

2nd Renfrew (Trinity) Scout Group Christmas 2020 Activity Box

For



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TO TRY AT HOME

MESSAGE FOR PARENTS / GUARDIANS

Dear Parent/Guardian,

At Scouts, we love the great outdoors, keeping busy by helping others or learning new skills.

The recent changes to lockdown restrictions will be especially hard on all of our members and young people and will put restrictions on seeing friends, family and loved ones. We realise that a combination of those restrictions and poor weather might make the festive break feel longer than usual this year. With

With that in mind, the Leaders have been working hard on developing a number of ideas for this "Christmas Activity Pack" and hope that you will enjoy it. It includes a range of activities, challenges and games that can be tried by all ages and hopefully enjoyed by all the family.

It's also worth remembering The Scout Association has pulled together some additional free indoor activity ideas. Young people can learn all sorts of new skills and have fun, all from <u>#TheGreatIndoors</u>. You can find the list of suggested activities using the link above, and can filter by section (e.g. Beavers, Cubs etc.).

We also have resources on our website which support any young person who would like to complete some badgework at home. The booklets have been designed to allow adults to support their young person in completing the learning outcomes for a variety of badges. Any evidence requirements are explained and/or available as open word documents that can be completed online and emailed to Section Leaders once complete.

These packs can be found by clicking the link under the section information on the website - www.2ndrenfrewtrinityscoutgroup.org.uk

Our founder, Robert Baden Powell once said **"The most worth-while thing is to try to put happiness into the lives of others"** and with that in mind, we hope you enjoy working on the contents of this pack and, would love to hear about your adventures on Facebook or awarding some badges next year

In the meantime, take care, stay safe and Merry Christmas.

Yours in Scouting,

The Beaver & Cub Leaders

** SPECIAL THANK YOU **

Our very special thanks also go to Helena at **The Print Centre in Paisley** for her terrific support with production and printing of the pack.

Extra special thanks go to **Shop Smart Renfrew** for their invaluable assistance with the development and supply of resources for this pack

Look for Santa's beard

Some lichen grows in hairy tufts. These are traces of Santa. When his beard hair falls out, it lands all over the Earth and creates lichen. Have a hunt for some in your grounds or nearby greenspace. You will find lichen growing on rocks, old wall, gravestones, trees, roofs and fences. Give the children magnifying glasses to help see the lichen better. Lichen is very slow growing so it's best to let the children take photos rather than pick any clumps. Scottish Natural



Heritage have information on their website which is useful background reading. Older children - 8yrs+ may enjoy undertaking the OPAL lichen survey which is free and with helpful guidance – you can even upload your results to the national data bank as part of a massive citizen science project.

Follow the star

Set up a star trail around the house, garden, town or on your favourite walk. All parties on your walk have to look for the stars hung in different places and complete the activities written on each star, e.g.:

- Do 10 star jumps
- Touch the grounds six times
- Walk backward 5 paces, etc.

Better still, young peole could create their own ideas for a star trail. This works for all ages. Older children can create trails for younger children to follow.

Christmas Leftovers game

Pucker up for this fun and entertaining Christmas game. Play with everyone in the family as each player grabs a straw and takes a deep breath to try and win this fast-paced and hilarious party game.

Resources:

- Straws
- Two or more sets of the images below
- Bowl
- Watch/mobile phone/egg timer for timing

Activity:

Cut out the shapes below and keep them in separate piles.

Place the Christmas images in a pile next to a mid-sized bowl.

Give each player a straw.

Each player must use the straw like a vacuum to pick a number of images and place them in the bowl

Each player is timed. The player who is the guickest is the winner

Cut out several sets of shapes and let the players race head to head.





Festive Guess Who

Festive Guess Who is a party game where the players will need to guess which Christmas character they've been designated by getting clues from the other players.

Resources:

- Paper crown (included in the pack)
- Paper clips (included in the pack)
- Scissors (not included) must be used by an adult

How to Play Festive Guess Who

Cut up the page of images on the festive leftovers game (above)

Give every player a paper crown.

Using the paper clips included in this pack attach the card to the paper crown. This is now the player's new identity.

Begin the game by telling all players that they aren't allowed to tell each other the character that's on their crown unless that person makes a correct guess about their new identity.

The players ask each other "yes" or "no" questions so they can find out what festive character is on their crown. If players are having a tough time getting started, suggest that they go more general with their questions and then get more specific.

When a player makes a correct guess, they're allowed to move the label off their crown and starts a pile in front of them. This way everyone will know who's made a correct guess.

There's no prize for who figures out their character first because you still want all guests to continue to interact so everyone can find out which character is stuck to their back.

As the game progresses and there only a few people who haven't correctly guessed who they are, you can forget the "yes" and "no" rules and let the guests start giving each other clues until everyone knows their identity.

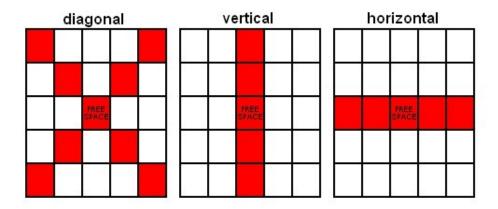
The game can end when everyone makes a correct guess.

Christmas BINGO - Directions

8 BINGO Playing Boards - 24 Caller Cards EACH BOARD A WINNER!

Materials Needed:

110 lb. CARD STOCK paper scissors favorite <u>wrapped</u> holiday candies (examples: chocolate kisses or wrapped chocolate covered cherries



Object of game:

Spell out the word BINGO diagonally, vertically or horizontally, forward or backward. The first person to shout "BINGO" is the winner!

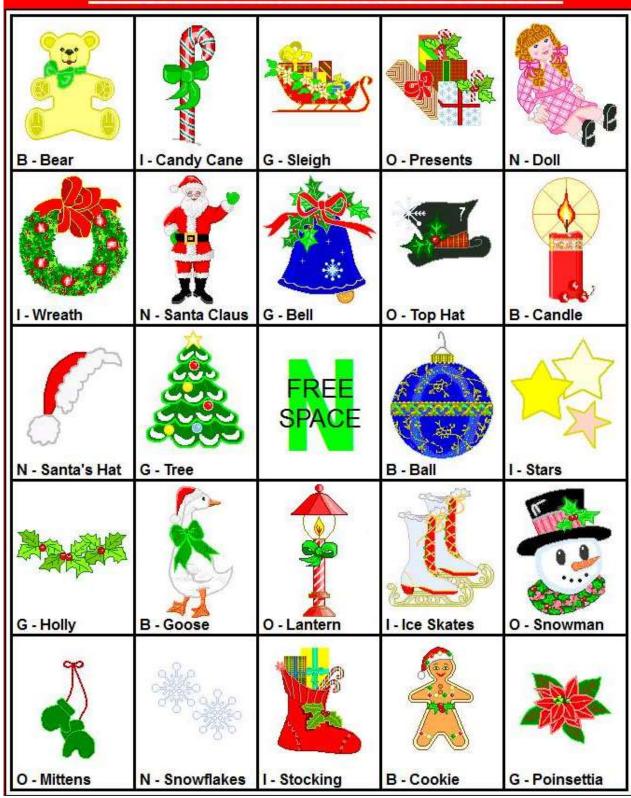
Game Boards: Simply print all eight game boards.

