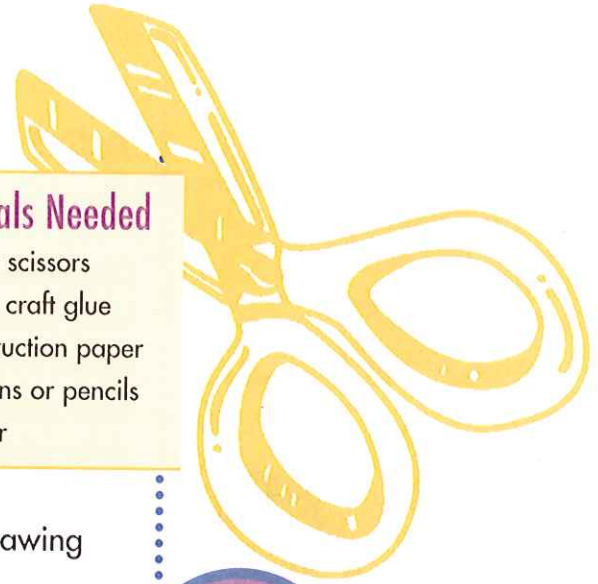
Show the children a completed picture of one of the shape animals. Ask them to identify the shapes they see. Then give them the shapes that they will need to make the animal. Now model, one shape at a time, how to glue each shape onto a piece of construction paper until the animal is assembled. Then have the children draw any details that have been omitted. Once the children have assembled all of the animals, have them draw all of the shapes they used on a piece of construction paper. Then stack all of their pictures together with the drawings of shapes on the top. Have an adult staple the edges of one side to create a book.



Wood Chip: Wood Chip #1 and #3

Materials Needed

- Safety scissors
- White craft glue
- Construction paper
- Crayons or pencils
- Stapler





Materials Needed

- Boxes with lids
- Masking tape
- large ball
- Cut-out shapes



ACTIVITY #3

Kick Ball Races (15 to 20 minutes)

Divide the children into teams and give each child the following shapes: oval, square, triangle, circle, rectangle. For each team, you will need to create a ball diamond with approximately six feet between bases. Each base should be a different shape (oval, square, triangle, circle, rectangle). At each base have a box with a lid. In the lid have a cut out of the shape of the base. The cut out in the lid should be slightly larger than the shapes you gave each of the children. Have an adult slowly roll a large ball to the first child in the team's line. The child kicks the ball and then runs to the first base, puts the correct shape in the box, and continues on to each base and again puts the correct shape in each base's box. You can also give each child only one shape, having them run only as far as they base with their shape. Repeat for each child on the team. When the first team is finished they win; however, encourage the children that have finished to cheer on the children still playing. Repeat the game if you have time.



Wood Chip: *This activity can replace Shapes & Sizes #4*

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting activity

Repeat pre-meeting activity.



Wood Chip Earned

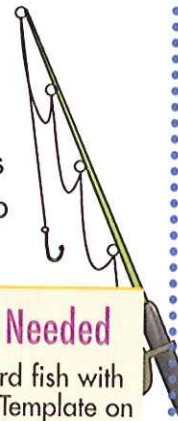
Shapes & Sizes: *This meeting completes the first half of the Shapes & Sizes chip.*

Meeting Twenty

Measuring Up

Pre-meeting Activity

Place card board fish with magnet strips attached to their backs flat on the bottom of a large container (don't pile the fish on top of each other or they will all clump together). Make a fishing pole by tying a three foot piece of string to a stick or wooden rod and attach a magnet to the end of the string. Have the children go fishing to see who can catch the largest and smallest fish.



Materials Needed

- Card board fish with magnets (Template on page 218)
- Fishing poles (stick or wooden rod, string, a magnet)

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, lead the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Grandma Ellen and Me by Mabel R. Miller from AdventSource

Activity Book page 20 from AdventSource if you didn't use in meeting 19 (purchase one for each Eager Beaver)

Actual Size by Steve Jenkins

David and the Giant by Emily Little

The Bible Story Set by Arthur S. Maxwell

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	10 minutes
Activity # 1	10-15 minutes
Activity #2	10-15 minutes
Activity #3	10-15 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip

Shapes & Sizes



Grandma Ellen Theme Story (10 minutes)

Begin by showing the children a hand cranked ice cream maker, and explain how it makes ice cream. (If you can't find one, a picture will do.) Tell the children that when Mabel was a little girl this is how they made ice cream. Then read pages 67 through 69 of *Grandma Ellen and Me* (Miller, 2000). Ask the children, if they were at Mabel's ice cream party would they want a small dish of ice cream or a big dish of ice cream. Then ask them the difference between little and big.

Note: If you can, show the children how to make ice cream in a modern ice cream maker. Start it at the beginning of club meeting and give some to the children at the end of the meeting. You may want to have some ice cream made and stored in the freezer ahead of time in case the ice cream isn't ready. Do remember to be aware of any food allergies or restricted diets of the children.



Program Requirement: *Listen to a story about Ellen White*

Activities

ACTIVITY # 1

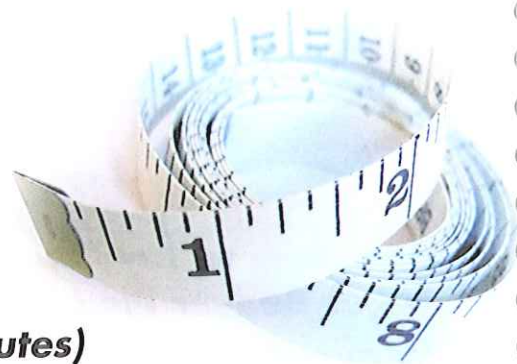
Measuring Up (10 to 15 minutes)

On the wall(s) and floor, mark the measurements of several animals. If you can, have a picture of the animal next to the measurement. Assign an adult with a measuring tape/yardstick to each animal measurement.

Begin by sharing some of the pictures in *Actual Size* (Jenkins, 2004) or any book of animals and discuss the size of the animals. Then have the children go to each animal and compare their size to that of the animal.

Materials Needed

- Pictures of animals
- Measuring tape or yardsticks



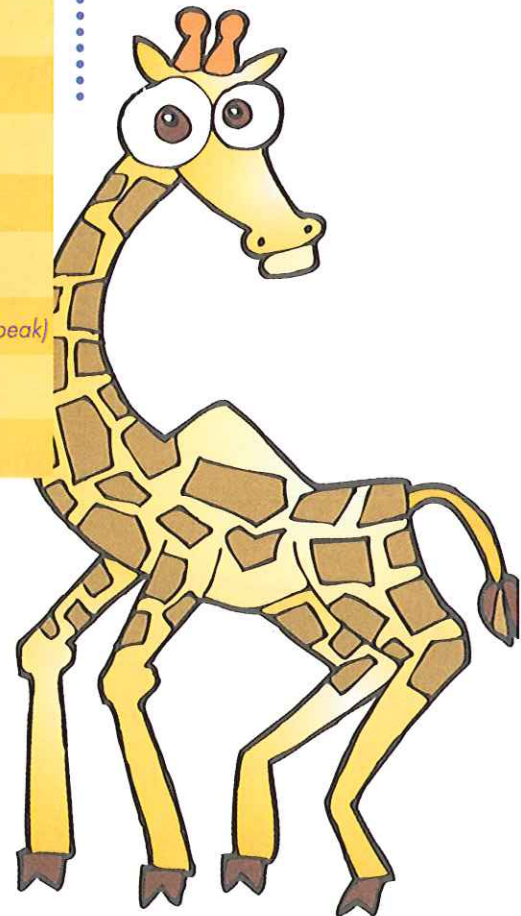
Suggested animals:

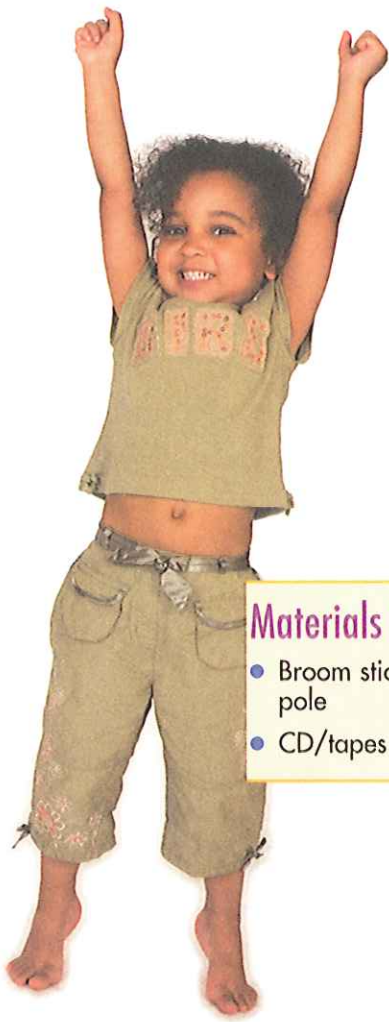
Baby African Elephant	3 feet tall
Baby Giraffe	6 feet tall
Baby Hippopotamus	18 inches tall
American Alligator	12 feet long
Saltwater Crocodile	20 feet long
Congo Dwarf Crocodile	3 feet 6 inches long
Golden Retriever	24 inches tall
Great Dane	38 inches tall
Chihuahua	9 inches tall
Gorilla	6 feet tall
Chimpanzee	5 feet tall
Pigmy Marmoset (monkey)	3.5 inches long
Boa Constrictor	10 feet long
Blind Snake	5 inches long
Anaconda	33 feet long
Humming bird	3.5 inches (from tip of tail to tip of beak)
Ostrich	9 feet tall
Blue Heron	4 feet tall

After the children have been measured against each animal, ask them which was the biggest, smallest and medium size in each group.



Wood Chip: This activity can replace Shapes & Sizes #5 and #6.





ACTIVITY #2

Everybody Limbo (10 to 15 minutes)

This game is similar to Limbo. (Limbo is the game where a pole is held at the ends by two people, fast paced music is usually played, and everyone lines up and walks under the pole without touching it. For each round the pole is lowered.) For this game of Limbo, begin with the pole very high and have the children try to jump up to touch it as they walk under. Then begin gradually lowering the pole. For traditional Limbo, the children would continue to walk under the pole, bending backward at the waist. However, for children this age, it's better to have them bend forward, crawl on their hands and knees, or slither on their tummies like snakes. A child is out, when he bumps the pole. Repeat the game if you have time.

Materials Needed

- Broom stick or other pole
- CD/tapes and player

Have the children stretch toward the ceiling. Ask who stretched the highest. Now have them touch the floor. Ask if that was higher or lower than when they stretched to the ceiling.

Tell them that now they are going to play a game where they start out reaching high and end up bending low.



Wood Chip: *This activity can replace Shapes and Sizes #6*

ACTIVITY #3

Big, Bigger, Biggest (10 to 15 minutes)

You'll need to have the children work on the floor for this activity.

Begin by reading *David and the Giant* (Little, 1987), *The Bible Story* (Maxwell, 1980) or any children's book about David and Goliath. Emphasize small and big in the story and how God was with small David and his little rocks. Give each

Materials Needed

- Large roll of newsprint
- Tempera paint (several colors)
- 1 inch paint brushes
- Crayons



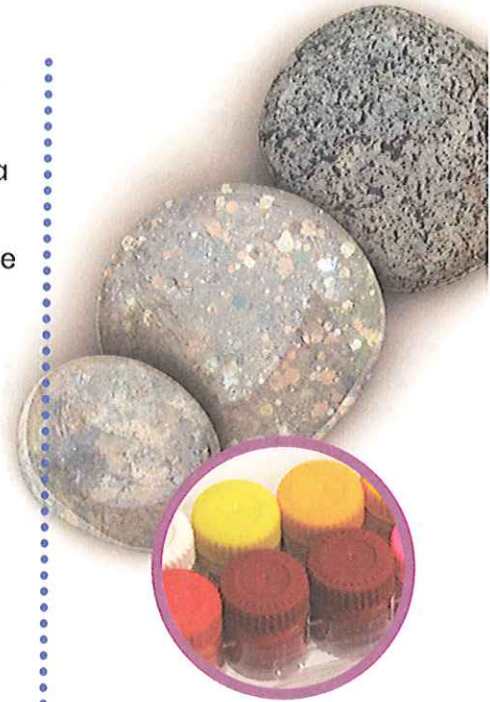
child a five foot section of newsprint. Start the children at one end of the paper and tell them you want them to draw a little round rock (circle). Then have them move to the middle of the paper and ask them to draw a bigger rock (circle). Finally, have them draw the biggest rock (circle) at the other end of the paper. (If some of the children have used up all of the space on their paper with either of the first two rocks, give them more paper.) Now have the children paint their rocks with different colors of tempera paint.



Wood Chip: *This activity can replace Shapes & Size #7*



Program Requirement: *Listen to a Bible story*



Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting activity

If you made ice cream, eat it now. If not, repeat the pre-meeting activity.



Wood Chip Earned
Shapes & Sizes: *Meetings 19 & 20 both must be completed for this chip.*

1

Fire Safety Meeting

Objectives

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Fire Fighters in My Neighborhood by Paulette Bougeoi
 Free printable coloring pages of fire trucks, fire hydrants, fire helmets and fire fighters
<http://www.preschoolcoloringbook.com/color/cpfire.shtml>

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5-10 minutes
Activity #1	5 minutes
Activity #2	10 minutes
Activity #3	20-25 minutes
Activity #4	5 minutes
Closing	5 minutes
Post-meeting Activity	

Stop, Drop and Roll

If possible, take your club to a real fire station in the week following this meeting.



Pre-meeting Activity

Have crayons and pictures of fire trucks, fire fighters, and fire helmets for the children to color.

Materials Needed

- Crayons
- Fire fighter, fire helmet and fire truck coloring pages

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. Together, recite the Eager Beaver pledge, sing *We Are Beavers* and repeat Philippians 4:4. When finished, have prayer and ask the children to be seated.



Program Requirements: *Recite the Eager Beaver pledge, recite Philippians 4:4*

Wood Chip

Fire Safety



Theme Story (5 - 10 minutes)

Ask the children the following questions: What do firefighters do? Do they wear a special uniform? What does it look like? Do they have to be strong? Why? Read *Fire Fighters in My Neighborhood* (2000) by Paulette Bougeois or any age appropriate book on fire fighters or fire safety.



Wood Chip: *This activity can replace Fire Safety requirement #5, visiting a fire department.*

Activities

ACTIVITY # 1

Fire Fighter Hat (5 minutes)

Ahead of time, round the corners of a piece of red construction paper and cut an oval in the center of the paper (the template is on page 219). Next, pull the oval up towards the front of the paper to make the front of the hat. This will leave a space for the child's head.

Show the children a picture of a fire fighters hat. Ask them why they think it is important for fire fighters to wear hats. Then give each child the pre-cut red construction paper. Have them cut out and glue a piece of white paper (shield) to the front of the hat. Or your local fire station might donate station badges for the children to glue onto the hats instead of the white paper shields.

Let the children wear their hats during the meeting if they want.

Materials Needed

- Red construction paper
- White construction paper
- Safety scissors
- White craft glue



ACTIVITY # 2

Fire Art (10 minutes)

Ask the children what are good things about fire. Then show them a picture of a campfire and ask them what colors they see in the fire. Then at each activity table, provide several squeeze bottles (like diners use for catsup or mustard) each filled with one of the following colors of tempera paint: red, yellow, orange, and bright blue. (Make sure the paint is thin enough to easily squeeze out of the bottles, but not so runny that it streams all over the paper like water.) Tell the children that they are going to make their own picture of fire by squirting lines on the paper. Have the children squeeze the paint out onto 12 inch by 12 inch construction paper. They should overlap the paint until most or all of the paper is covered with paint.

Materials Needed

- Plastic squeeze bottles (available at craft stores)
- Red, yellow, orange, blue tempera paint
- 12" x 12" white construction paper

ACTIVITY # 3

Safety Centers (20 to 25 minutes)

Now ask the children to tell you some dangerous things about fire. Although this is a serious subject, you don't want to scare the children, so make this a fun, upbeat activity. Divide the children into groups of four or five. These groups will rotate through the following activities centers: 911 Center, Crawling to Safety, and Stop, Drop, and Roll.

At each center have an adult explain or role play the fire safety message for that center. Then have the adult lead the children in rehearsing the activity. Here are some suggestions of what you might do at each center. At the 911 Center have phones for the children to practice calling 911 and giving information to the emergency operator (an adult you've asked ahead of time to do this). At the Crawling to Safety Center the children can dampen a cloth and then crawl on their stomachs under sheets that have been hung perpendicular to and about 12 inches above the floor to

Materials Needed

- Phones (real or pre-tend)
- Flat sheets



represent smoke. (You can also have adults hold the sheet.) At the Stop, Drop, and Roll center the children will drop and roll to the ground. You can do this as a game by having the children hop or move around until you yell stop; then they stop, drop and roll.



Wood Chip: Fire Safety, #1, #2, #4.

