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Leader's Guide

with 23 Themed Meeting Plans

Eager Beaver Leader's Guide

with 23 Themed Meeting Plans

The Eager Beaver Leader's Guide was developed with oversight by the Adventurer Committee of the North American Division.

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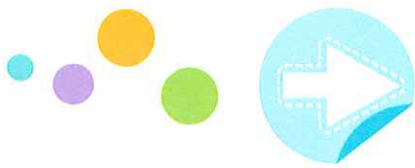
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Introduction



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 19:14 (NIV) is often illustrated with a group of angelic children sitting attentively at Jesus’ feet. And perhaps this was the first picture that popped into your mind when you agreed to lead your church’s Eager Beaver level. 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 and Eager Beaver leaders who want to work with children as they develop physically and spiritually. The Eager Beaver level can be used 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 1

The Eager Beaver Level

This section contains an overview of the Eager Beaver level. You'll get an idea of how Eager Beavers fit into Adventurer Club Ministries and the goals and requirements of the Eager Beaver level.



Eager Beavers are part of the Adventurer Club which is for children from pre-kindergarten to fourth grade. Adventurers can be found worldwide with a membership of more than 2 million boys and girls.



ADVENTURER LEVELS



Pre-kindergarten



Kindergarten



First Grade



Second Grade



Third Grade



Fourth Grade

ADVENTURER CLUB LOGO

The logo is a visual reminder of what the Adventurer Club is all about. The Adventurer Club is a ministry for families that is supported by a strong biblical foundation. All club activities are focused on connecting children and their parents/caregivers to Jesus.

Focused on Jesus

Family-centered

Bible-based



Eager Beaver Goals

- 1 Demonstrate God's love for children.
- 2 Promote the values expressed in the Adventurer Pledge and Law.
- 3 Create an environment where all children can contribute.
- 4 Encourage children to have fun.



Eager Beaver Logo



ADVENTURER PLEDGE

Because Jesus loves me,
I will always do my best.

ADVENTURER LAW

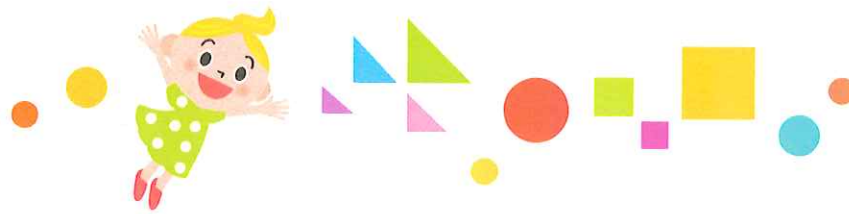
Jesus can help me to:

- Be obedient
- Be pure
- Be true
- Be kind
- Be respectful
- Be attentive
- Be helpful
- Be cheerful
- Be thoughtful
- Be reverent

ADVENTURER SONG

We are Adventurers
At home, at school, at play
We are Adventurers
We're learning every day
To be honest, kind, and true
To be like Jesus through and through
We are Adventurers!





The Eager Beaver Curriculum

One of your responsibilities as leader is to encourage the physical, mental, and spiritual development of each child. The Eager Beaver level requirements were created to assist you with this responsibility. The requirements are organized into five areas: Basic, My God, My Self, My Family, and My World. Each child will complete most of the requirements as part of the Eager Beaver Lessons (pp. 29-166). 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. At the end of the Eager Beaver year, each child completing all the requirements will receive an Eager Beaver pin.

It is very important for leaders to understand that not all Eager Beavers 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. 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.



Find lots of activity ideas & resources
at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)





Eager Beaver Investiture Requirements

BASIC

- I. Recite the Adventurer Pledge.
- II. Recite your country's Pledge of Allegiance or national anthem.
- III. Pray independently.



MY GOD

- I. Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the Beavers chip.
- III. Complete the Bible Friends chip.
- IV. Complete the God's World chip.

MY SELF

- I. Complete the Alphabet Fun chip.
- II. Complete the Manners Fun chip.
- III. Complete the Know Your Body chip.

MY FAMILY

- I. Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12).
- II. Complete the Fire Safety chip.
- III. Complete the Helping at Home chip.
- IV. Complete the Pets or Toys chip.





MY WORLD

- I. Complete the My Community Friends chip.
- II. Complete the Playing with Friends chip.
- III. Complete the Scavenger Hunt chip.