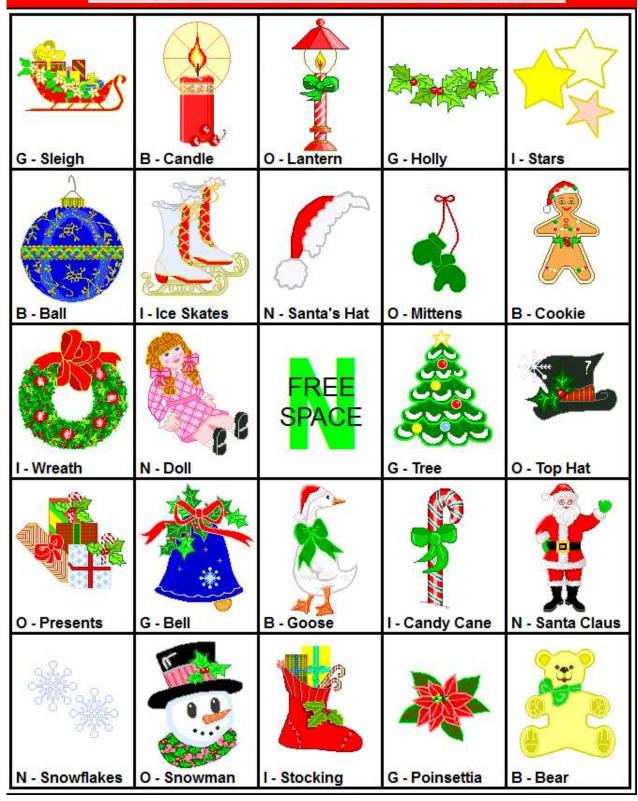
Caller Cards: Print. Cut out each card along outer black lines.

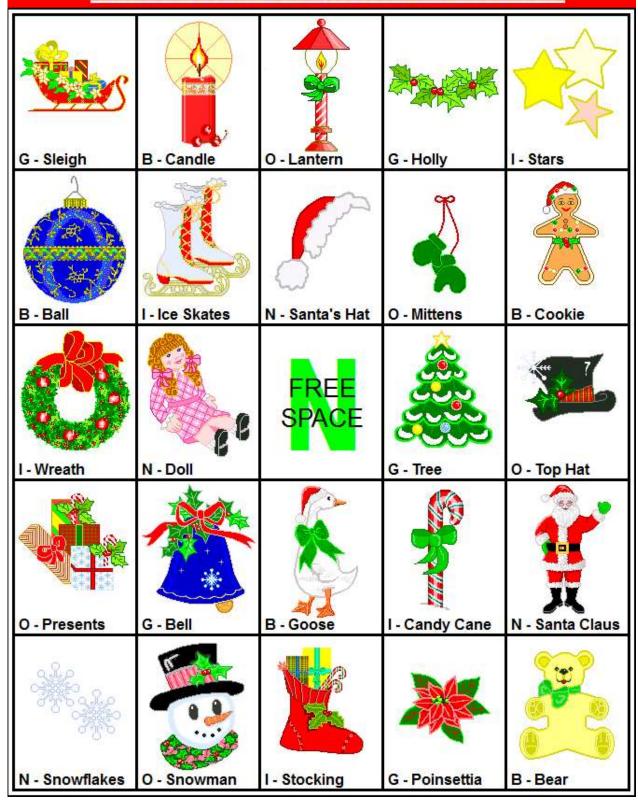
Total cards 24.

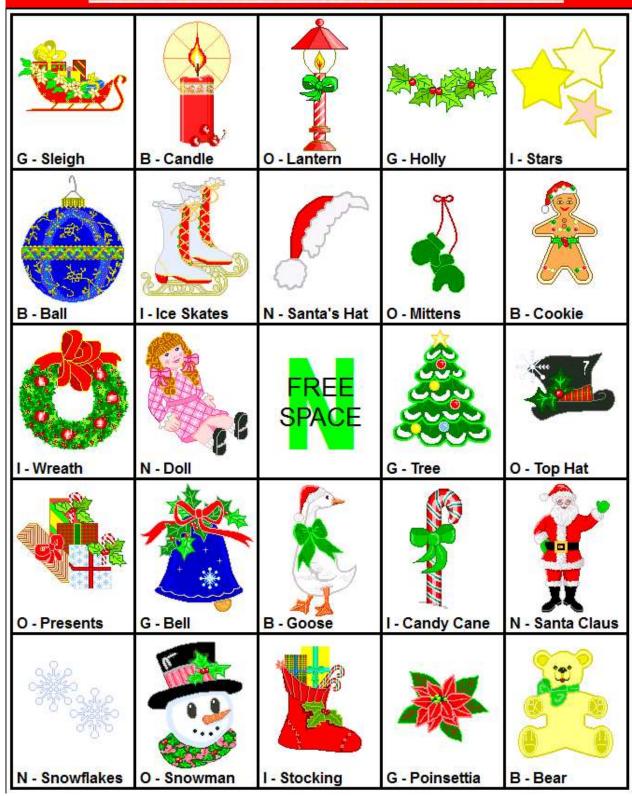
<u>How to Play:</u> Shuffle deck of cards. Turn all 24 cards upside down. Select top card and call out the letter and name printed on that card, example - "B Candle". Each player lays a piece of wrapped candy (chocolate kisses work well) on that space of his or her game board. The first player to spell out and shout "BINGO" wins and collects everyone else's candy.