ACTIVITY 4

Safety Flash Cards (5 minutes)

Give child six unlined 4 x 6 index cards. At each activity table, have several different rubber stamps (stars, smiley faces, nothing too detailed). Then have the children dip a stamp into a shallow dish of glue and then press the stamp onto one of the index cards. The next step is to sprinkle glitter onto the damp glue. Repeat for each card. When they have finished, have them gently shake the cards over newspapers to get rid of the excess glitter.

While the children are decorating the back of the index cards, have the parents or guardians write the following information on each card: the child's home phone number, the child's street address, the city and state where the child lives, a parent/guardian's first and last name, the child's first and last name. Encourage the parents/guardians to use these at home to help the children memorize the information on each card. One way they can do this is to place the cards face down and ask the child to select a card. The adult then asks the child to say the information on the card, i.e. What is your phone number?



Wood Chip: Fire Safety, #3

Materials Needed

- 4 x 6 index cards
- Plastic bowls or other shallow containers to hold glue
- Rubber stamps (often sold in bulk tubs at craft stores)
- Glitter (glitter in shaker bottles reduces messiness)
- Markers





Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray Independently*

Post-meeting activity

Have crayons and pictures of fire trucks, fire fighters, and fire helmets for the children to color.



Wood Chip Earned
Fire Safety

Bike Rodeo Meeting

Bike Rodeo

Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. Together, recite the Eager Beaver pledge, sing *We Are Beavers*, repeat Philippians 4:4. When finished, have prayer and ask the children to be seated.

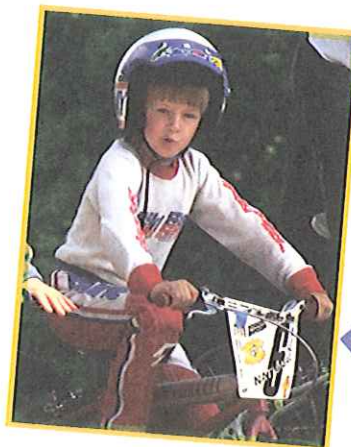


Program Requirements: *Recite the Eager Beaver pledge, recite Philippians 4:4*

Theme Story (5-10 minutes)

Begin by reading a book about cycling safety such as *Biking* (Klingel, 2000), *Pedal Power* (Delton, 1998), *D.W. Rides Again* (Flips, 1996) or *Play It Safe* (Mayer, 2004). Then explain to the children what they will be doing during the meeting and what the rules are.

This activity will consist of stations that the children rotates through. You may want to give each child a check list that they can hang around their neck or bike and have them receive a check or sticker at each station. They can then turn in their completed check sheet to



Before planning this activity, find out how many of the children in your club have bikes and if they can ride them. Alternatives to using bicycles is to use Big Wheels or scooters. Additionally, in many communities, the local police department has Bike Rodeos or are willing to participate in your event. Local bike shops or cycling clubs may also be willing to participate or donate items. Give them a call!

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

Bike Rodeo information can be found at

<http://www.jdsport.com/index.html?dir=/dir/Cycling/Winter/index2261330000.html>

Biking by Cynthia F. Klingel

Pedal Power by Judy Delton

D.W. Rides Again by D.W. Flips

Play It Safe by Mercer Mayer

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5-10 minutes
Each station	5-6 minutes
Closing	5 minutes
Post-meeting Activity	



Wood Chip

**Beginning
Bike**

receive a prize (i.e. bike reflector, police badge, bicycling safety coloring book).

STATION 1

Bike Adornment

Provide crepe paper, flags, or balloons for the children to decorate their bikes. However, make sure the decorations don't obstruct the child's ability to ride safely. Or you can have pre-printed personalized bicycle license plates that the children can decorate.

STATION 2

Obstacle Course

Using gallon milk jugs filled with sand, set up several obstacle courses that the children can ride through on their bikes/scooters/etc.

STATION 3

City Streets

Draw streets with lots of curves, stops and turns for the children to ride through on their bikes/scooters/etc. You might include a main road and side streets.

STATION 4

Helmet Check

Show the children how to correctly wear their helmets and check to make sure their helmets fit. If they don't fit, let a parent/guardian know.

Materials Needed

- Helmets (each child should have a helmet)
- Bikes/scooters
- Gallon milk jugs
- Sand
- Chalk
- Prizes for rodeo completion
- Crepe paper, balloons or flags
- Tools for bike repair station
- Street signs
- Bike registration forms and pens



STATION 5

Bike Repair

You'll need some mechanical or handy folks at this station to do the following: air up tires, adjust seats, check brakes and chains, and check to see if the frame fits the child.

STATION 6

Safety Rules

For this station, find an dynamic person that can role play the rules with the children. Some rules to include: look both ways before crossing a street, ride with both hands on the handle bars, always wear a helmet, and street sign meanings.

STATION 7

Bike Registration

You may be able to get a police officer to do this or you can get the forms from the appropriate community office.

STATION 8

Final Station

Check to make sure that each child has made it through all of the stations and then give them their prize for completing the rodeo.



Closing

For this meeting, you may want to consider not having a formal closing. Let the children leave after they have completed each station.



Wood Chip: *Completion of these eight stations meet the requirements for the Beginning Biking wood chip.*



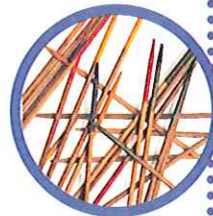
International Celebrations

3

Let's Celebrate

Pre-meeting Activity

Abumbutan is a traditional game of Nigeria. You'll need to spread out newspapers on the floor to keep this game from getting too messy. Bury an 8 to 12 inch stick in sand, with only the top 4 or five inches sticking out. Then each child takes a handful of sand away from the pile surrounding the stick. The object is to not make the stick fall. Once it falls, the children can rebuild the sand pile and try it again.



Opening Ceremony

Eager Beaver Pledge, Song, and Prayer (5 minutes)

Gather the children into a semi-circle or rows. With right hand on your heart, recite the Eager Beaver pledge and Philippians 4:4, sing *We Are Eager Beavers*, and recite the Pledge of Allegiance or national anthem. Then have prayer and ask the children to be seated.



Program Requirement: *Recite the Eager Beaver pledge, recite Philippians 4:4, recite the Pledge of Allegiance or national anthem*

These activities do not fulfill any wood chip requirements. During this meeting, the children will explore how children around the world celebrate holidays and festivals. You can easily adapt this activity to focus on one holiday or country.

Program Goals

- Demonstrate God's love for children.
- Promote the values expressed in the Eager Beavers pledge and song.
- Create an environment where all children have the opportunity to contribute.
- Encourage children to have fun.

Resources

- **Children Just Like Me Celebrate** by Anna Bell and Barnabas Kinderstey
- **Chinese New Year Crafts** by Karen Bledsoe
- **International Crafts and Games** by Cynthia G. Adams
- **Cinco de May Crafts** by Carol Gnojewski.
- **Crafts for Kwanza** by Kathy Ross
- **Festival Decorations** by Anne Civardi and Penny King
- **The Great Games Book, More than 30 Popular Games from Around the World to Make and Play** by Susan Adams
- **Multicultural Games** by Lorraine Barbarash

Schedule

Pre-meeting Activity	
Opening Ceremony	5-10 minutes
Theme Story	5 minutes
Selected Activities	50 minutes
Closing	5 minutes
Post-meeting Activity	

Theme Story (5 minutes)

Begin by asking the children how they celebrate a specific holiday. Then select sections of *Children Just Like Me: Celebrations!* (1997) by Anna Bell and Barnabas Kinderstey to read.

The following are suggestions of international holidays, you should select holidays and countries that are of interest to your club. There are several books listed in the resource section that discuss additional holidays and activities. You may also want to explore your local library for other books on these topics. Additionally, if you have members of your church or community that might tell a story, bring a treat, a play an instrument from their country of origin include them your meeting.

CRAFTS

Celebrate the New Year

CHINA

Lucky Coins (5 minutes)

The Chinese new year falls between late January and early February, and children are given red and gold packets containing "lucky" money.

Give each child a small red envelope and have them decorate it with a gold pen or crayon. Then give each child some coins to put in the envelope.

Materials Needed

- Red envelopes
- Gold crayons or markers
- Coins

JAPAN

Good Luck Fans (5 to 10 minutes)

The Japanese hang fans on their doors to bring good luck.

Let each child select a bright color of construction paper. Have the children draw a design or picture

Materials Needed

- 8 1/2" x 12" construction paper
- Crayons
- Staples
- Popsicle sticks
- Tape



on the paper with crayons. Then show them how to fold the paper to create a fan (fold the paper into pleats). Staple together one end of the fan. Next, have the children paint a popsicle stick black (or you can paint them ahead of time) and tape it to the back bottom edge of the fan.

Celebrate a Victory

MEXICO

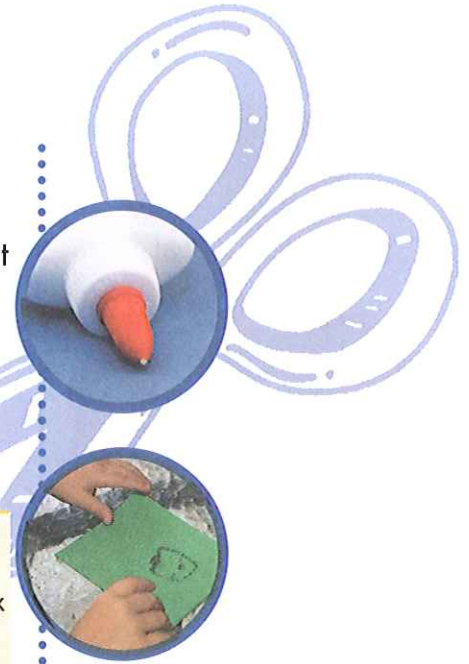
Flag Chain (10 to 15 minutes)

Cinco de Mayo means the fifth of May and is a the celebration of defending the city of Puebla from the French. On this day, the national colors of Mexico—red, green, and white—are proudly displayed.

Ahead of time, cut red, green and white construction paper into strips that one inch wide and six inches long. Have the children begin with a red strip of paper and paste the ends together to form a circle. Alternating colors, continue this process until the chain is the desired length. If you want, you can have the children paste four inch crepe paper streamers (have an adult cut slits in the ends to make a fringe).

Materials Needed

- Red, green white 1" x 6" strips of construction paper
- Paste



Christmas

ENGLAND

Crackers (10 to 15 minutes)

These fun toys are given as party favors for English celebrations, including Christmas. Make this ahead of time and give to the children with at snack time.

To make the crackers, you will cut the cardboard tube into two; the two piece should be different lengths. Then insert one tube into the other. Place the gifts inside one of the tubes and stuff the other

Materials Needed

- Cardboard tubes from paper towels or wrapping paper
- Tissue paper
- Wrapping paper
- Tape
- Small gifts (gum, candy, marbles)
- Ribbon or yarn
- Stickers





tube with tissue paper. Cut a piece of gift wrap paper twice as long as the tube; fringe or the ends of the wrapping paper. Roll the gift wrap around the tube and tape in place. Twist the ends of the paper together and tie with a ribbon or yarn. Decorate with stickers or cut designs from the wrapping paper and glue on.

GERMANY

Ginger Bread Men (5 to 10 minutes)

Ginger bread men are often used to decorate Christmas trees, and ginger bread houses were made and eaten to celebrate the New Year.

Ahead of time, make enough ginger cookie dough so that each child can make and decorate a ginger bread man. The dough often rolls out easier if it has been refrigerated over night. Give each child a ball of ginger cookie dough and have them smash it flat between their hands. Then give them a cookie cutter to cut out their ginger man. Next, have them put on eyes and mouth using raisins. If the children are going to hang the cookies and not eat them, You'll want to poke a hole in the top of the cookie to place yarn or ribbon to use to tie the cookie to a tree or other object.

Materials Needed

- Cookie dough
- Cookie cutters
- Raisins
- Ribbon or yarn

Games

Share with the children that in many countries, children play games during celebrations. Ask them what games they play during holidays or vacations. Have the children play some or all of the following games:

INDIA

Drop the Hankie (15 to 20 minutes)

This game comes from India and was originally called Dhamal Dhoko.

Materials Needed

- Hankie



Have the children set on the floor in a circle. They should all be facing the center of the circle. One child walks around the outside of the circle and pretends to drop a hankie. Then one of the times the child will drop the hankie on the ground behind one of the of the other children. The child that dropped the hankie continues on around the circle trying to get back to where the hankie was dropped. As soon as the child that the hankie was dropped behind realizes the hankie has been dropped, she chases the bluffer and tries to tap him with the hankie. If the bluffer makes it back without getting tapped, he sits down. If not, he takes another turn at dropping the hankie. Otherwise, the child chasing the bluffer becomes it.

GHANA

Swing Ball (15 to 20 minutes)

This game comes from Ghana on the west coast of Africa.

Ahead of time cut off tights/panty hose 5 to 6 inches above the toe and fill with 1 cup of lentils. Then tie a rope to the bag of lentils. If you have a large group, you may want to make several swing balls and divide the children into smaller groups.

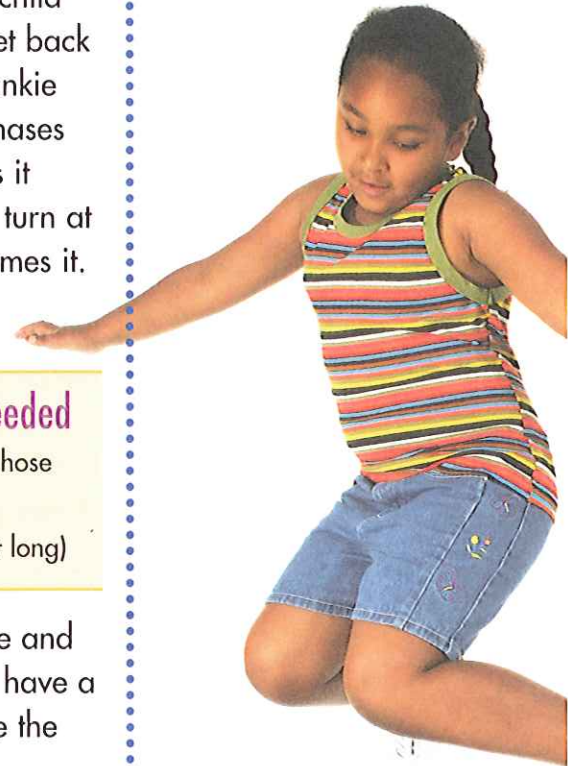
Have the children form circle around an adult. The adult will swing the ball in a circle and the children will jump over the ball. Begin by having the ball on the ground and then slowly increasing the height, but only to a few inches. (Be safe.) Traditionally, when children are hit by the rope or ball, they are out. You can play this way or just let them continue jumping.

Music

Music is another important part of holidays and celebrations around the world. Begin by asking the children what songs they sing at Christmas. You can have the children make and use instruments or invite some local musicians to your club meeting to play international instruments or music.

Materials Needed

- Tights/panty hose
- Lentils
- Rope (six feet long)



CHILE

Rainsticks (10 to 15 minutes)

In Chile, rainsticks are used during celebrations.

Give each child a large cardboard tube that you have previously placed thumb tacks along the sides at about inch intervals. Have the children cover one end with aluminum foil and tape it securely in place. (Have adults help each child with this step.)

Then pour 1/4 cup of rice or small beans into the tube. (Using a funnel will make this step easier for the children.) Then tape aluminum foil to the remaining end. Now have the children decorate the outside of the tube with stickers, markers or paper. (You'll want to try this ahead of time, to find the right spacing of the thumb tacks and amount of rice/beans.)

When you turn the stick from end to end, it should sound like rain.

You might also want to read Noah's Ark to the children or have them sing the *Arkie* song. When the rain is mentioned, have the children use their rainsticks to make the sound of rain.

Materials Needed

- Cardboard wrapping paper tube
- Flat thumb tacks
- Aluminum foil
- Masking tape
- Rice or small beans
- Stickers, markers, or construction paper

ZAMBIA

Friction Drums (10 to 15 minutes)

Many countries celebrate Youth Day, including Zambia. On Youth Day, many young people participate in a parade in the nation's capital. You can have the children in your club make their own drums and march in a mini-parade.

Before the meeting, you will make a hole in the lid of oatmeal lids (one for each drum) and tape the lid securely to a round oatmeal box. The hole should snugly fit around a dowel stick that is about inch in diameter. Additionally, the dowel stick should be about 6 inches taller than the oatmeal box. Remove the dowel before giving the oatmeal boxes to the children. You'll want to complete a drum before class to make sure you've got the correct fit of the dowel and the hole to make the drumming sounds. To make sound with the friction drum, pull the dowel up and down or rub it between your palms.

Materials Needed

- Round cardboard oatmeal boxes with lids
- Dowel sticks (6 inches taller than oatmeal boxes)
- Construction paper
- Glue



Give each child an oatmeal box. Have the children decorate the oatmeal box by tearing pieces of construction paper and gluing them on to the box until it is completely covered. Then give each child a dowel to place into the hole at the top of the drum.