Additional Chips

- Animal Homes
- Animals
- Beginning Biking
- Beginning Swimming
- Birds
- Crayons & Markers
- Gadgets & Sand
- Jesus' Star
- Jigsaw Puzzle
- Left & Right
- Shapes & Sizes
- Sponge Art
- Stamping Fun



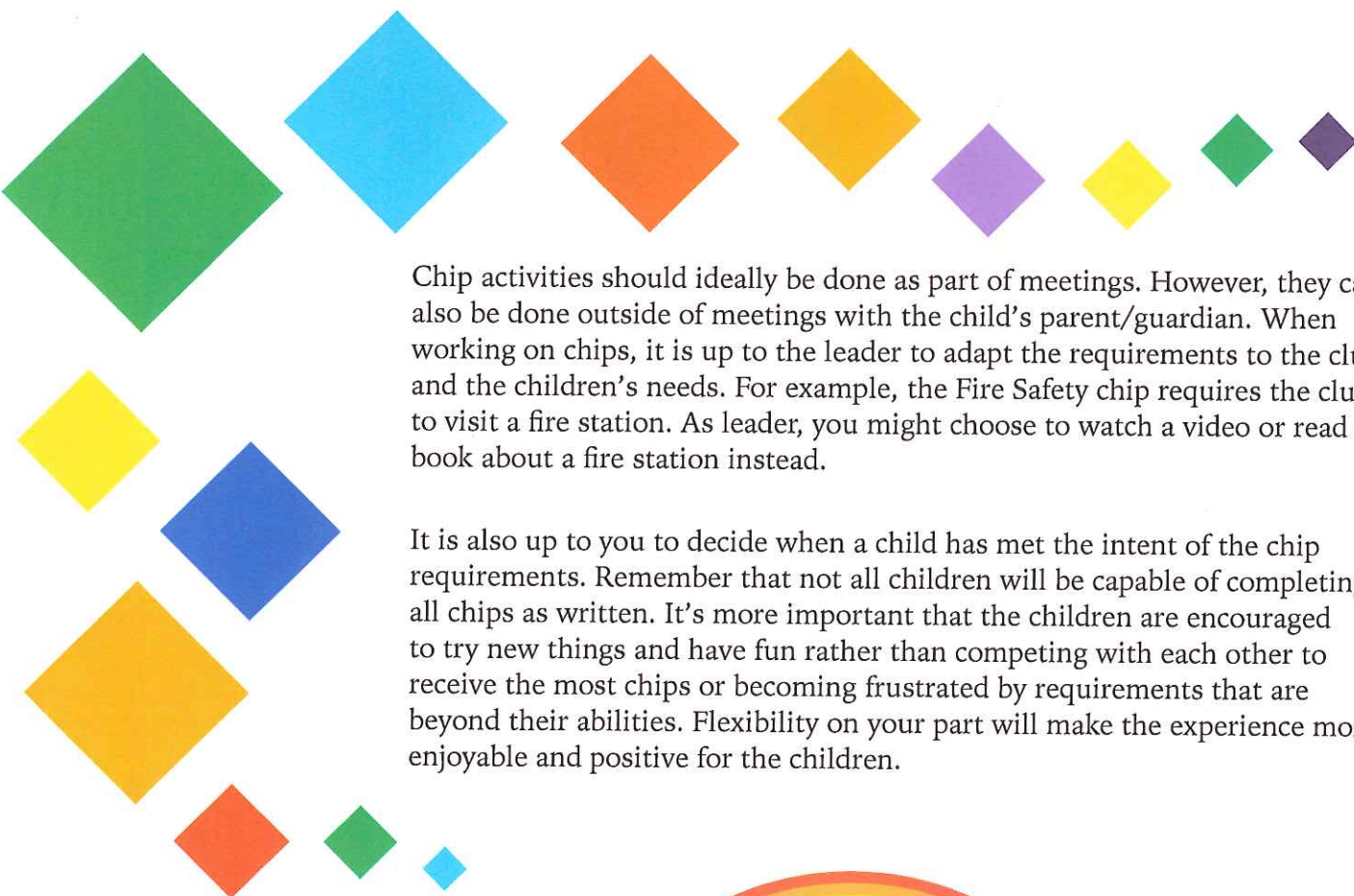
Eager Beaver Chips

Eager Beaver patches are called chips. There are more than 25 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 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 22 chips are built into the meeting activities. Once you have completed all the requirements for a chip, you can put a star or sticker by each child's name on the Eager Beaver record chart (p. 184). New chips are always being added, so check adventurer-club.org for a complete list.