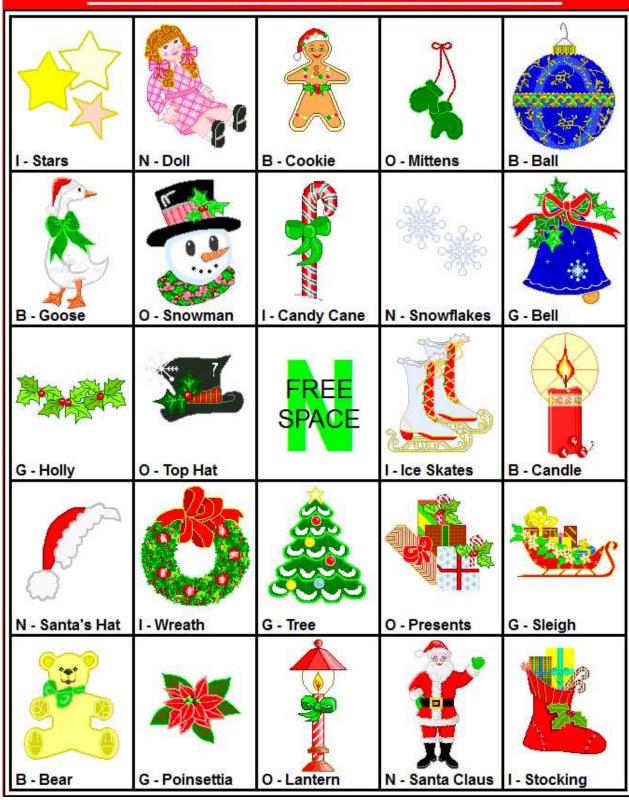
courtesy of www.noelladesigns.com







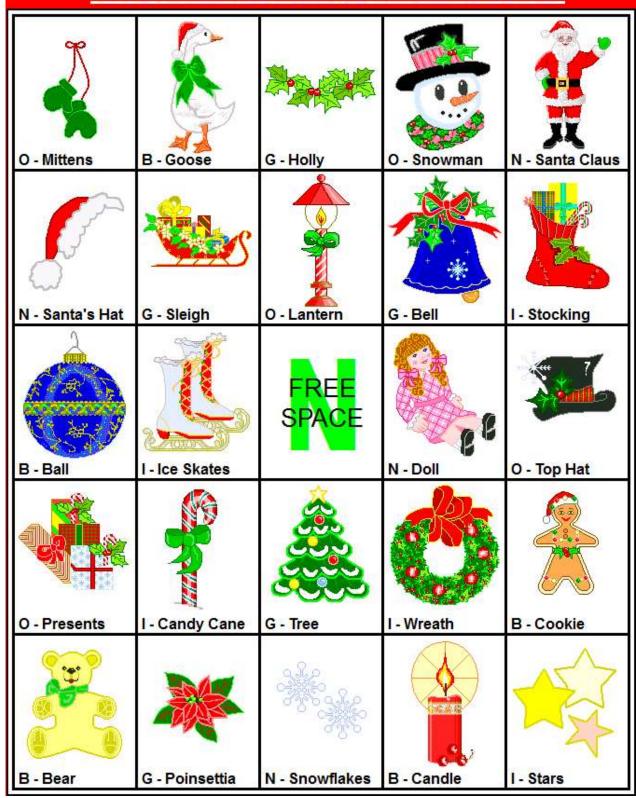


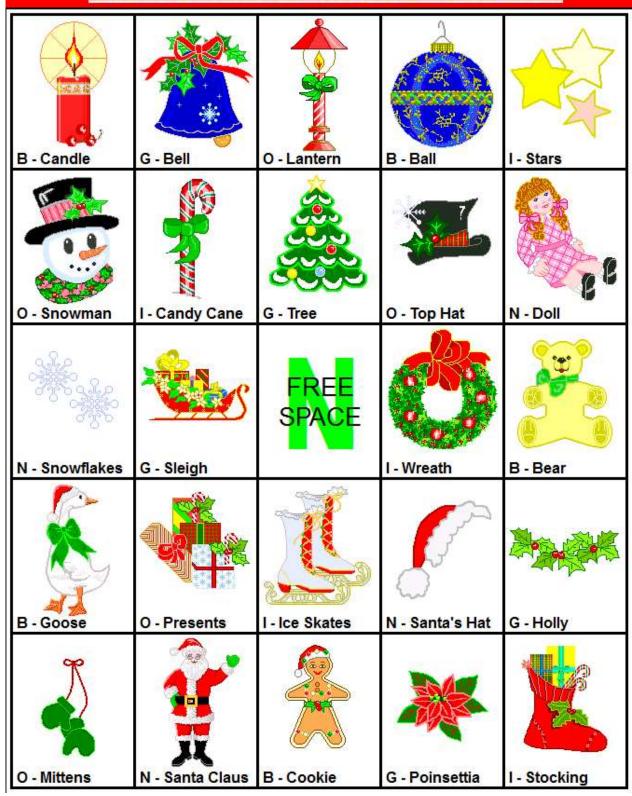


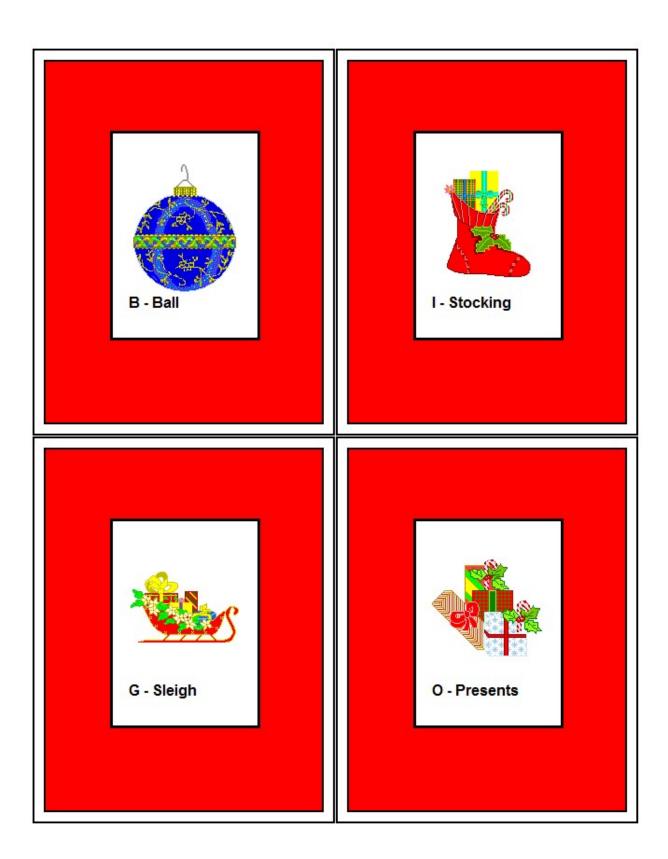


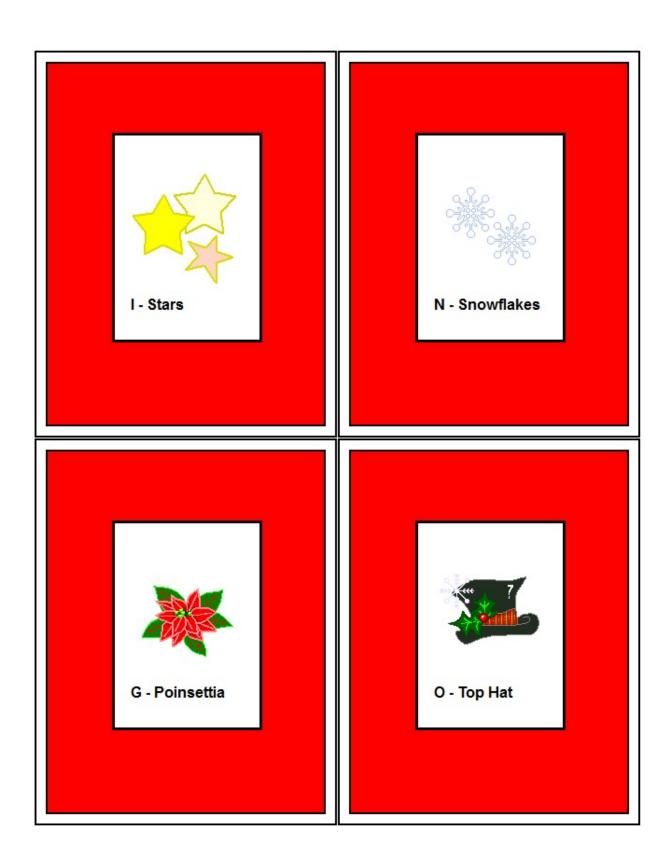


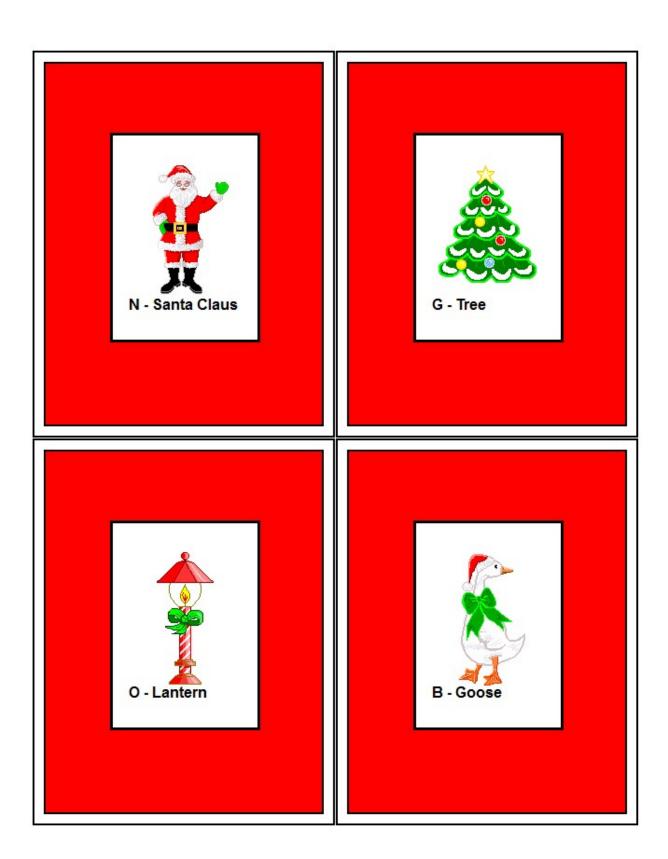


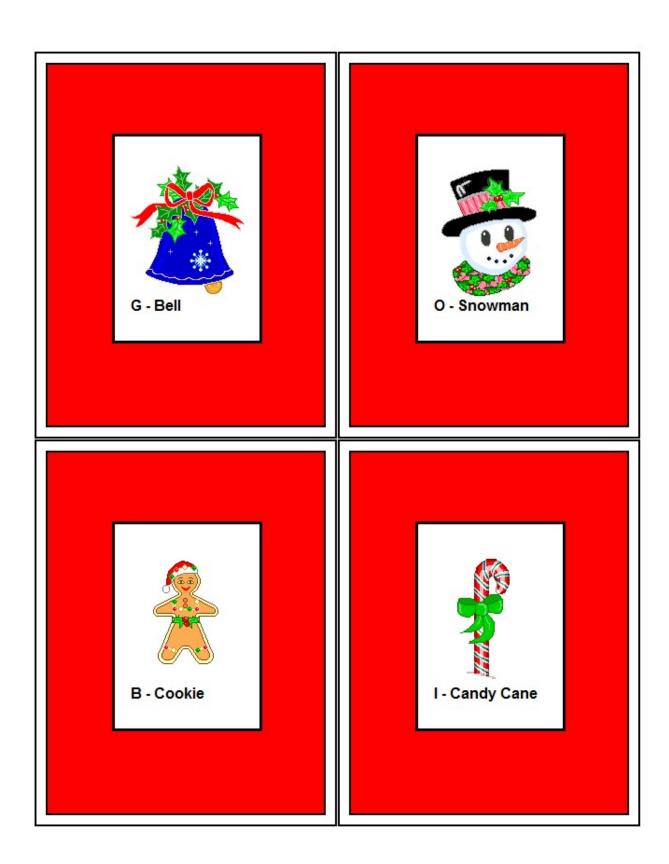


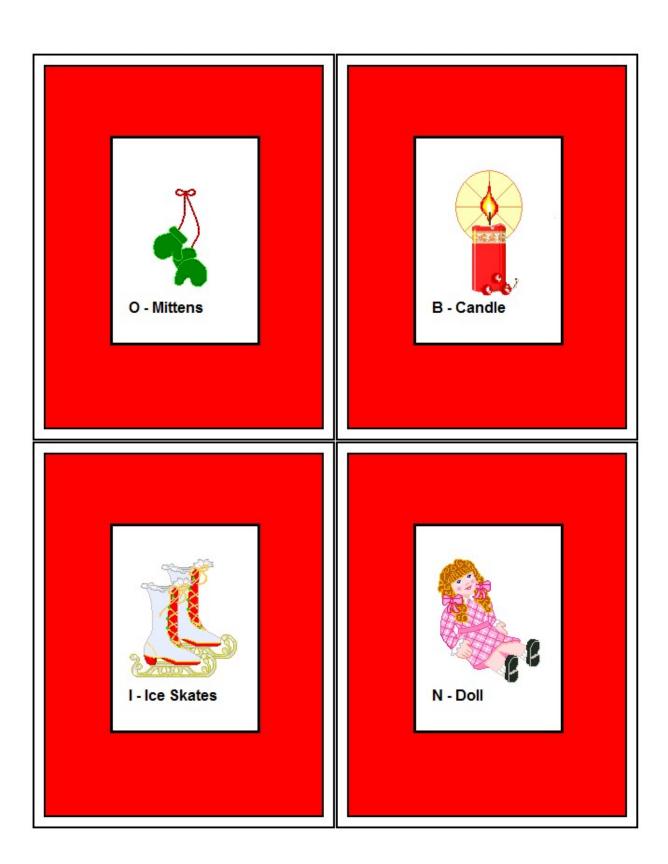


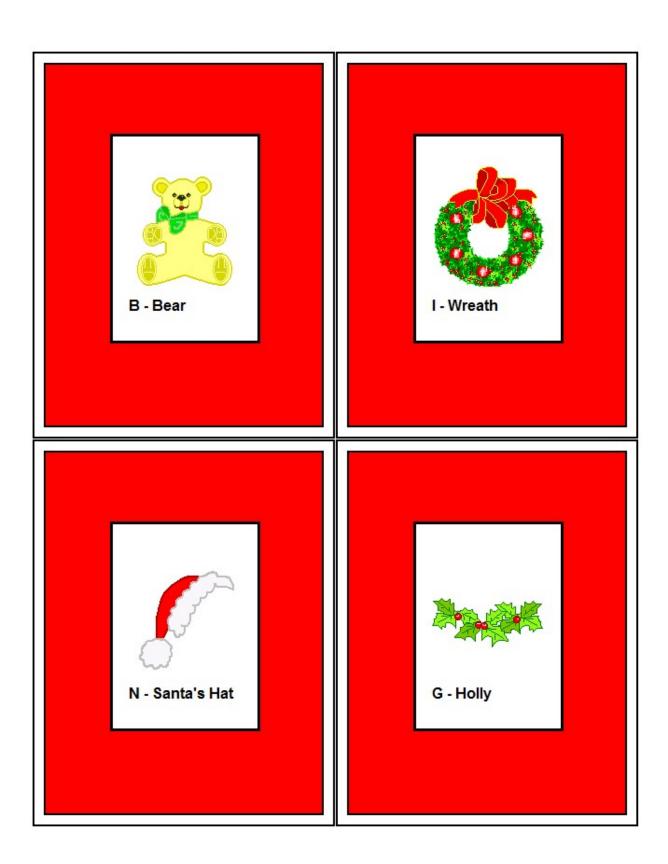












Christmas Word Search Puzzle Sheet

Find all of the words from the "Word List". When you have found them all, write down the letters within the circles. Unscramble