Closing

Gather the children in a circle. Ask each of the children to share something they learned during the meeting or enjoyed doing. You can use this time to stress the positive behaviors and accomplishments of the children, make announcements, and to give the children something to look forward to at the next meeting. End with a prayer circle.



Program Requirement: *Pray independently*

Post-meeting Activity

Play Abumbutan.



Special Ceremonies

Induction

(for the beginning of the year)

One of the meetings during the first month of your program should include an "Induction" to the Eager Beaver Program. This is a special meeting where the children and their parents/guardians are dedicated to the Lord.

Eager Beavers and staff should be encouraged to wear their uniforms to the Induction ceremony. At the Induction ceremony the leader(s) will present each Eager Beaver with an Eager Beaver scarf and slide. This presentation can either be a part of the lesson or immediately before the lesson. Eager Beavers should be in uniform for the Induction ceremony.

If your program is part of an Adventurer Club, your Eager Beavers will participate in the Club investiture. Make sure that the Eager Beaver pledge and song are included in the program.

The Induction service is a great time to invite family members and church members to participate in supporting the children of your church and community.

Family Blessing

If your Eager Beaver program is part of the Adventurer program, then make sure the Family Blessing service is included as part of the Induction or at a special ceremony just for the Family Blessing.



Investiture

(for the end of the year)

The last meeting of your program year should be the Investiture ceremony. This is a time when each Eager Beaver is recognized and affirmed for what they have achieved.

For leaders who have been involved in Adventurer or Pathfinder Clubs, please note that Eager Beavers receive their Chips as the requirements are completed—not at the Investiture service.

For Investiture all Eager Beavers and staff should be in uniform and the leader(s) will present each Eager Beaver with an Eager Beaver pin which signifies that they have completed all the requirements of being an Eager Beaver. Investiture is also a great time to give each child special recognition for the special gifts that Jesus has given them. Printing up fun, colorful certificates is a great way to give recognition (www.crayola.com is a good option).

HERE IS A SUGGESTED EAGER BEAVER INVESTITURE PROGRAM

- Eager Beaver song
- Pledge
- Prayer
- Special music (by Eager Beavers)
- Demonstration of what has been learned (memory work, showing colors, showing crafts)
- Presentation of Eager Beaver pin (and certificates if you choose that option)
- Special music (by Eager Beavers)
- Prayer of dedication





PARTICIPATING WITH YOUR ADVENTURER CLUB INVESTITURE

If your Eager Beaver program is part of an Adventurer Club, you will be included in the Club Investiture. Make sure that the Eager Beaver song and pledge are on the program.

SABBATH MORNING INVESTITURE

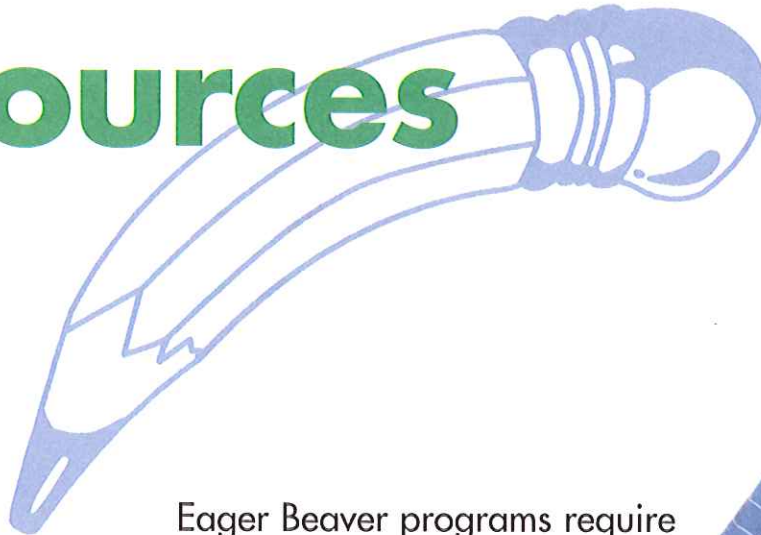
An Eager Beaver Investiture can fit into the Sabbath morning program very easily. If you can arrange for the time immediately prior to the worship service, the entire church will be able to celebrate the growth of the children in their church. It is also a great time to get community visitors to your church!

If you are given time Sabbath morning, make sure that you are respectful of the time. Do not plan an elaborate program that takes more time than you are allocated—you want to make this an annual event so fit into the overall schedule. To do this, you may limit the demonstration of what has been learned so that each child only does or shows one thing.

Section Seven



Resources



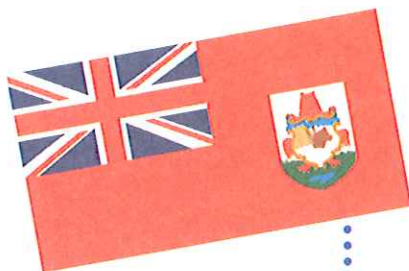
Eager Beaver programs require that leaders identify and connect with resources and resource people. Here are some photocopy masters that will make your job easier.





Eager Beaver Pledge

*Jesus loves me,
and I want to do
my best for Him.*



National Anthem

BERMUDA

God save our gracious Queen!

Long live our noble Queen!

God save the Queen!

Send her victorious,

Happy and glorious,

Long to reign over us,

God save the Queen.



National Anthem

CANADA

O Canada! Our home and native land!

True patriot love in all they sons command.

With glowing hearts we see the rise,

The True North strong and free!

From far and wide, O Canada,

We stand on guard for thee.

God keep our land glorious and free!

O Canada, we stand on guard for thee.

O Canada, we stand on guard for thee.

National Anthem

UNITED STATES OF AMERICA

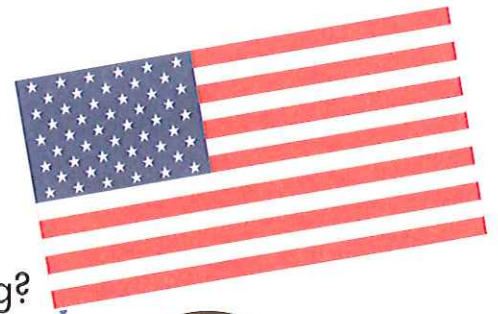
Oh, say can you see, by the dawn's early light,
What so proudly we hailed at the twilight's last gleaming?

Whose broad stripes and bright stars, through
the perilous fight,

O'er the ramparts we watched, were so gallantly
streaming?

And the rockets' red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there.

O say, does that star-spangled banner yet wave
O'er the land of the free and the home of the brave?



Pledge of Allegiance

UNITED STATES OF AMERICA

I pledge allegiance to the flag of the
United States of America,

And to the republic for which it stands:

One nation, under God, indivisible,
with liberty and justice for all.

Eager Beaver Song Sheet Music

Esther Austin

Esther Austin
arranged by Joann M. Herrington

Piano

C7 F

O-oh--- We are the Ea- ger Bea - vers, - Ea - ger Bea-vers for the

C7

Lord! Help us sing our song; Ev - ery-bo - dy come a-long; Ea - ger Bea-vers for the

F C7

Lord! We're on our way to hea-ven; we hope you'll come a - board; Yes,

F

we are the Ea - ger Bea - vers, Ea - ger Bea - vers for the Lord!



Eager Beaver Requirements Completed in Each Meeting

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	complete outside of lesson time
God and Country																					
Recite the Eager Beaver Pledge	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Recite Pledge of Allegiance or National Anthem									✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Pray independently	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Say the Lord's Prayer									×												×
Say the fourth commandment																					
Say the fifth commandment																					
Recite Philippians 4:4	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Recite three additional Bible verses		✓							✓												
School Readiness																					
Listen to one Bible story book																					
Listen to one nature story book		✓																			
Listen to one story of the child's choice																					
Listen to two stories about Ellen White's life										✓											
Identify these colors: red, yellow, blue, green, purple and orange									✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Self																					
Perform the following tasks: tying shoes, combing hair, brushing teeth and dressing self.			✓																		
Family																					
Help pack a lunch and then participate in an outdoor activity with family or friends																					
Do one of the following chores for a week: wash or dry the dishes, empty the dishwasher, pick up toys, hang up clothes, make the bed or take out the trash																					×
Community																					
Take a food basket to a needy family or senior citizen					×																×
Make and deliver a card to a sick friend or a senior citizen					×																×
Play																					
Earn at least twelve Eager Beaver Chips (chips completed in each lesson)	→	p. XX	p. XX	p. XX	p. XX	p. XX	→	p. XX	p. XX	→	p. XX	p. XX	p. XX	p. XX	p. XX	p. XX	p. XX	p. XX	p. XX	p. XX	
Complete a minimum of six craft projects (crafts completed in each lesson)	1	2	3	4,5	6	7,8	9	10	11,12	13,14	15,16	17,18		19	20	21,22	23	24	25		

→ Chip earned in two meetings

× Assigned during the lesson; completed outside of meeting.

Eager Beaver Roster



Name of Eager Beaver currently registered and active

	Name	Address	Phone	Parent/Guardian	Permission/Medical form on file
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					



Name

Pledge & Song																				
Lord's Prayer																				
Fourth Commandment																				
Fifth Commandment																				
Pledge of Allegiance																				
Three books																				
Grooming																				
Colors																				
Chores																				
Food basket																				
Make & Deliver a Card																				
Pack a Lunch																				
Stories of Ellen White																				
Memorize Bible verses																				
Twelve Chips																				
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
9																				
10																				
11																				
12																				
Six Crafts																				
1																				
2																				
3																				
4																				
5																				
6																				

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Eager Beaver Awards Requirement Completion Overview



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Requirements to complete outside of lesson time	Date completed
Gadgets & Sand	1,3,5	2,3,4																				
Know Your Body			1-7																			
Animal Homes				1-4																		
My Community Friends					1-5																	
Sponge Art						1-5																
Animals							2,3,4	1,2,4,5														
Bible Friends									1-5													
Crayons & Markers										1,2,3,4,5,9,10,11	1,4,7,8,11											
Birds												1-7										
God's World													1-6									
Manners Fun														1-4								
Pets															1,2,3,6						#4,5 - Feed & care for a pet for one week	
Scavenger Hunt																1-5						
Helping at Home																	1,2,4					
Alphabet Fun																		1-6				
Shapes & Sizes																				1-4	5-7	

FIELD TRIP/OUTING PLANNER

Outing/Destination _____ **Number of Attendees** _____
 (Museum, Sea World, Zoo, etc.)

Planned Activities _____

(List all planned activities: Museum Study, Concert, Camping, Day Hike, Rock Climbing, Bicycling, etc.)

<i>TRANSPORTATION</i>	√ ONE OR MORE			NOTES
Public Transportation				
Rental Vehicle				
School/Church Vehicle				
Private (Personal) Auto <i>(Not recommended)</i>				
<i>NOTE: A NO response may indicate a need for additional safety/risk management measures.</i>	YES	NO	N/A	
Qualified Drivers (Good driving record/current MVR, Age 21+, valid and current license per type of vehicle, etc. See NAD Working Policy — P50 26)				
Vehicle(s) -- Safe Well-Maintained Condition				
Tires -- Proper Size and Rating				
Meet Safe, Legal Tread Wear Limits				
Vehicle Properly Insured				
• Special Vehicle Insurance Coverage (Mexico)				
Fire Extinguisher				
Emergency Road Kit (Reflectors, etc.)				
First Aid Kit				
Seat Belts Required				
Seating and Load Capacity Adhered To				
Transportation in the Back of Open Vehicles <i>Prohibited</i> (Pickup Trucks, Flat Beds, etc.)				
Follow-up Vehicles Provided (Bike and Walkathons, etc.)				
ADMINISTRATIVE				
Permission Slips				
Medical Release Forms (Available for all children under 18)				
Volunteer Forms Signed/Filed (Child Abuse)				
Activity/Site Approval by Proper Authorities (State, County, City, Fire Marshal, Park Service, etc.)				
Requirements by Proper Authorities Met				
Certificates of Insurance Obtained as Needed				
Accident Medical Insurance				
• Miscellaneous Accident				
• Volunteer Labor Construction (as needed)				
• Short Term Travel (If outside U.S. and Canada)				
Traveler s Advisory Checked				

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	YES	NO	N/A	NOTES
<i>SUPERVISION</i>				
Adequate Number of Supervisors* (Minimum of two required — Additional supervision based on risk)				Number Required _____
Supervision Qualified for Activity				
First Aid Trained Staff				
Current CPR and Lifeguard Certification				
<i>EMERGENCY PLANNING</i>				
(NOTE: In many regions, <i>weather</i> conditions can change dramatically in a short period of time — clear and warm to blizzard, cool to extreme heat. Check weather advisories and always plan for any potential weather extremes for the area visited.)				
Emergency/Disaster Plan Prepared				
Cellular Phone				
Portable Two-way Radios				
Citizen Band and/or Marine Radio				
AM/FM or Weather Band Radio				
Additional Clothing Requirements				
Shelter Requirements				
Emergency Water				
Emergency Food				
Wool or Space Blankets				
Clothing and Equipment Lists Distributed				
<i>ACTIVITY SAFETY</i>				
Safety Equipment Available for All Participants (Life Jackets, Safety Harnesses, Helmets, Knee and Elbow Pads, etc.)				
Safety Equipment Required for All Participants				
Safety Equipment Checked Prior to Trip				
Safety Equipment Inspected Before Each Use				
All Work Projects Adhere to OSHA and International Standards (Strongest Shall Be Used)				
All Child Labor Laws Observed				
<i>ADDITIONAL NOTES AND COMMENTS:</i>				

* See supervision attachment pertaining to examples of supervision requirements for various activities.

Requested by _____ Date _____

Title _____

Approved by _____ Date _____

Title _____

NOTE: Safety elements included in this form are suggested as minimal considerations. Other additional measures will generally be required for every activity. The maintenance of safe premises, operations, activities and equipment are the legal responsibility of the supervising organization. Adventist Risk Management assumes no responsibility for the management or control of the insured's premises, operations and activities or for the safety elements or procedures used by the insured. Liability on the part of Adventist Risk Management for loss is hereby disclaimed.



Eager Beaver Club Registration Form

.....
Child's Name _____ Birth date _____ Age _____ Grade _____

Parent(s) Name(s) _____

Address _____
Street City State Zip

Home Phone _____ Emergency Phone _____

Church _____ School _____

Pledge

Jesus loves me, and I want to do my best for Him.

Applicant Information

I, _____ want to join the _____
name of applicant club name

I will attend meetings, activities, field trips, and other club activities. I will proudly wear my Eager Beaver uniform and obey club guidelines. I will be cheerful, helpful, honest, kind and courteous.

signature of Adventurer

Approval/Consent of Parent/Guardian

As parent/guardian, we understand that the Eager Beaver program is an active one which includes many opportunities for service, adventure, fun, and learning. I will support the program by:

1. Encouraging my Eager Beaver to take an active part in all club meetings and functions.
2. Attending events to which parents are invited in support of my Eager Beaver.
3. Assisting club leaders by serving as a helper when needed.
4. Not holding any individual club staff member liable in the event of an accidental injury.
5. Giving my permission for the above-named Eager Beaver to attend Eager Beaver activities.

signature of parent/guardian

Name _____ Work Phone _____

Address _____
Street City State Zip



Eager Beaver Health Record

Name _____ Birth date _____

Address _____
Street City State/Prov Zip/PC

Home Phone _____ Social Security Number _____

Date of Last Tetanus Booster _____

Allergies to drugs or foods

Any special medications or pertinent information

List any restrictions

Telephone numbers where parents may be reached

Father _____
Name Home Phone Business Phone

Mother _____
Name Home Phone Business Phone

Emergency phone (friend or relative) _____

Family Physician _____
Name Business Phone

Physician's Address _____
Street City State/Prov Zip/PC

Insurance Company _____ Policy _____

Authorization to Treat a Minor

I (we) the undersigned parent, parents or legal guardian of: _____
Name of Eager Beaver

In case of emergency, I hereby give permission to the physician selected by the club directors to hospitalize, secure proper treatment for, and to order injection, anesthesia or surgery for my child.

As parent or legal guardian of the applicant, I am in favor of him/her attending club functions and accept the conditions named. The health history stated is correct so far as I know, and the person herein described has permission to engage in all prescribed club activities except as noted. In addition I have read and understand the Emergency Authorization statement and give my full consent to the terms found therein. Permission for photocopying of this health record is granted.

_____ date

_____ signature of parent/guardian

.....
This section is for the notary to sign if your state requires it.