ALPHABET FUN	ANIMAL HOMES	ANIMALS	BEAVERS	BEGINNING BIKING	BEGINNING SWIMMING	BIBLE FRIENDS
BIRDS	CRAYONS & MARKERS	FIRE SAFETY	GADGETS & SAND	GOD'S WORLD	HELPING AT HOME	JESUS' STAR
JIGSAW PUZZLE	KNOW YOUR BODY	LEFT & RIGHT	MANNERS FUN	MY COMMUNITY FRIENDS	PETS	PLAYING WITH FRIENDS
SCAVENGER HUNT	SHAPES & SIZES	SPONGE ART	STAMPING FUN	TOYS		



Chip activities should ideally be done as part of meetings. However, they can also be done outside of meetings with the child's parent/guardian. 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 to decide when a child has met the intent of the chip requirements. 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.



Section 2

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* (Review and Herald, 1954), 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

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



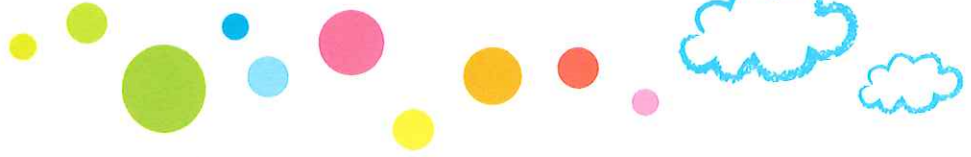
Cognitive Characteristics

- 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.

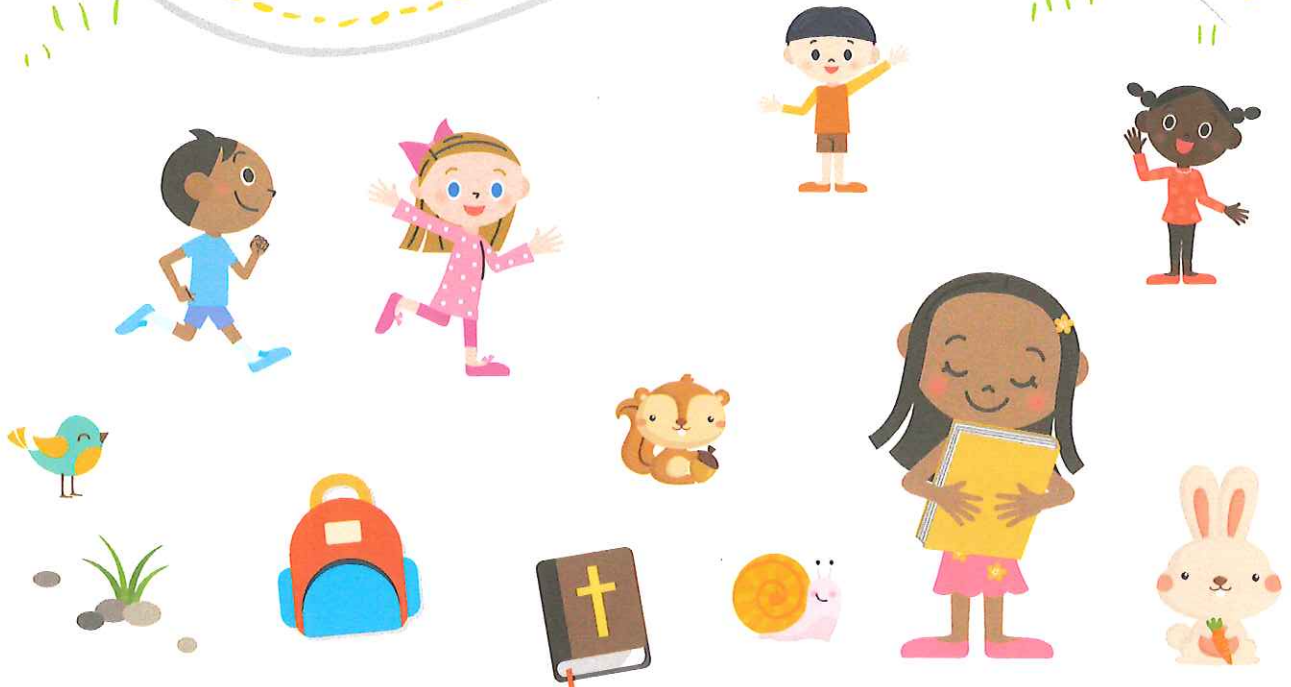
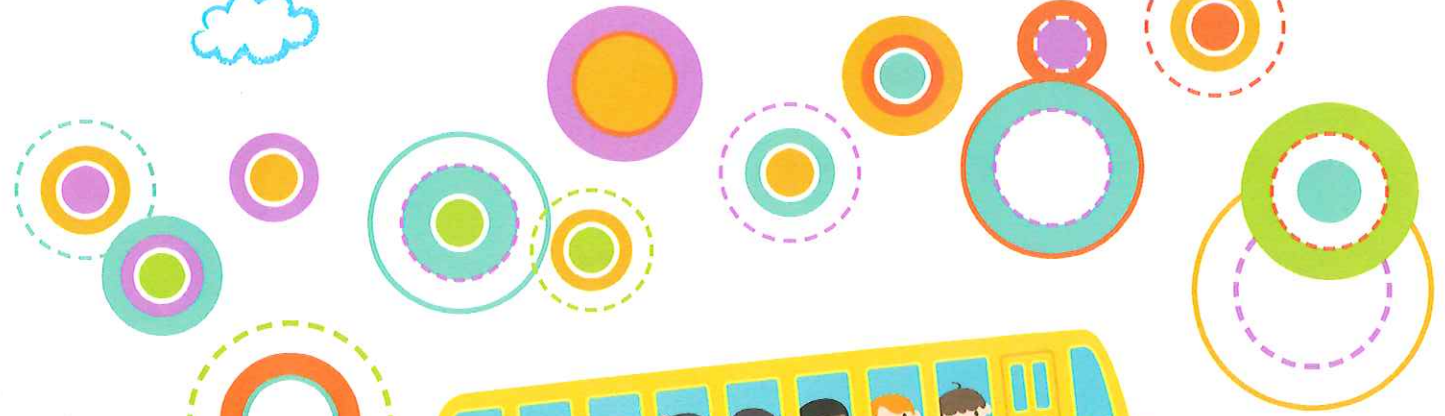
Social Characteristics