those letters and fill in the "Bonus Solution" found at the bottom of the "Word List" to create a magical phrase. Have Fun!

Hint: Words travel in every direction and sometimes intersect.



courtesy of www.noelladesigns.com

Christmas Word Search Word List

Circle all of these words on the Puzzle sheet. When you have found them all, write down the letters within the circles on the Puzzle sheet. Unscramble those letters and fill in the "Bonus Solution" to create a magical phrase. Have Fun!

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bed bells candy canes chimney christmas coal cookies december door elf fireplace hohoho jelly kris kringle milk mistletoe

north pole ornaments presents red reindeer rudolph sack santa sleigh snow stocking toys tree white workshop wreath

Bonus Solution:

Fill in the circled letters to create a magical phrase...

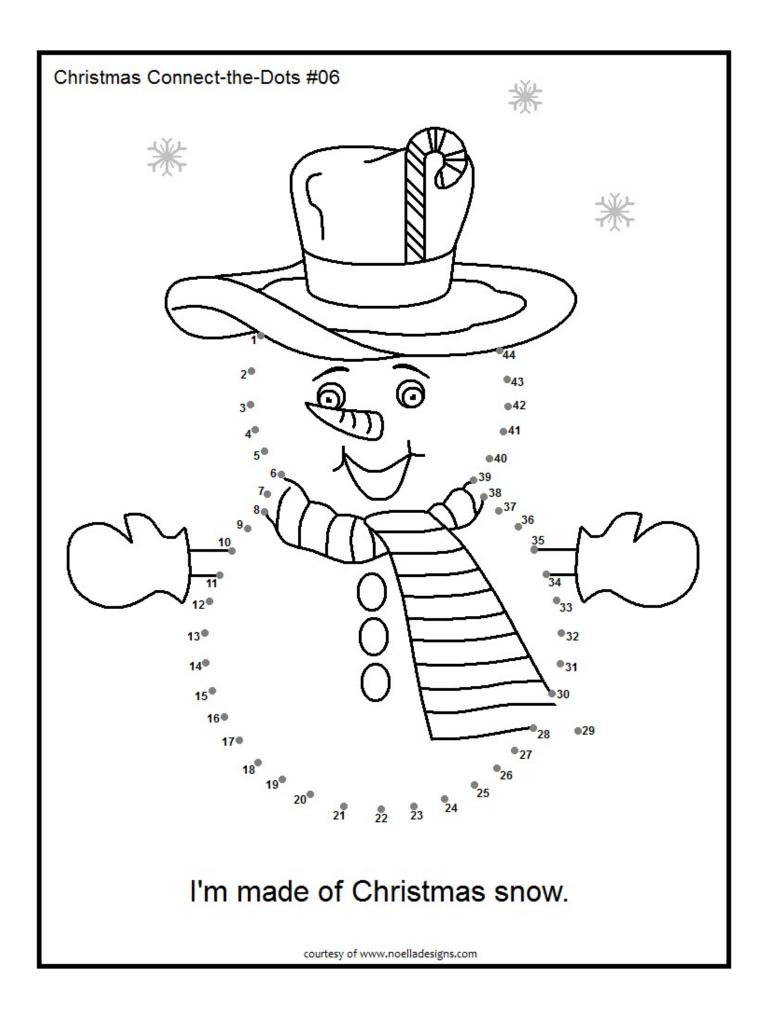


courtesy of www.noelladesigns.com











Charades

DIRECTIONS:

Determine the number of rounds to be played.

Begin by dividing your group into two teams. With the flip of a coin (or any other device you choose) decide which team goes first. Within that team, select the first player.