Office Use Only Date Received _____ Date Approved _____
 Recommended Not Recommended Recommended w/conditions noted
 Conf. Eager Beaver Director Signature _____



Eager Beaver Staff/Volunteer Service Information Form

Section I Date of Record

Name _____ Birth date _____

Address _____
Street City State Zip

Home Phone _____ Work Phone _____

Church _____ Eager Beaver Club _____

Marital Status: Married Single Divorced Name of Spouse _____

Children: Name _____ Birth date: Month Day Year

1. _____ / / _____
2. _____ / / _____
3. _____ / / _____

Section II Health History

Do you now have or have you had any injury/sickness that might limit your involvement in Eager Beaver Club activities? Yes No If yes, how would it hinder? _____

Section III Educational Record

Highest Degree/diploma held _____ Year degree/diploma received _____

School granting degree/diploma _____

College major/minor _____

Section IV Experience

List all experience (Pathfinders, scouting, Sabbath School, etc.) that might qualify you for Eager Beaver leadership.

Position/Type of Work	Church/Organization	Date of Service
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____

Section V Chip Instruction Ability

Please list the chips/crafts which you are interested in teaching. Circle: T-capable of teaching. A-able to assist. I-interested in teaming to teach.

Chip/Craft	Chip/Craft
_____ T A I	_____ T A I
_____ T A I	_____ T A I
_____ T A I	_____ T A I
_____ T A I	_____ T A I

Page 2 Eager Beaver Staff/Volunteer Form

Section VI Unlawful Conduct

Have you been accused, charged, or disciplined for any unlawful sexual conduct, child abuse, and/or child sexual abuse? YES. NO. If yes, please explain, and, if possible, give the name and address of a reference/professional who can verify that you are now suitable for Eager Beaver leadership.

Date & Place _____

Type of Conduct _____

Reference name, address and phone _____

Section VII References

Please list below three individuals who know you well enough to recommend you as an Eager Beaver staff person.

	Name	Address	Phone
1. Pastor	_____	_____	_____
2. Local teacher	_____	_____	_____
3. Other	_____	_____	_____

Section VIII Statement of Accuracy

The above information is accurate to the best of my recollection. I understand this is strictly a volunteer position, and I will receive no remuneration for services and time volunteered.

Applicant's Signature _____ Date _____

Notes

Please make sure you have checked the appropriate box in Section VI and signed your name in Section VIII.

Mail the completed form to: Eager Beaver Ministries, (Mail to your conference Youth Director.)

Section VI deals with unlawful conduct. This section has been included to protect the Eager Beaver Program members from abuse and protect the Seventh-day Adventist church organization from recommending any staff member who has a problem in this area.

If the conference Eager Beaver director recommends the applicant, information in Sections I through V will be copied and sent to the local Eager Beaver Program for the director to use in determining staff qualification. If the applicant has not been approved, none of the information will be forwarded.

When a local club director requests a recommendation from the conference Eager Beaver director, he/she may not release any specifics and may respond only with 'recommended', 'not recommended', or 'recommended with conditions noted'.

All information on this application will become a permanent record and should include updates. In the event of accusations against the applicant, opportunity should be given for response by the accused. This response also becomes a part of the record.

We regret having to include a section on unlawful conduct, however, understanding the epidemic proportions of this problem, it becomes necessary to create a data base to protect child, parents, Eager Beaver staff and the church.

FIELD TRIP PERMISSION FORM

_____ Eager Beaver Club
(name of church)

I hereby grant permission for my child, _____, to participate in the church sponsored
field trip/activity listed below: (name)

Field trip/Activity _____

Departure Date _____ Time _____

Return Date _____ Time _____

I understand that all reasonable precautions will be taken to assure my child's safety and adequate supervision.

(Legibly Print Parent/Guardian Name) (Parent/Guardian Signature) (Date)

Home Phone: (____) _____

Cell Phone: (____) _____

FIELD TRIP PERMISSION FORM

_____ Eager Beaver Club
(name of church)

I hereby grant permission for my child, _____, to participate in the church sponsored
field trip/activity listed below: (name)

Field trip/Activity _____

Departure Date _____ Time _____

Return Date _____ Time _____

I understand that all reasonable precautions will be taken to assure my child's safety and adequate supervision.

(Legibly Print Parent/Guardian Name) (Parent/Guardian Signature) (Date)

Home Phone: (____) _____

Cell Phone: (____) _____

Alphabet Fun Chip Requirements



Eager Beaver Names

1. Know all the letters of the alphabet.									
2. Know how to spell your first name.									
3. Take a walk around the room or outdoors and find as many objects as you can beginning with a different letter of the alphabet.									
4. Be able to write from memory ten letters of the alphabet.									
5. Draw five letters, cut out and paste objects or pictures to go with each of the letters drawn.									
6. What are some other ways of writing? (hieroglyphics, etc.)									

Notes: _____

Animal Homes Chip Requirements



Eager Beaver Names

1. What is a home?									
2. Tell about your home. Draw a picture of your house and color it.									
3. Animals have homes too. Name five different animals and tell where they live.									
4. How do animals know what to do to make a home?.									
5. Choose an animal and do the following: <ul style="list-style-type: none"> • Watch the animal (it can be in a zoo or on a video). • Draw or color a picture of the animal. • Make a model of its home. • Show your picture and model at your club's family night. • Tell people what you learned about your animal and its home. 									

Notes: _____

Animals Chip Requirements



Eager Beaver Names									
--------------------	--	--	--	--	--	--	--	--	--

1. Name five animals you see in the zoo.									
2. Draw and color pictures of two of them.									
3. Cut three zoo animals from magazines and mount them.									
4. From play dough, form one of your favorite zoo animals.									
5. Name three animals' names from the Bible.									

Notes: _____

Beginning Biking Chip Requirements



	Eager Beaver Names								
1. Know how to ride a bike without training wheels.									
2. Be able to ride three blocks in your neighborhood.									
3. Know three biking safety rules.									
4. Color a picture of a bicycle and be able to identify the following: a. handlebars b. chain and guard c. spokes d. seat e. main frame									
5. How are tires pumped up?									

Notes: _____

Beginning Swimming Chip Requirements



Eager Beaver Names

1. Know how to dog paddle.									
2. Know how to swim with your head underwater.									
3. Be able to jump in and swim to steps, ladder, or wall.									
4. Know two water safety rules. (Always have an adult with you, never run around the pool, never jump in on top of someone, etc.)									
5. What would you do if someone was in trouble in the pool? Would you try to save them? Why would it be better to call a parent or adult to come and help?									
6. What is the emergency number of an ambulance?									

Notes: _____

Bible Friends Chip Requirements



	Eager Beaver Names								
1. What does it mean to be a friend?									
2. Name three Bible Friends.									
3. Who is your favorite Bible friend? Tell a story about that person.									
4. Dress up and act out a story about a Bible friend.									
5. Tell three things you can do to be a friend for Jesus.									

Notes: _____

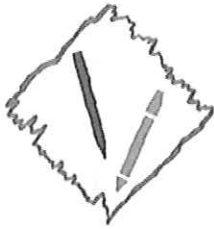
Birds Chip Requirements



	Eager Beaver Names								
1. Name five birds you see around your home.									
2. Name your state bird.									
3. Name three kinds of bird food (Black Oil Sunflower seeds, thistle, corn, mixed seeds, striped sunflower seeds).									
4. Draw a picture of a bird, then use a mixture of bird seeds to fill it in.									
5. Make a pine cone bird feeder and hang it in your yard. Tell how many birds come to feed from it.									
6. Name two birds mentioned in the Bible (eagle, dove, sparrow, raven).									
7. Know two bird sounds and pretend you are that bird.									

Notes: _____

Crayons & Markers Chip Requirements

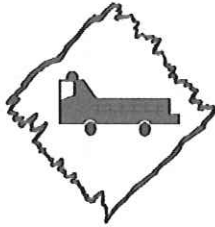


Eager Beaver Names

1. How are crayons made? What are the eight main colors of crayons and markers?									
2. What are crayons made of?									
3. What happens if a crayon gets hot?									
4. Name a boy who had a coat of many colors.									
5. Draw or color a picture of Joseph and his coat.									
6. Draw or color a picture with markers.									
7. Why do markers need a cap?									
8. Where should you use markers? Where should you not use markers?									
9. Make a folder for your pictures and decorate the front with markers or crayons.									
10. Draw or color two of the following with markers or crayons: a. animal or birds b. Jesus and the children c. rainbow d. your hand e. your house									
11. Know nine colors.									

Notes: _____

Fire Safety Chip Requirements



	Eager Beaver Names								
1. What should you do if your clothes catch on fire?									
2. What should you do if there is smoke in your house and it's hard to breathe?									
3. Memorize your phone number and street address.									
4. What phone number do you call if there is a fire? What do you tell the person who answers the phone?									
5. Visit a fire department.									

Notes: _____

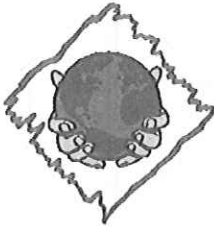
Gadgets & Sand Chip Requirements



	Eager Beaver Names								
1. Using plastic measuring cups and spoons, measure, pour, and scoop up different amounts of sand and put them into a bucket or separate container. Discuss the different measurements.									
2. Make a sand art picture, using glue to keep sand in place.									
3. Using funnels and scoops, fill bottles (plastic milk jugs, syrup bottles, etc.) with sand. Use two different size funnels.									
4. Put dried beans in a bucket with sand. Mix them in. Using a strainer, separate beans from sand and put in a different container.									
5. Draw a picture of beans in sand bucket, or make a picture out of beans.									

Notes: _____

God's World or My Beautiful World Chip Requirements



Eager Beaver Names

1. Who made our world? (Learn Genesis 1:1.)									
2. Act out the story of creation while someone reads or tells it.									
3. Sing a song about your world.									
4. Look at a globe and show where you live.									
5. Name five (5) of your favorite things God created for you.									
6. Make a collage, color a picture of God's world, or take a walk outside and find things He made.									

Notes: _____

Helping at Home Chip Requirements



Eager Beaver Names

1. What body parts do you use to help at home?									
2. Name three ways you can help at home.									
3. From #2, pick one of the ways to help at home and help for one week. (see next page for chart)									
4. Learn a song about helpers.									
5. Name a Bible character who was a helper.									

Notes: _____

Helping at Home Chart

Name: _____ Date _____

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Make your bed							
Help clean your room							
Dust							
Sweep							
Seperate recyclable materials							

Place a check mark in the box each day a task is done. When completed, sign and return to your Eager Beaver club leader.

parent/guardian _____ date _____



Jesus' Star Chip Requirements



Eager Beaver Names

1. Who created the stars and on what day?									
2. How did the wise men know Jesus was born?									
3. Identify which direction Jesus will come from.									
4. Draw, cut out, or color a star. Punch a hole in top, tie a string through the hole and hang the star.									
5. Locate Polaris (the North Star) and the constellation Orion. Visit a planetarium or view stars at night.									

Notes: _____

Jigsaw Puzzle Chip Requirements



	Eager Beaver Names								
1. Find and cut a large picture from a magazine, mount picture on posterboard, and cut into three pieces. (Cut into various shapes.)									
2. Play a game with the puzzle.									
3. Purchase large puzzle and put it together.									
4. Draw and color a picture, mount, and cut into large pieces.									

Notes: _____

Know Your Body Chip Requirements



	Eager Beaver Names								
1. Learn I Corinthians 6:19.									
2. Name the twelve parts of your body.									
3. Draw your body and label the twelve parts.									
4. What are knees for?									
5. What does your face do for you and others?									
6. Name some useful things you can do with your hands.									
7. How can you use your mouth for Jesus?									

Notes: _____

Left & Right Chip Requirements

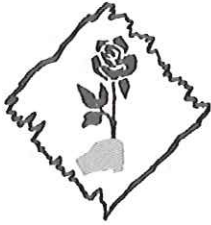


Eager Beaver Names

1. Play "Simon Says" using left/right.									
2. Which hand do you draw with? Print your name.									
3. Put blue dot stickers on the fingers of your left hand. Put red dot stickers on your right hand.									
4. Which side of a faucet is the hot water? Which side is cold?									
5. Put your shoes on the correct feet.									
6. Practice marching while chanting, "Left, Right, Left."									

Notes: _____

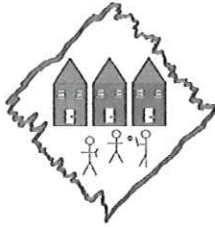
Manners Fun Chip Requirements



	Eager Beaver Names									
1. Learn the Golden Rule (Matthew 7:12).										
2. What are the five courtesy words?										
3. Draw or cut and paste pictures to illustrate one of the words.										
4. Play a game using the five courtesy words.										

Notes: _____

My Community Friends Chip Requirements



Eager Beaver Names

1. Name five (5) different friends who live in your community.									
2. Make a scrapbook or collage of your neighborhood friends, including at least five (5) different people.									
3. Tell three (3) things that you and your friends can do to make your neighborhood a better place.									
4. Tell one of your friends that Jesus loves them.									
5. Do something nice for a community friend.									
6. Make a new friend in your neighborhood.									

Notes: _____

Pets Chip Requirements



	Eager Beaver Names								
1. Draw and color or cut from a magazine pictures of your favorite pets.									
2. What does your favorite pet(s) eat?									
3. Where does your pet(s) sleep?									
4. Help feed your pet(s) for one week.									
5. Take care of your pet(s) for one week. (see next page for checklist and options)									
6. Tell a story about your pet.									

Notes: _____

Pets Chart

Name: _____ Date _____

Pet's Name: _____

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Grooming/ Brush							
Feed							
Water							
Exercise							
Play							
Clean up after your pet							

Place a check mark in the box each day a task is done. When completed, sign and return to your Eager Beaver leader.

parent/guardian _____ date _____



PET CARE CHECKLIST

The following activities are designed for children that do not have a pet and replace the requirements of caring and feeding a pet for one week needing for the Pet Wood Chip.

Place a check mark next to each completed task. When completed, sign and return to your Eager Beaver club leader.

1. Select a book from the library or a bookstore about a pet you would like to own. You might get one of these books by Mark Evens and published by DK Children: *Puppy* (2001), *Kitten* (2001), *Fish* (2001) or *Mice* (2001).
2. Listen to the book you selected.
3. Draw a picture of or color a picture of the pet you want. Then give your pet a name.
4. Visit a pet store, and with the help of an adult, write down the prices of the following: the pet you want to buy, food for the pet for one week, a cage or bed for the pet, grooming tools or cleaning supplies, and any additional supplies necessary, such as a leash, a collar or kitty litter. (You can also visit an on-line store.)
5. Add up the prices that you wrote down at the pet store and find out how much money it would cost to get a pet and start taking care of it.

_____ has learned about _____ .
(child's name) (type of pet)

parent/guardian _____ date _____

Scavenger Hunt Chip Requirements



Eager Beaver Names

1. Go on a scavenger hunt with one of your parents, a teacher, or another adult.									
2. Find two items in nature (acorns, pine cones, nuts, leaves, etc.).									
3. Find something relating to a Bible story (small basket = Moses, cotton, lamb's wool, stones = altar, multi-colored material Joseph's coat, etc.). Talk about the story.									
4. Find something that is red (flower, piece of material, color crayon, etc.).									
5. Find a plastic egg (or another type of container), open it and share with another Eager Beaver. (Can put grapes, raisins, candy, or whatever you like.).									

Notes: _____

Shapes & Sizes Chip Requirements



Eager Beaver Names

1. Make a scrapbook to paste work in. Draw shapes of different sizes on the front cover.									
2. Know and cut out six different shapes. Paste in scrapbook. (Rectangle, square, circle, oval, diamond, and triangle.)									
3. Make a picture using different shapes (can cut shapes out of construction paper.) Put in scrapbook.									
4. Take a walk and look for different shapes. Is there any shape you see more often than others?									
5. Sizes—Distinguish between small, medium, and large.									
6. Using blocks or other objects, play a game using different sizes. Ask questions such as: Which is big, bigger, biggest, small, smaller, smallest, etc.									
7. Draw, color, or paint a picture of different sized objects and tell which is small, medium, and large.									