- 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.
- Respond well to encouragement and rewards.
- 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 sitting.
- Follow directions that are given one step at a time.
- Enjoy role playing instead of memorizing.
- Like to play with their “best” friend and won’t voluntarily include others.





Do's and Don'ts of Discipline

One of the best ways to prevent disciplinary problems is to keep Adventurers busy and on task. The following strategies will help you manage your Adventurers. And remember, you're there to help the children and their families learn to love Jesus; therefore, it is important that you model love, patience, and a cheerful attitude. You want the Adventurer Club to be a fun experience for everyone, so try to keep your sense of humor and compassion even when an Adventurer's behavior is a problem.

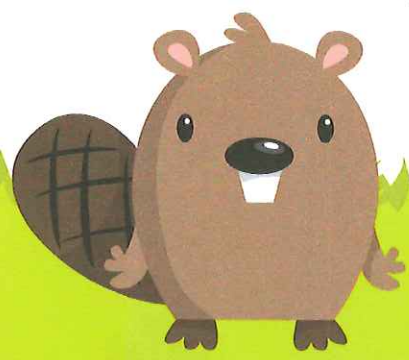
DO

- Have a few short, simple rules and post them. Sample rules: Be kind to others. Use good manners. Listen quietly to others. Follow directions. Be positive.
- Use signals to let the children know when you want their attention. Signals can be just about anything such as quickly turning a light on and off, turning a flashlight on and off, raising your hand, or using a clicker.
- Use silence. Stop what you are doing and stay quiet until their focus is back on you.
- Make eye contact. Often getting a child to look at you is a good way to get her to stop what she is doing and focus on you.
- Use names. If you say an Adventurer's name followed by a question or directions, you can usually get him back on track.
- Stand near an Adventurer to get her back on task.
- Ask adults to interact with the children. If adults are happily participating in the activities, the Adventurers are more likely to model the adults' behavior. Additionally, having adults involved can prevent misbehavior from escalating.



DON'T

- Embarrass or shame a child in front of others or privately
- Overreact
- Lose your temper—no screaming, using threats, or nagging
- Hit or spank
- Insult a child by saying “you’re stupid,” “you’re useless,” “you’re a klutz”
- Use sarcasm
- Compare children
- Label children
- Demand respect—respect is earned
- Expect children to behave as adults



Section 3

Eager Beavers with Disabilities

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





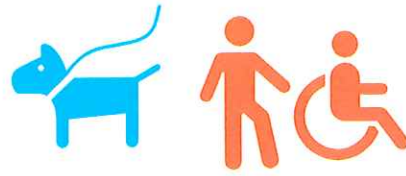
Including Eager Beavers with Disabilities

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 and 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.
- Ask about the child's medical or special equipment needs.
- 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 how they would prefer to complete a task.
- Foster independence.
- Focus on all children's strengths.
- Expect reasonable behavior from all children.
- Be flexible.