The first player takes a charade card, then acts out each word in the title of the movie as the other players on the team try to guess it. Spoken clues and animated sounds are not allowed and may be penalized with a warning or the loss of their turn. Time allowed to correctly solve the charade is 2 minutes.

SIGNALS:

- How many words?
 Hold up the matching number of fingers
- 2) Which word do you want your team to guess? Hold up one finger for the first word, two fingers for the second, etc
- 3) How many syllables?
 Lay the matching number of fingers across your forearm
- 4) Using a "sounds like" word?
 Pull on your ear lobe to let your team know

VARIATION:

As long as each charade is solved with a correct guess from their own team, the designated player can continue to take and act out charade cards in an effort to win as many team points as possible. If the opposing team solves the charade first, they take over the game.

Play continues until each team member has taken a turn. Scores are tallied and the team with the most points WINS!



ROLL A SNOWMAN - INSTRUCTIONS

Cut out all the pieces on the pages with the parts of the snowman.

You'll need a dice, so look one out, or make your own using the template below. (You'll need a pencil to act as a spindle through the middle of the hexagon)

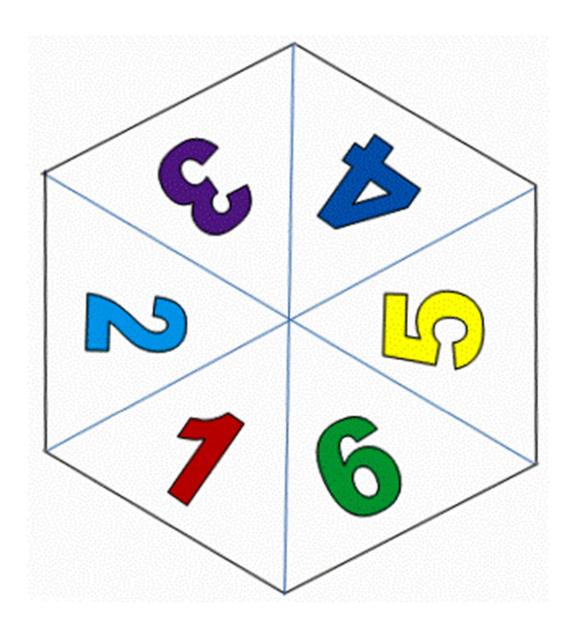
To start the game, you first need the snowman's body and head.

To get these pieces, you have to roll a 1 for the body and roll a 2 for the head. If you don't manage to get either of these numbers, keep rolling until you do.

After you have the body and head, you have to keep rolling to obtain the other parts, which are:

- 1 = face
- 2 = hat
- 3 = scarf
- 4 = buttons
- 5 -= left arm
- 6 = right arm

You have to roll the dice in the order above, so no cheating by rolling any number and picking that part!





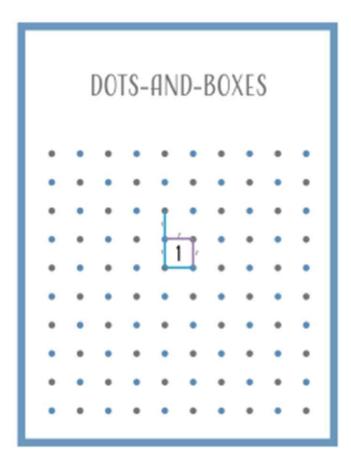
MAKING SQUARES

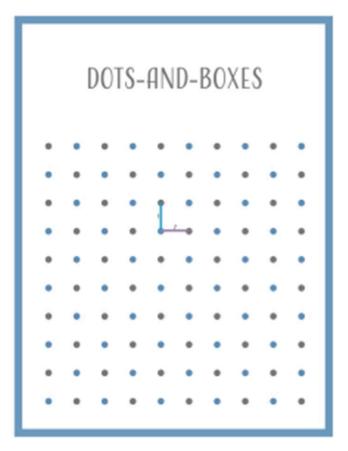
The first player draws a line vertically or horizontally between two of the dots. The second player follows, doing the same thing. (In some versions, every line has to connect to a previous one. In other versions, every player can draw a line anywhere on the grid.)

This process continues until one of the players completes a box. They then will mark their initial (or here, their number) in the box. In most versions of the game, completing a box will allow the player to get an extra turn.

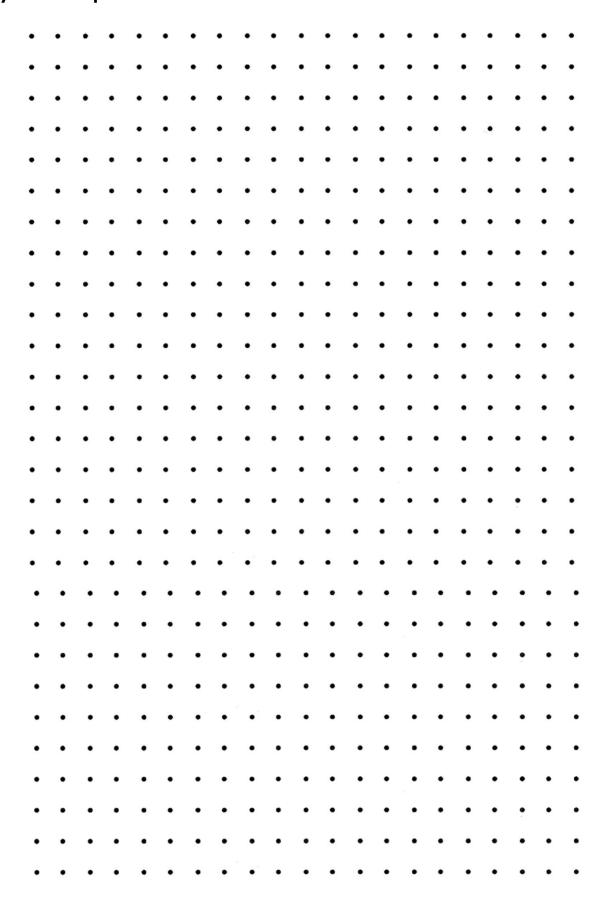
The game continues to follow this process until the entire grid is completed or the players decide they are finished. Then they count up the number of boxes for each player and whoever has more wins the game!

Why don't you try it on the grid over the page? Give every player a number so they can use that number each time they complete a box.