Sponge Art Chip Requirements



<p style="text-align: center;">Eager Beaver Names</p>									
<p>1. Make a sponge puzzle out of different shaped sponges. (Use polyester sponges, not cellulose). Make an outline card for the puzzle using heavy posterboard and laminate.</p>									
<p>2. Will the shapes stand on their edges? Can they be stacked? Sort them by color and shape.</p>									
<p>3. Make a sponge animal or object. (Use craft glue, not white household glue.)</p>									
<p>4. Using paint, make a sponge art picture of your choice.</p>									
<p>5. Using paint and sponges, make one of the following: Your name—decorate around it An animal Your favorite toy</p>									

Notes: _____

Toys Chip Requirements



Eager Beaver Names

	Eager Beaver Names								
1. What are your favorite toys?									
2. Draw or color a picture of your favorite toys.									
3. Why is it better to take out one or two toys at a time and then put them away?									
4. Pick up your toys for one week.									
5. Share a toy with: a. A friend b. Your brother or sister, cheerfully.									
6. Sing a song about sharing and practice while singing.									
7. Give a toy to someone who doesn't have a toy OR Collect a toy and give it to charity.									
8. Tell your teacher or parent what you would say in a "Thank you" note to someone who has given you a toy.									
9. Make a wish list by drawing or by cutting and pasting pictures of four different toys you would like for Christmas or your birthday									

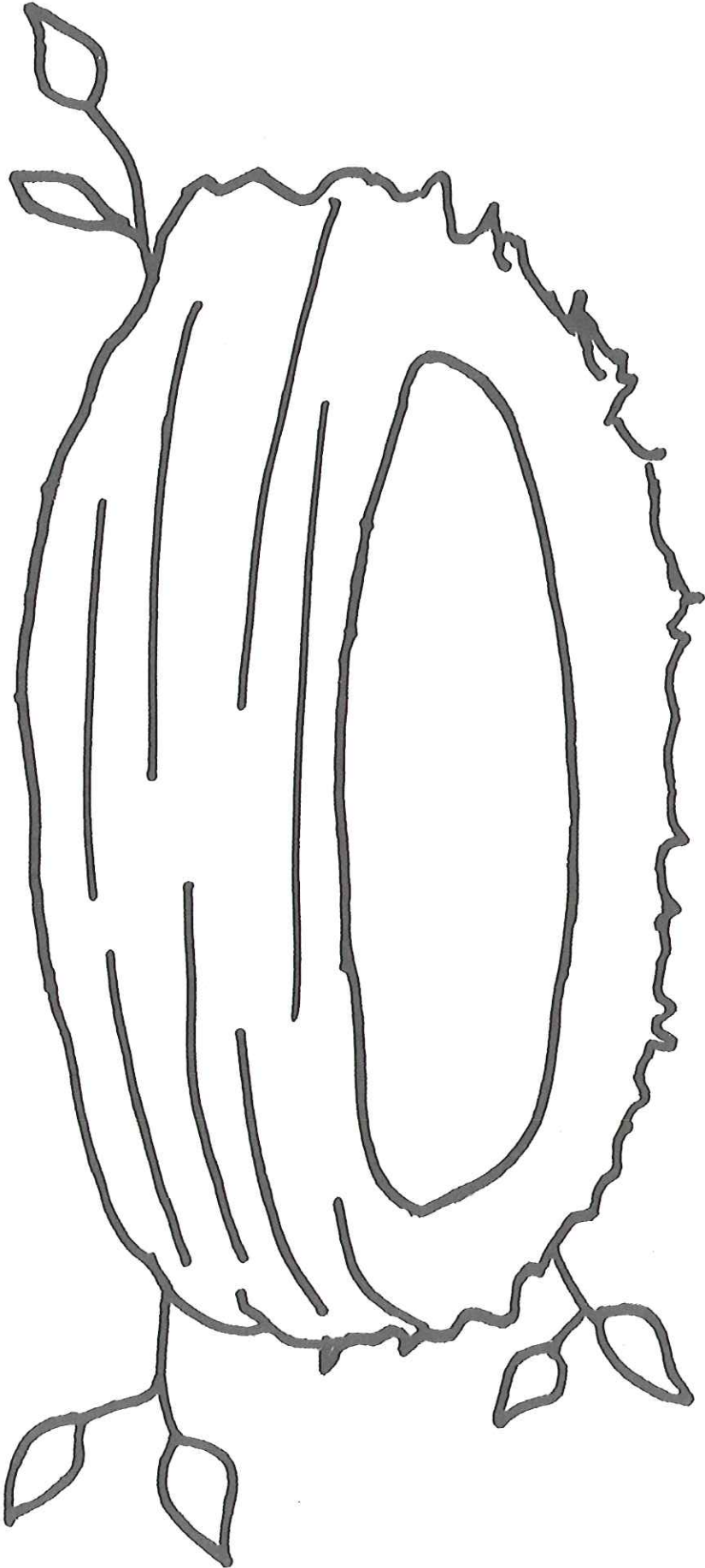
Play Dough (p. 56)

- 1 cup flour
- 1 cup water
- 1/2 cup salt
- 1 tablespoon oil
- 1 teaspoon cream of tartar
- 1 teaspoon food coloring

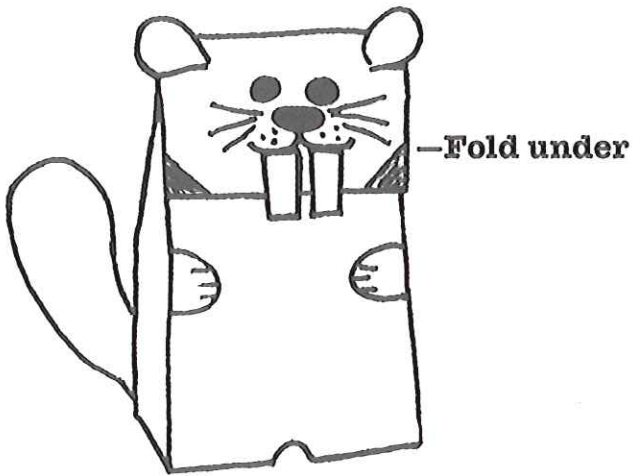
Combine flour, salt and cream of tartar in a saucepan. Add the liquids gradually to the dry ingredients. When smooth, cook over medium heat, stirring constantly until the mixture forms a ball. Remove from heat and knead until smooth.

This dough is very pliable and long lasting if stored in refrigerator. It will be more elastic than uncooked play dough. Cake paste food coloring (from a cake decorating store) gives more vibrant colors than regular food coloring.

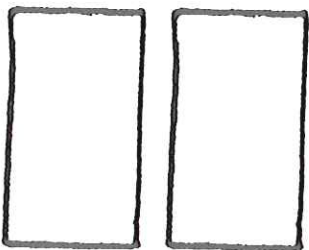
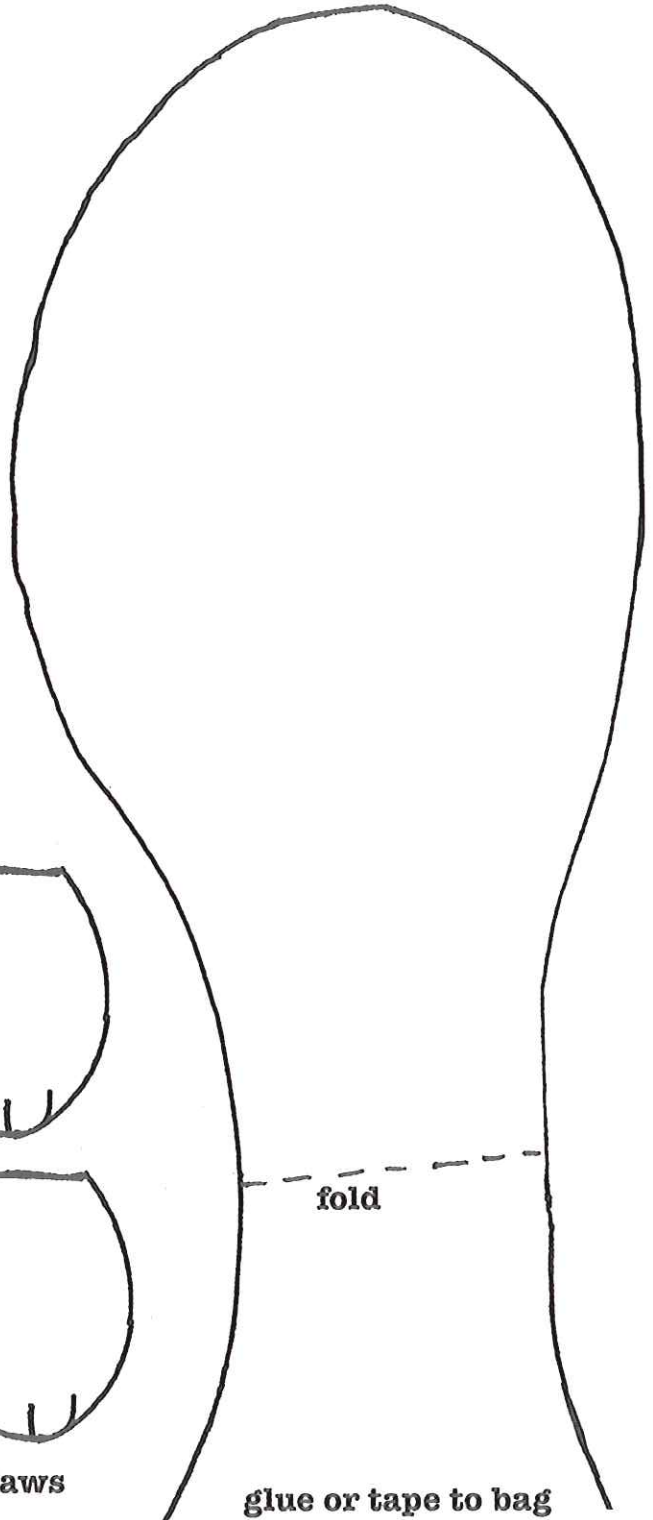
Animal Home (p. 58)



Paper Bag Puppet (p. 70)



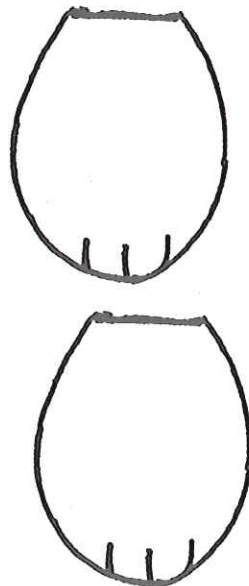
Beaver tail



Teeth



Ears

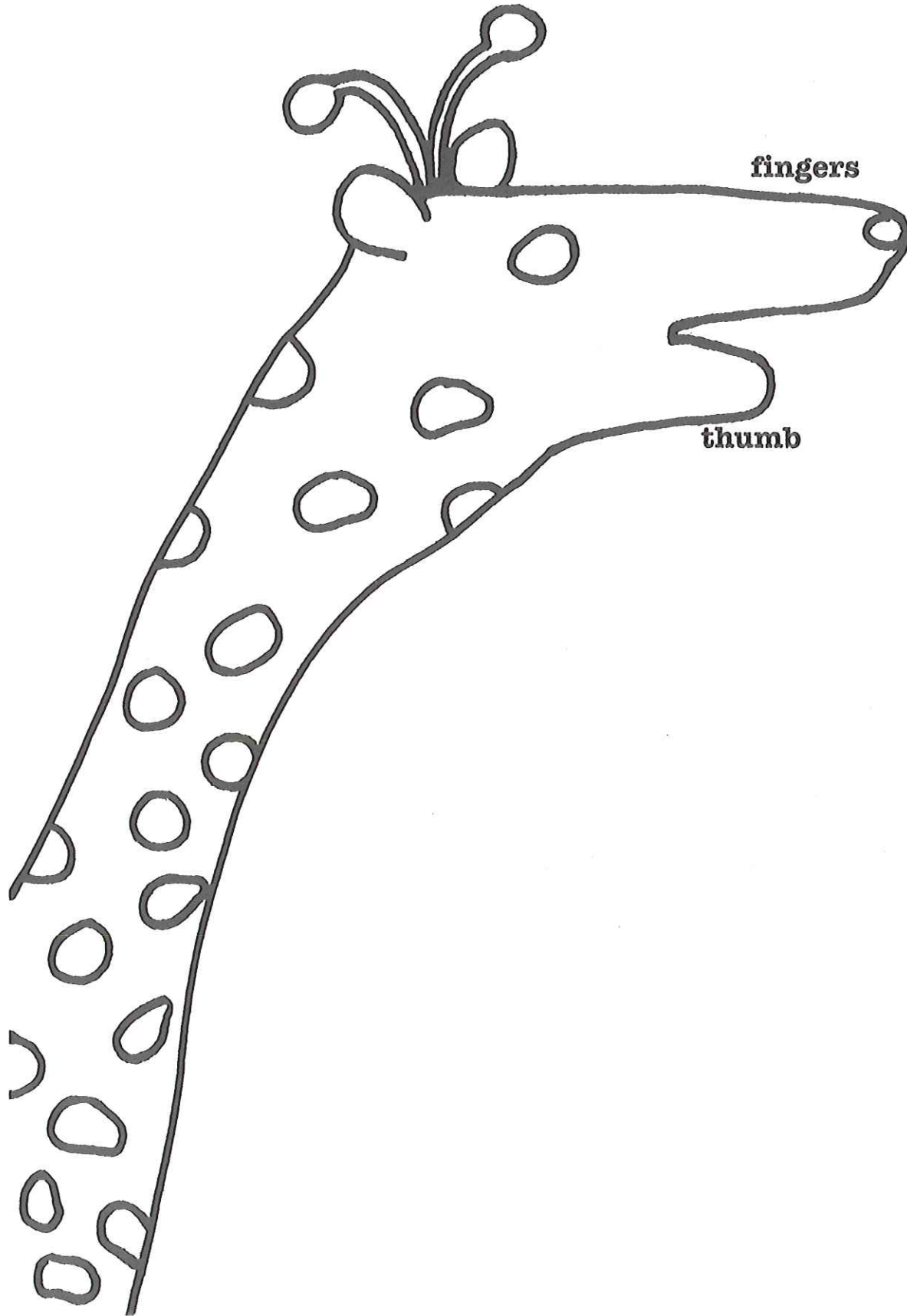


Paws

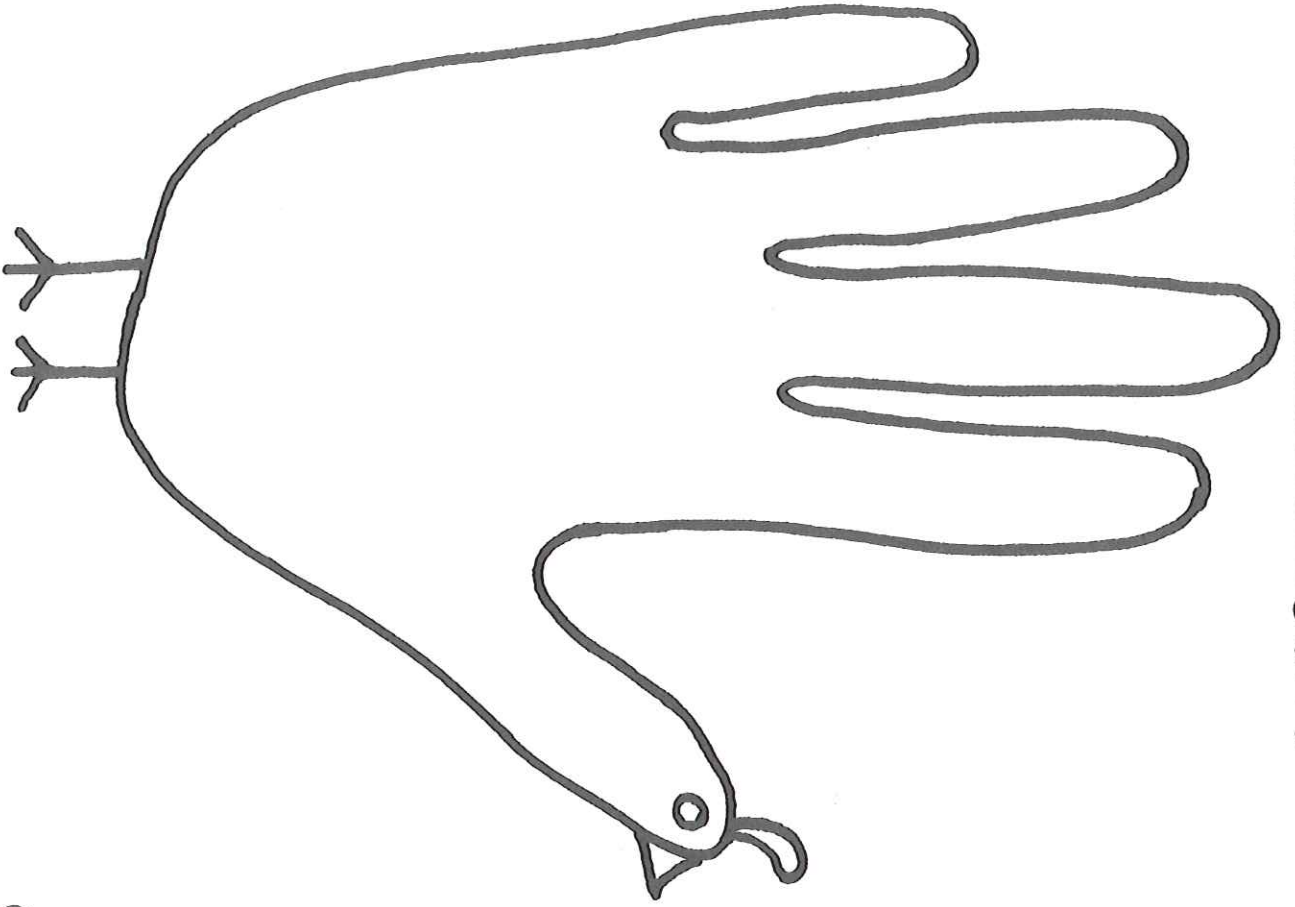
fold

glue or tape to bag

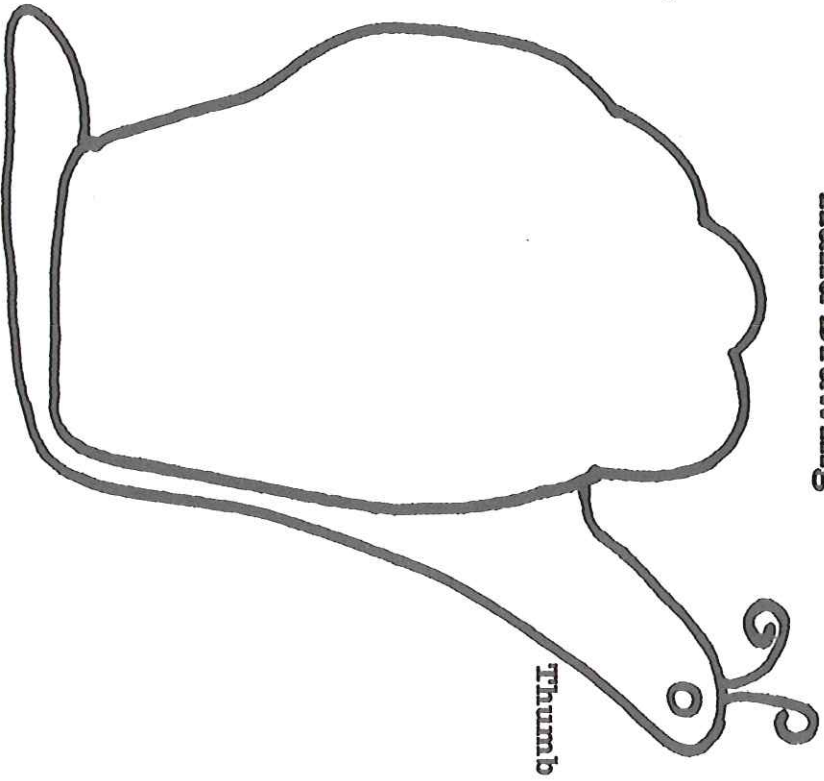
Giraffe Hand Drawing (p. 74)



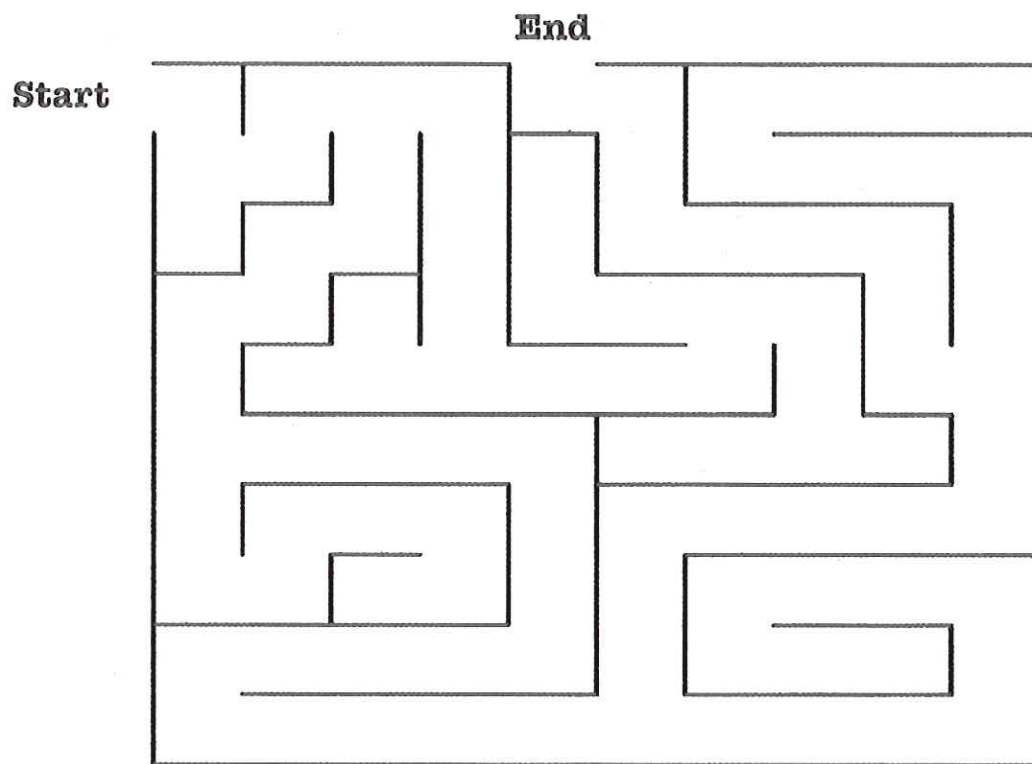
Peacock Hand Drawing (p. 74)



Snail Hand Drawing



Friends Stick Together Maze (p. 78)

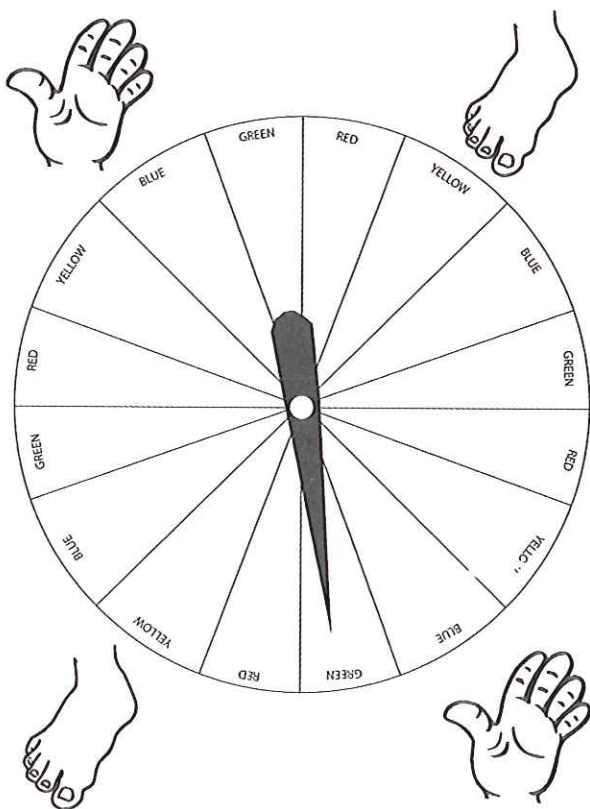
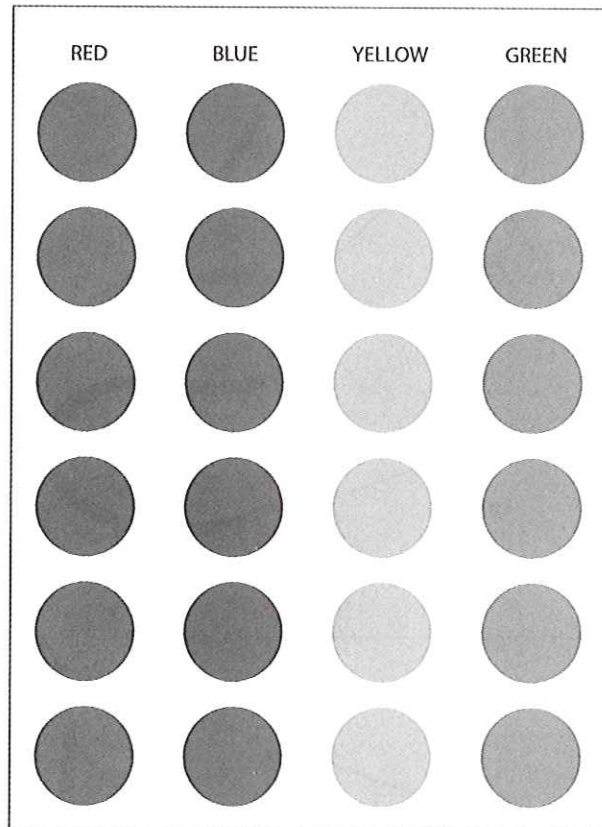


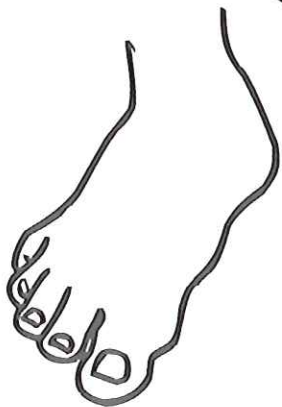
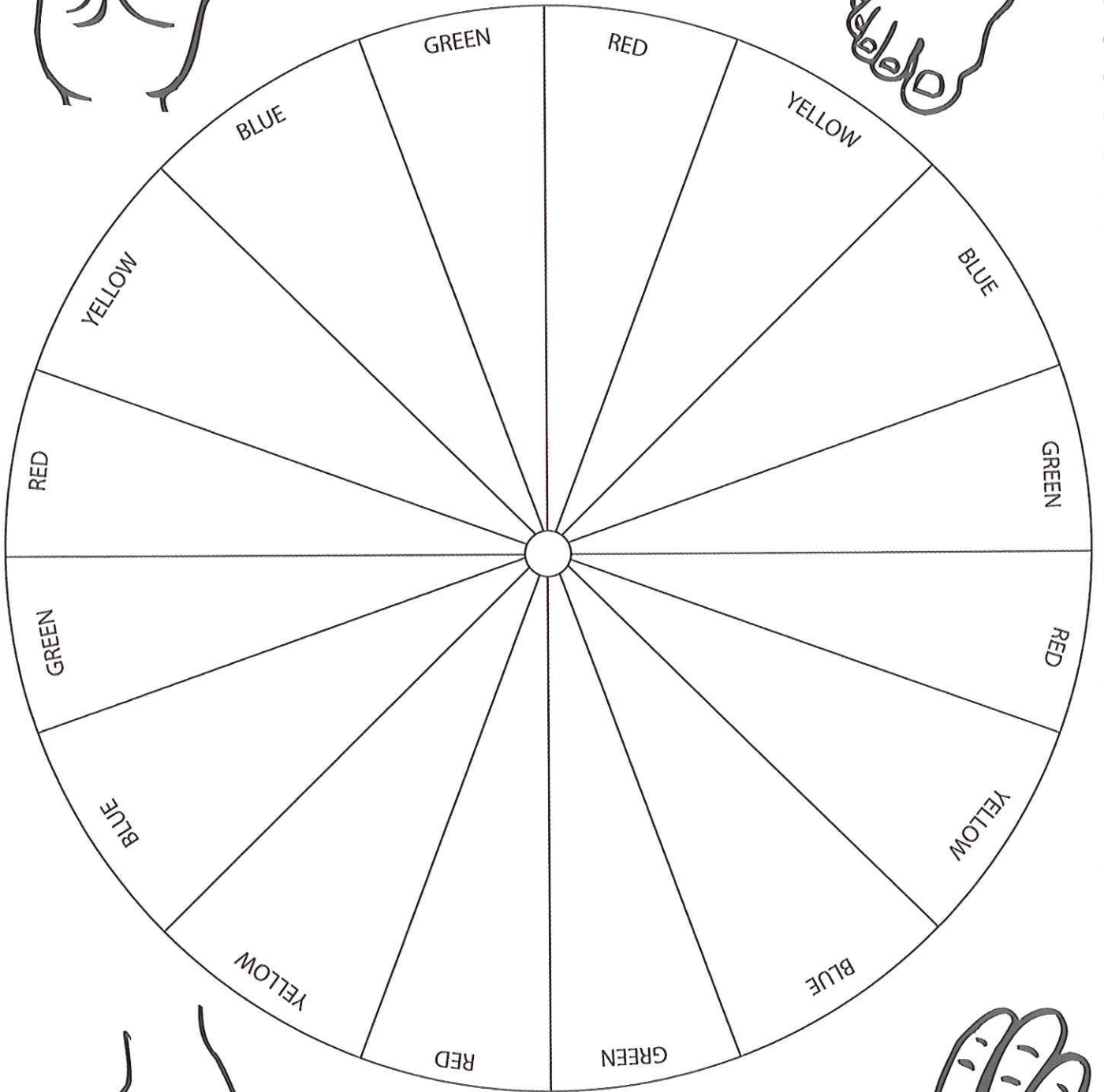
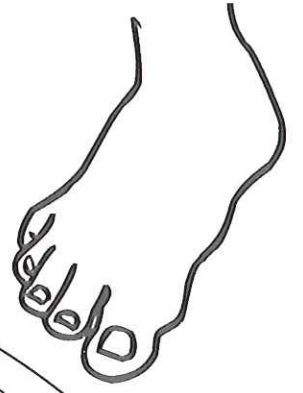
Joseph Coloring (p. 89)

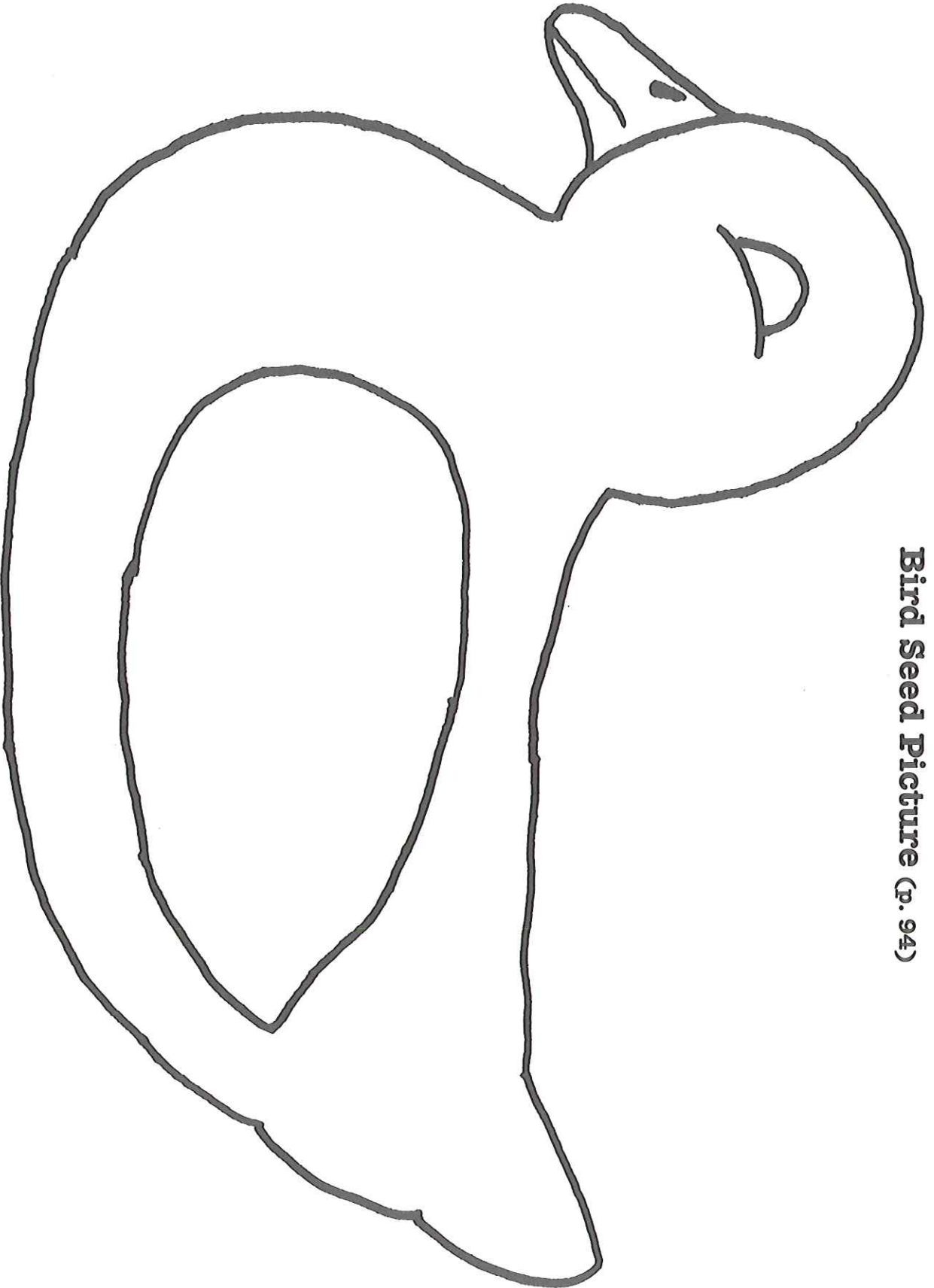


Twister (p. 90)

This game has one spinner, divided into fourths by color, hand and foot. After spinning a combination is called and a child must move the part to a matching location. Now two children can have a hand or foot on the same circle.