Make your own squares



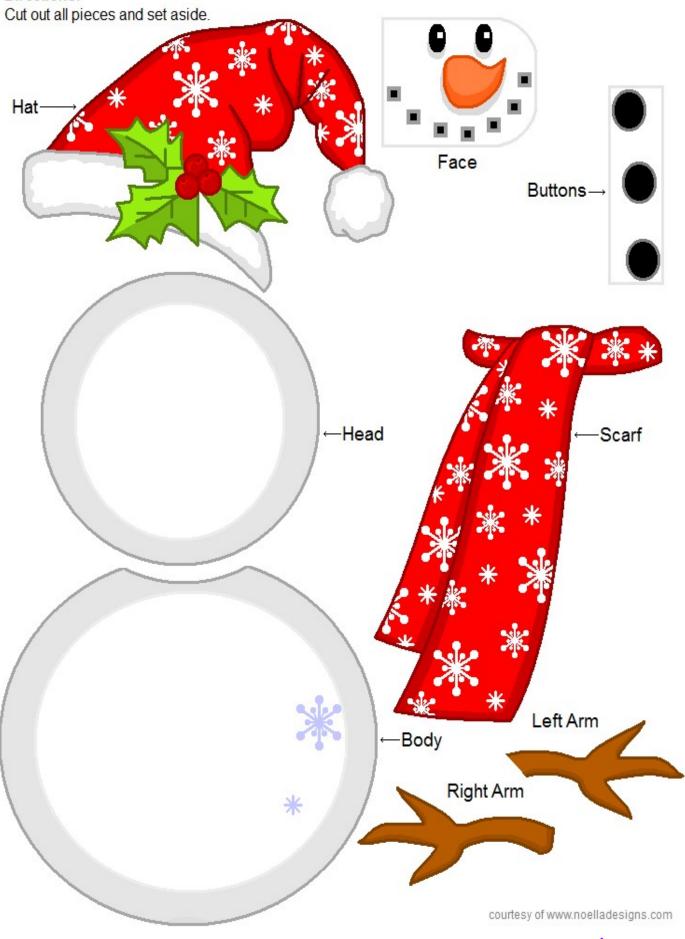


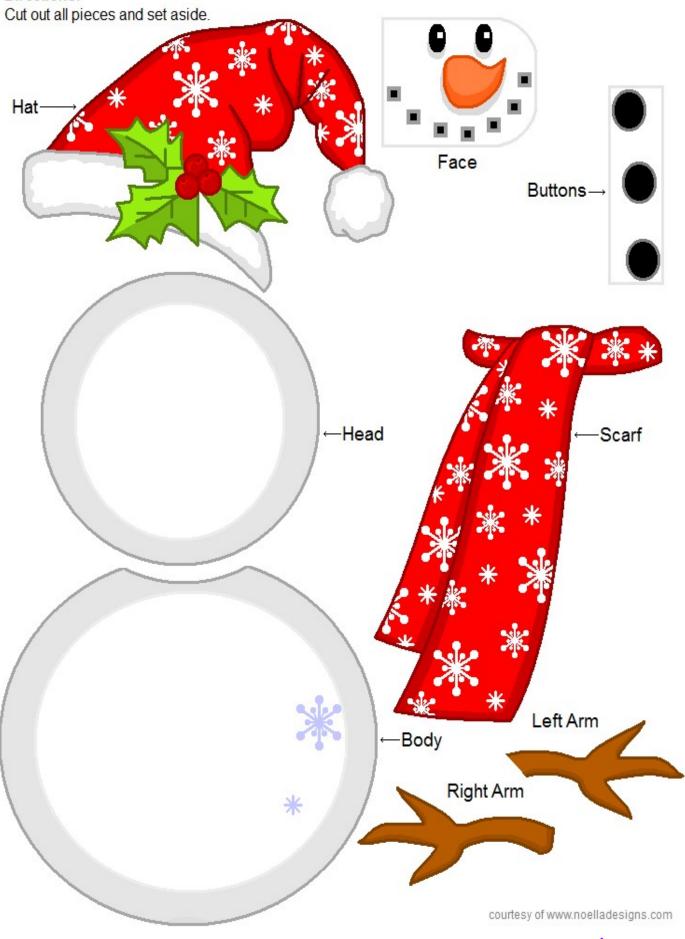
Use your imagination -

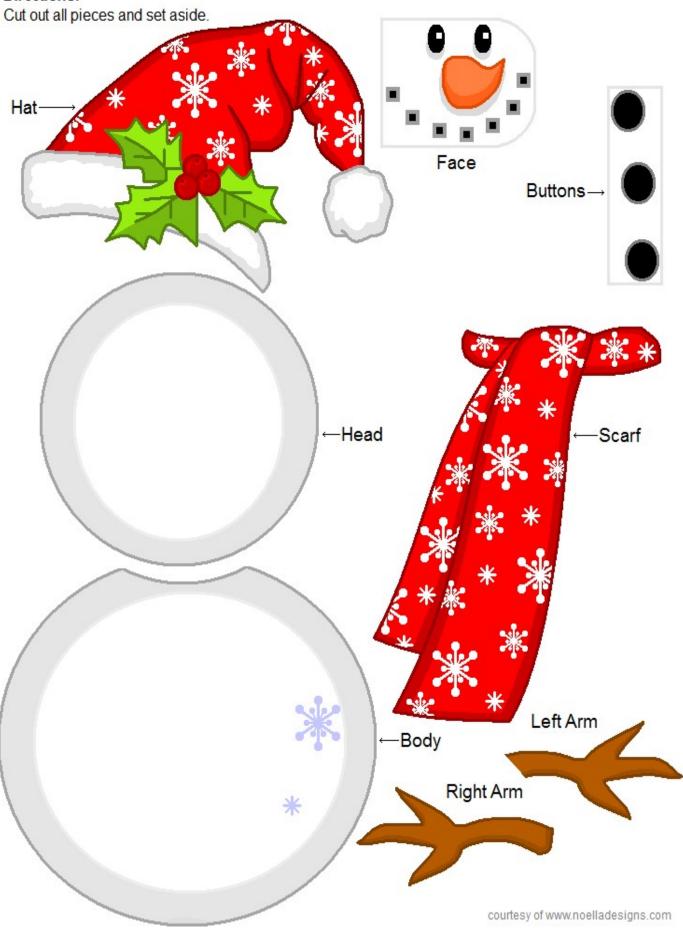
- 1. Look at the shapes below
 - 2. Try to imagine what it could be and complete a drawing of what you see in your imagination
 - 3. You could copy the images below onto another piece of paper and make more shapes, or give it to someone else and then set yourself a time limit and each draw whet you imagine it might be.