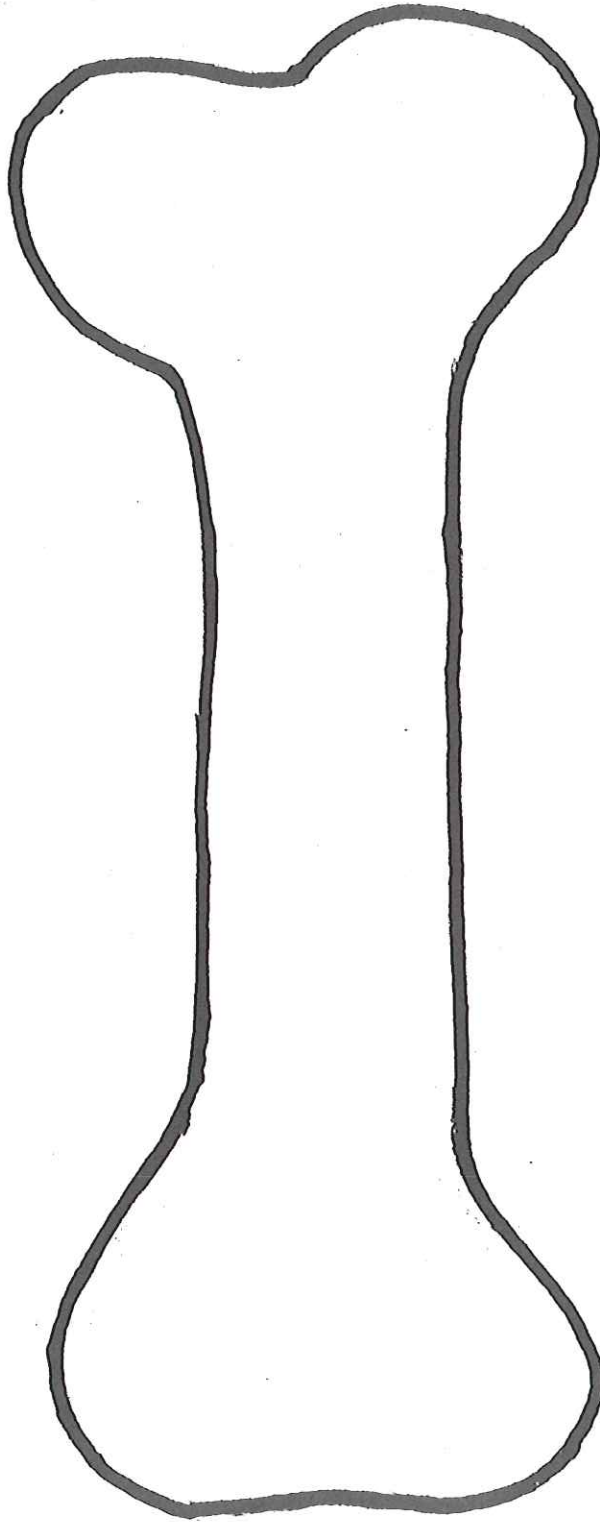






Bird Seed Picture (p. 94)

Doggy Bone (p. 111)



Tongue Twisters (p. 115)

A BIG BLACK BUG

A big black bug bit a big black bear, made the big black bear bleed blood.

BLUEBIRD

The blue bluebird blinks.

DANCING

DeShawn danced during dinner.

FREE THROWS

Three free throws.

INCHWORMS

Inchworms itching.

LITTLE LATOYA

Little LaToya lazed along the lake.

SEA SHELLS

She sells sea shells by the sea shore.

SWISS CHEESE

Shredded Swiss cheese.

TIPTOER

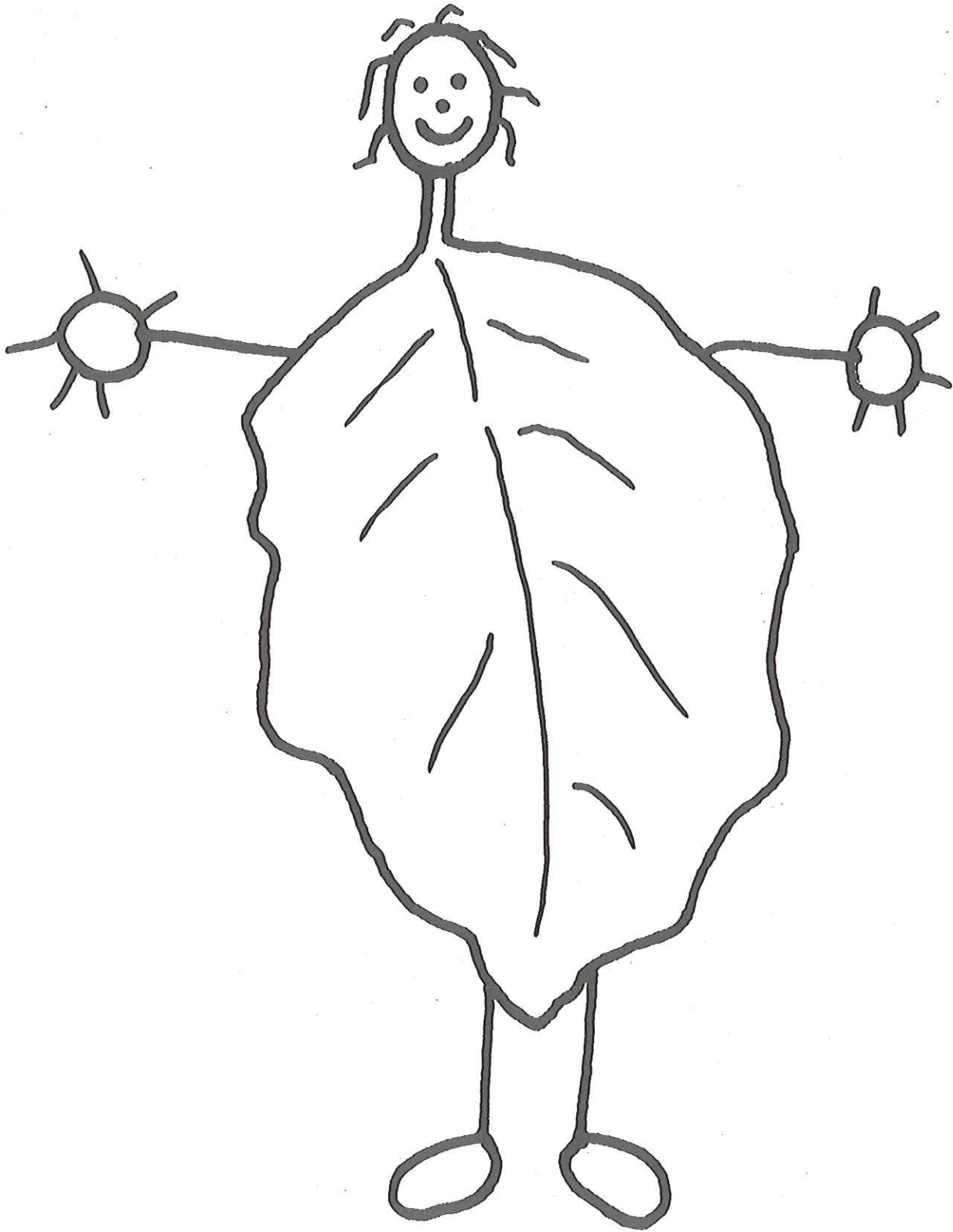
Tia, the thin twin tiptoer.

TOY BOAT

Toy boat. Toy boat. Toy boat.

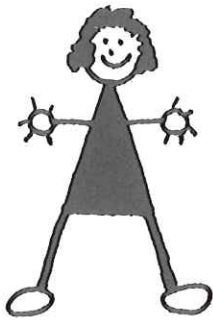
For tongue twisters in other languages, including Spanish and French, go to the 1st International Collection of Tongue Twisters at <http://www.uebersetzung.at/twister/es.htm>.

Leaf Person (p. 119)

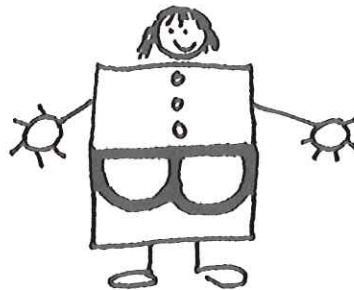


Note: use a real leaf for the body.

Alphabet Faces (p. 130)



Girl



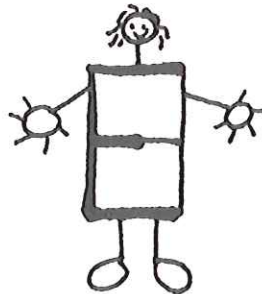
Wait person



Postal Carrier



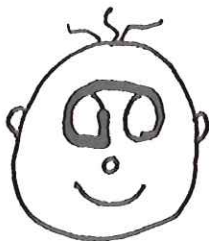
Trash Collector



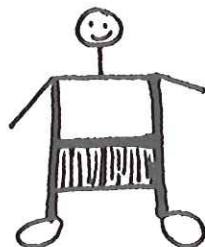
Doctor



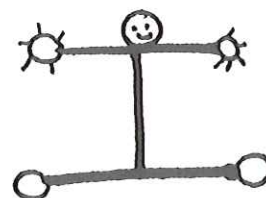
Crosswalk Guard



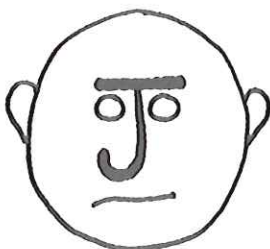
Baby



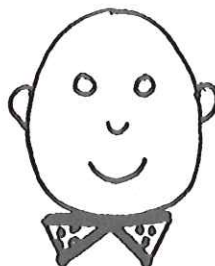
Lifeguard



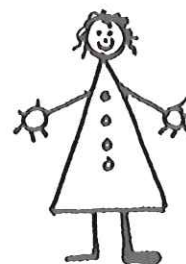
**boy at park
doing the splits**



Librarian

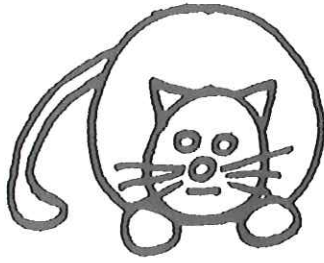


Pastor

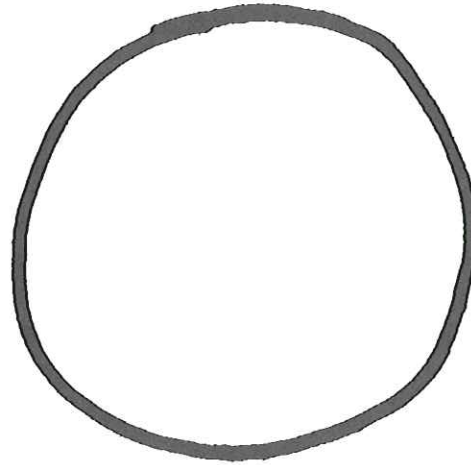


Banker

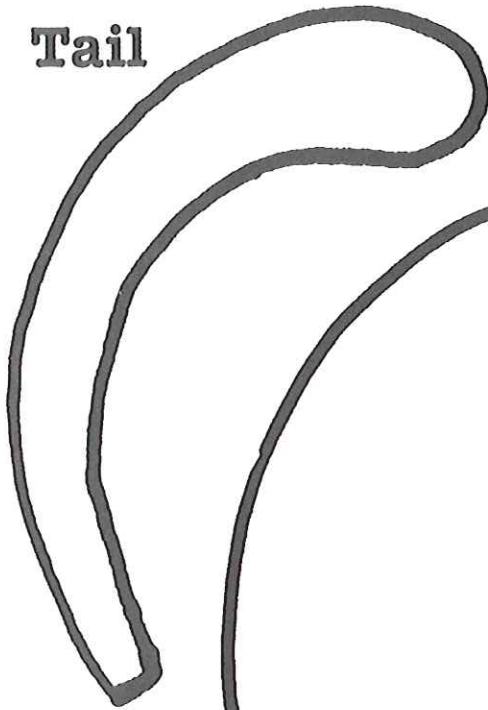
Animal Shapes—Cat (p. 133)



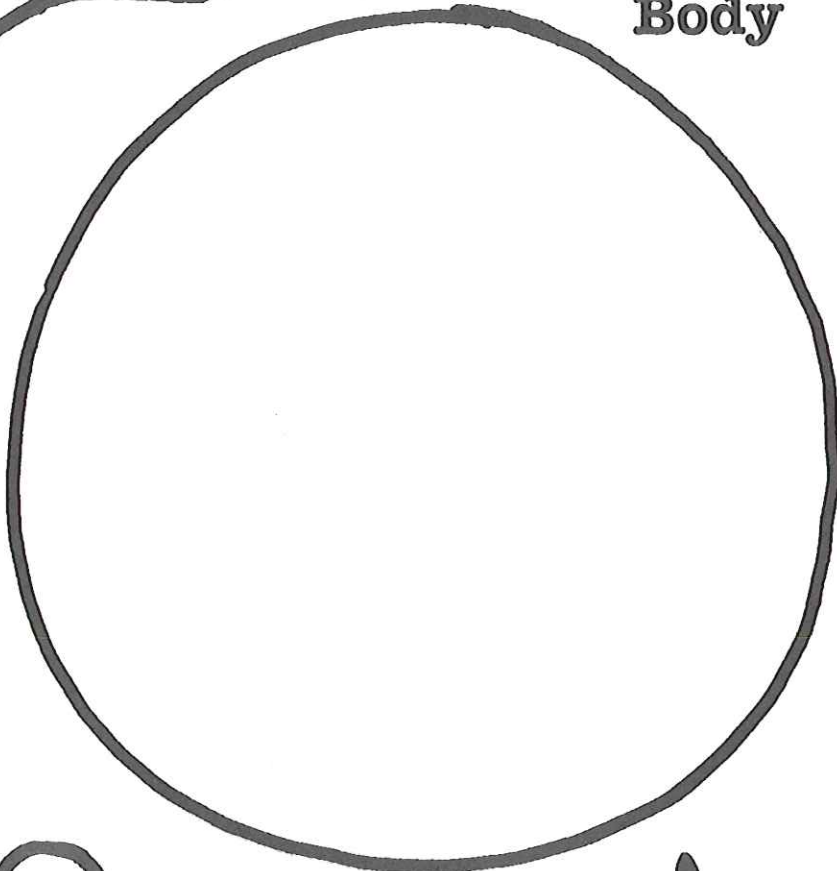
Head



Tail



Body



Cat:



Nose



Eyes

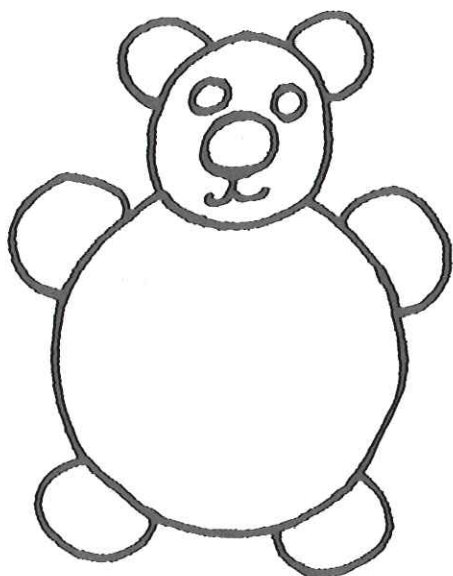


Paws



Ears

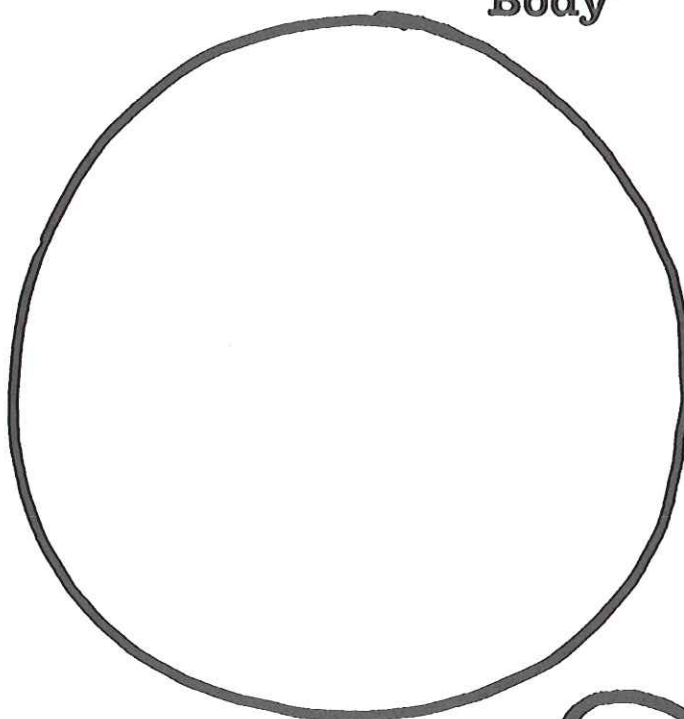
Animal Shapes—Bear (p. 133)



Head



Body



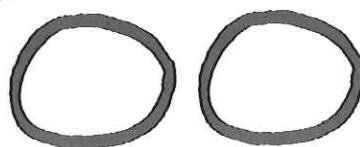
Eyes



Nose

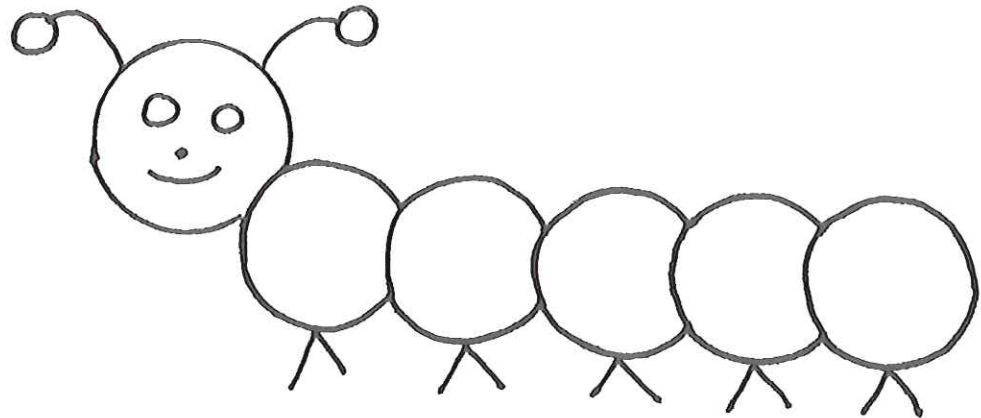


Ears

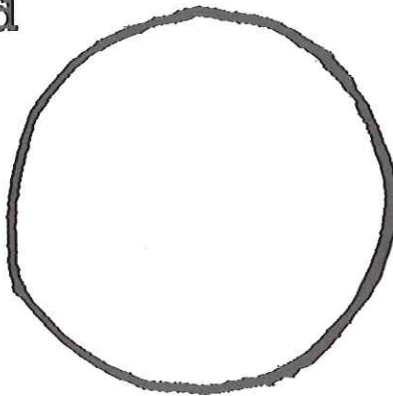


Paws

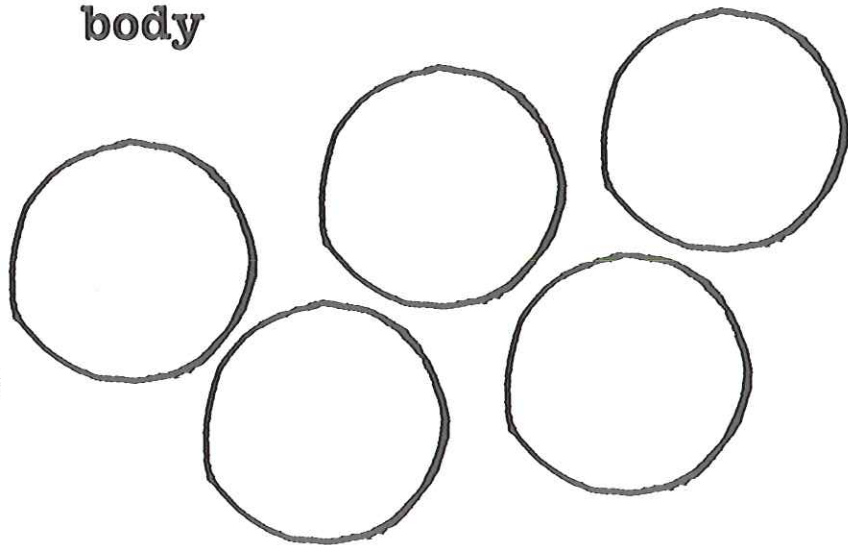
Animal Shapes—Caterpillar (p. 133)



Head



body



Antenna Tips

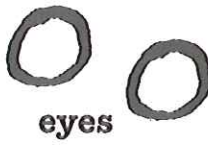
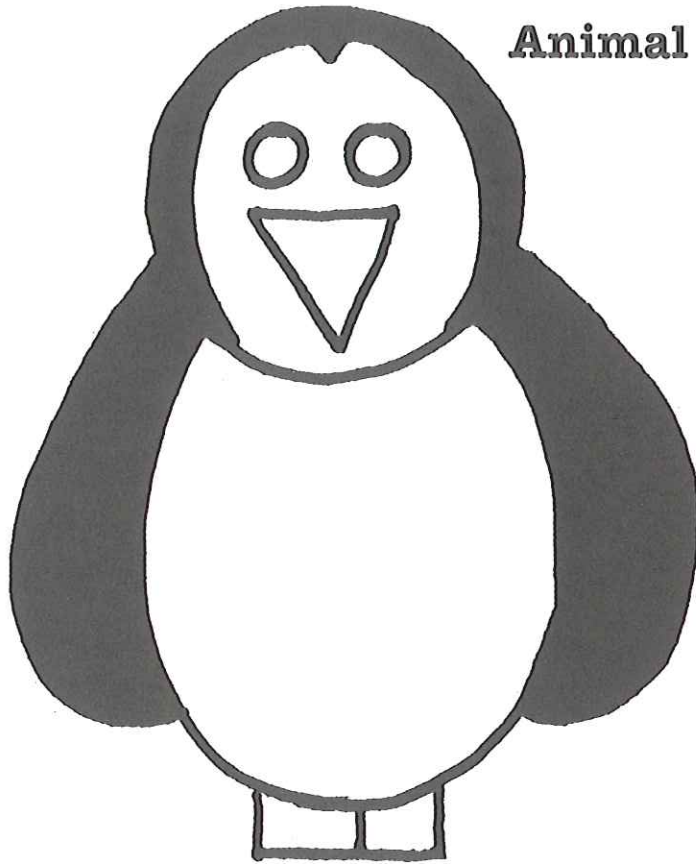


Eyes



Nose

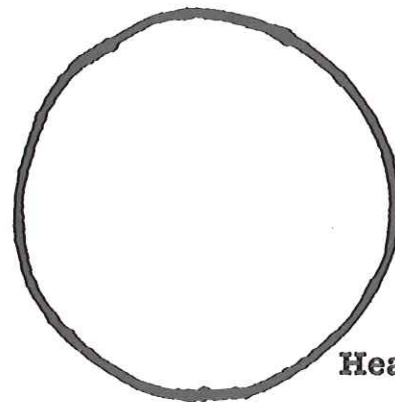
Animal Shapes—Penguin (p. 133)



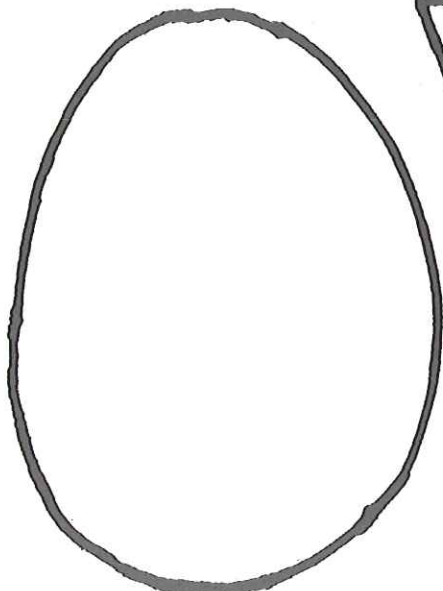
eyes



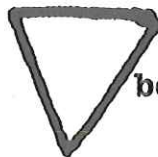
feet



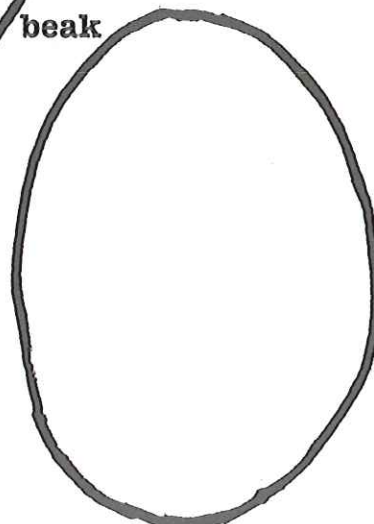
Head



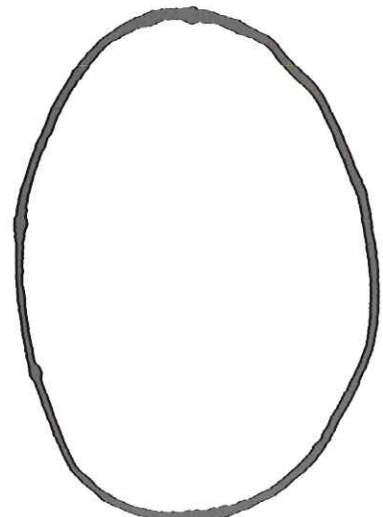
Body



beak

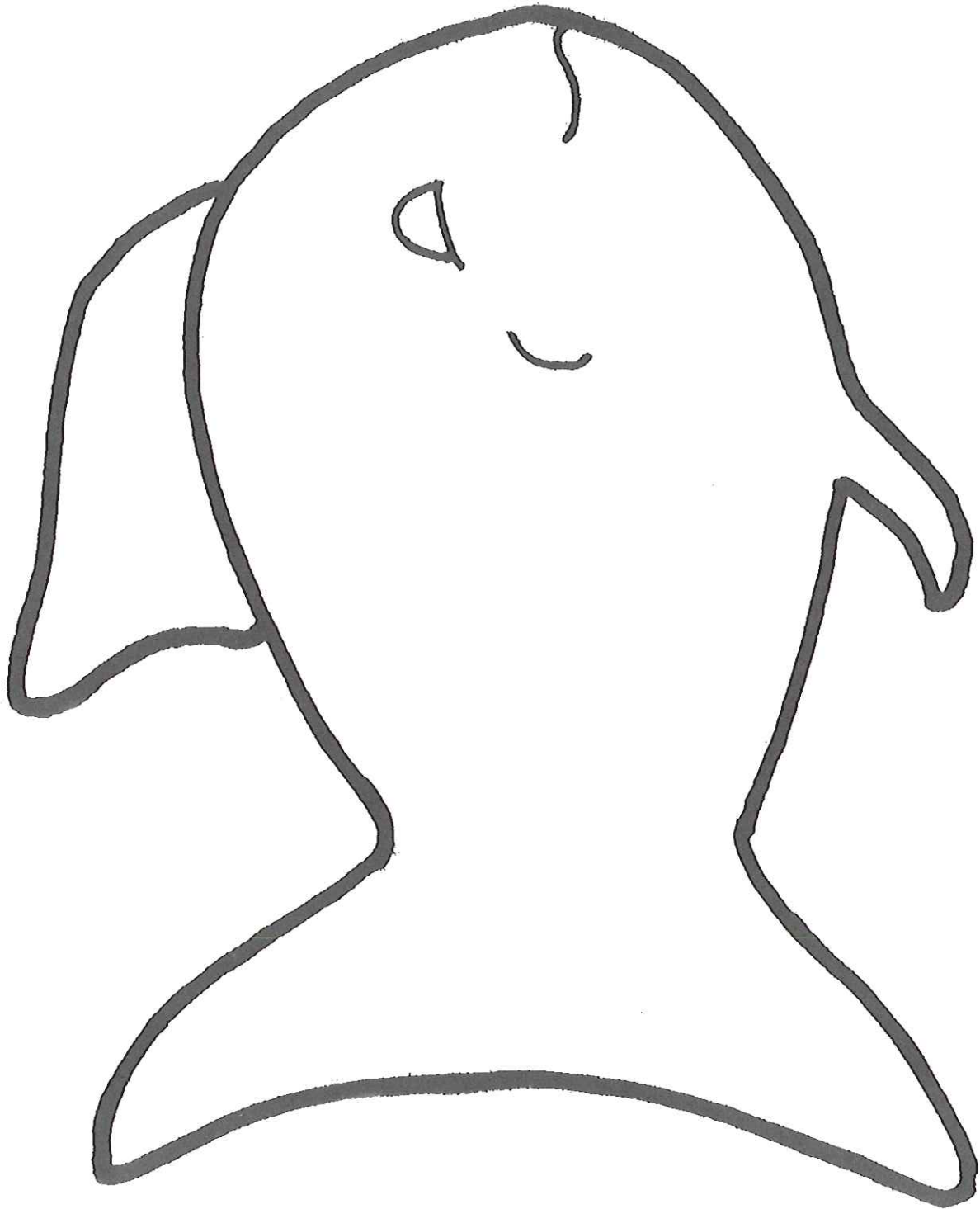


**Wing
(place behind
oval body)**

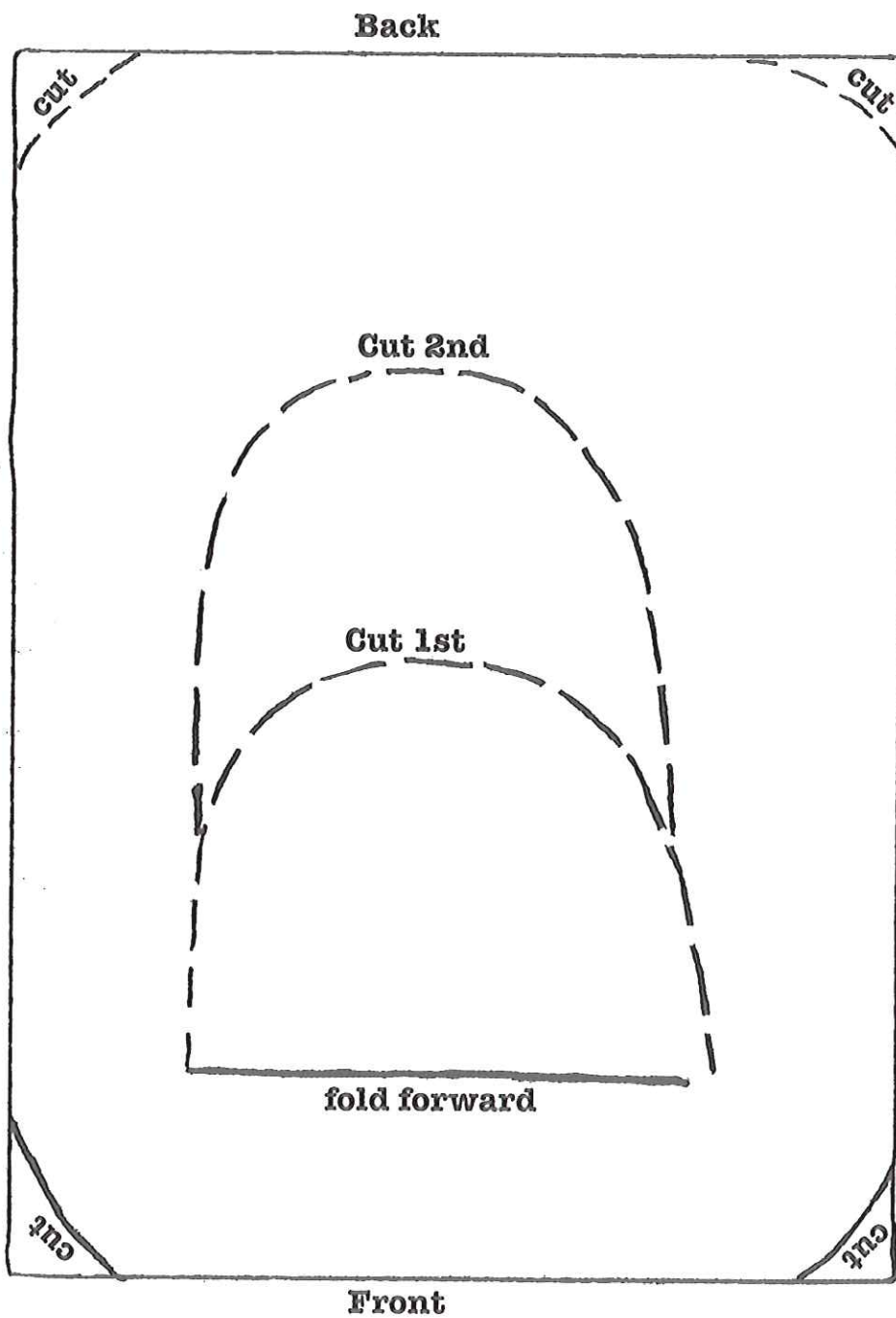
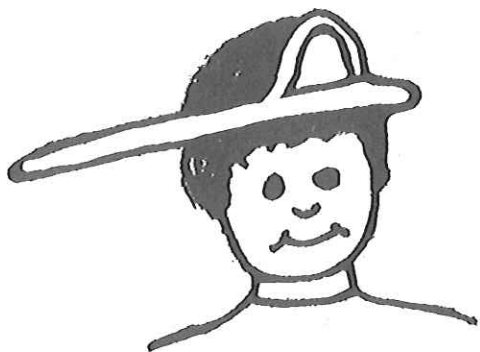


**Wing
(place behind
oval body)**

Measuring Up (p. 135)



Fire Fighter Hat (p. 141)



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