Shape	Shape
7	

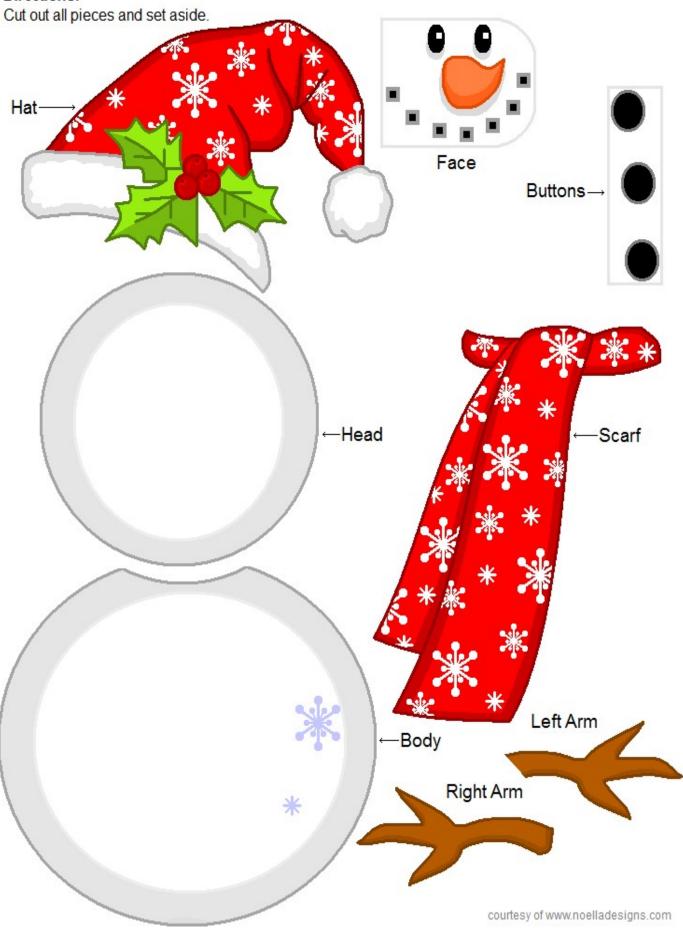






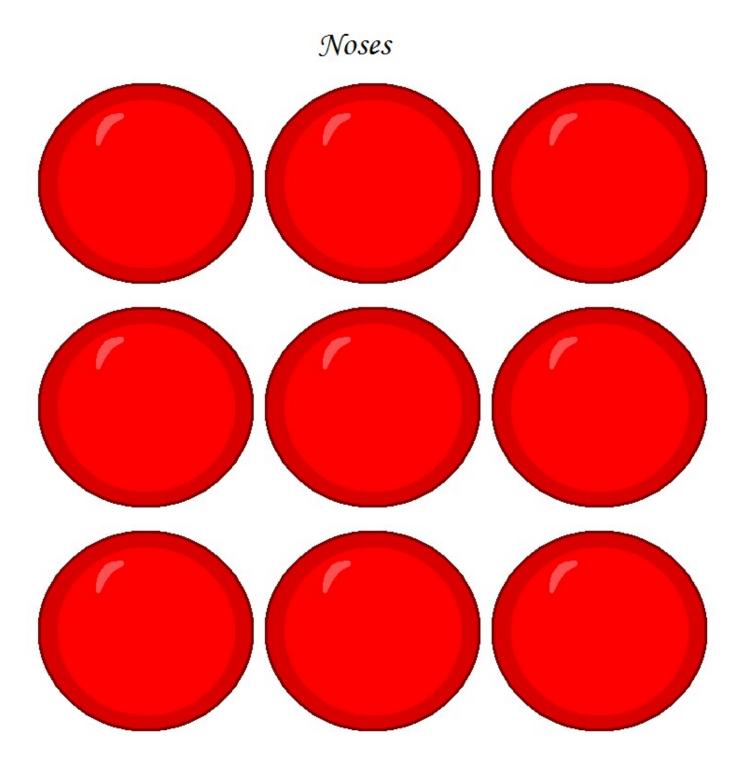








Pin-the-Nose on Rudolph









Pin-the-Nose on Rudolph

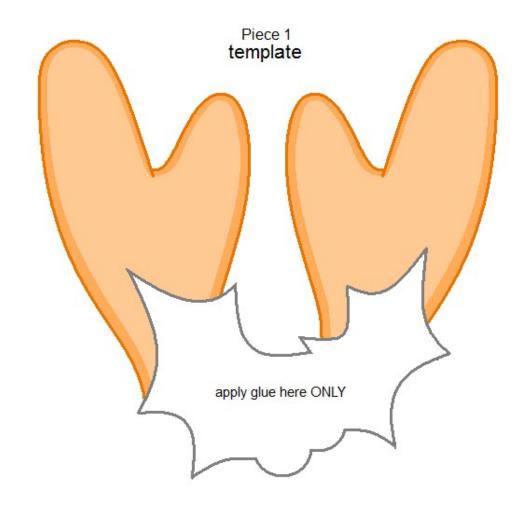
Supplies needed: 110 lb. glossy CARD STOCK paper,

scissors, glue, scotch tape, and wall friendly mounting tape.

Finished size: 13-1/4 inches tall

How to Play:

- Mount Rudolph at children's eye level with no nose on a wall with "wall friendly" mounting tape.
- Give each child a nose with his or her name written on it.
- Blindfold, spin 3 times and face the child towards Rudolph.
- The child who gets closest to the target with the nose is the winner.



- Carefully cut out all pieces along outside lines.
- 2. Lay Rudolph "Template" face up on a flat surface.
- Apply glue to "leaf areas ONLY" and glue "Piece 2" to template. Allow to thoroughly dry before hanging.



OUTDOOR SCAVENGER HUNT

When you are out on your daily walk, why not see if you can spot one separate item of each image listed below. Give yourself 10 bonus points if you manage this all within 1 hour, why not post an image of yourself beside one of the images when you find it.

Instruction	Marks	My Score
Holly leaf	7	
Reindeer	5	
4 Christmas trees in a row	2	
Long string of zig zag lights	4	
Large snowman in a garden	8	
Lit up presents in a garden	9	
Snowflake	10	
Holly berry	2	
Bells	1	
Christmas Wreath	6	
Candles in a window	3	

AUDIO SCAVENGER HUNT

When you are out on your daily walk, why not see if you can hear someone using the words below. Give yourself 10 bonus points if you manage this all within 1 hour, why not post an image of yourself beside one of the images when you find it

Instruction	Marks	My Score
It's mashed potato	7	
Just try it, you might like it	5	
See you later	2	
Hello	4	
That's enough	8	
Yes please	9	
Happy Christmas	10	
Happy New Year!	2	
Love you	1	
Santa Claus	6	