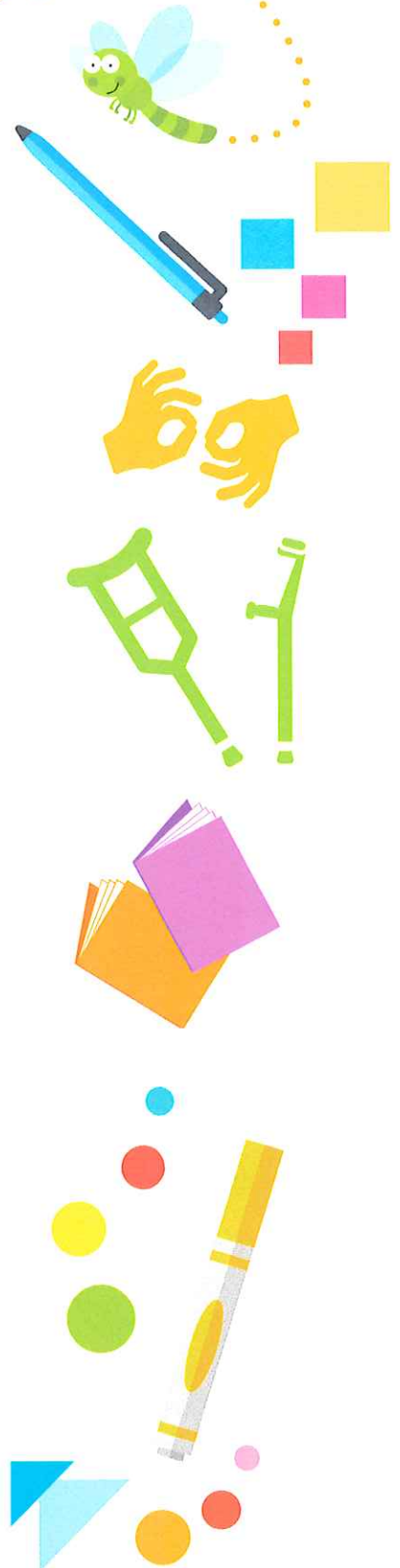
Planning Inclusive Activities

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 her backpack.
- 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 sign language to say the Adventurer 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

- Invite a special education teacher to talk to the Adventurer staff.
- Visit your local library for books about children with disabilities.





Section 4

Eager Beaver Meetings

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 23 meeting plans. The meetings are the core of your program—this is where things really happen! Each meeting includes the following:

- Theme
- Resources
- Stories, crafts, games, and songs
- List of materials

➔ Only 12 meetings are required for Investiture. See pp. 22–27.



Activity Tips

Eager Beaver meetings are designed to meet the program 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 world 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. At the start of each meeting you will gather everyone for Beaver Tales where you have time to read or tell a story that ties into the activities. We have suggested books but 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.

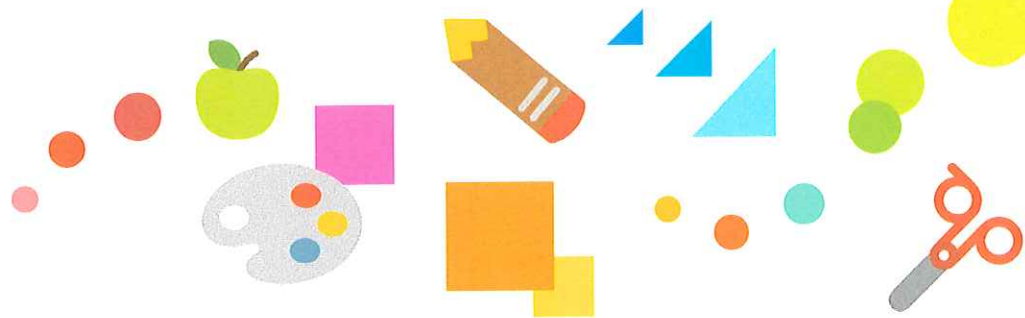


Whatever themes and activities you select, consider using the same organizational structure for each Eager Beaver meeting, since children this age benefit from consistency. You'll notice that each meeting begins with an opening, followed by a story and activities, and ends with a closing where children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

Additionally, you'll notice icons throughout the meetings. These icons will help you quickly identify activities that meet program or chip requirements. At times, the activities may vary from the actual program or chip requirements. However, all suggested activities meet 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 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.

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



Eager Beaver Scope and Sequence



	REQUIRED FOR INVESTITURE	REQUIRED FOR INVESTITURE	REQUIRED FOR INVESTITURE	REQUIRED FOR INVESTITURE
Themes	MEETING 1 My God Beaver Play	MEETING 2 My God Bible Friends	MEETING 3 My World Scavenger Hunt	MEETING 4 My Self Alphabet Fun
Activities	Beaver Puppet Beaver Dam Beaver Tunnels Tracking Beavers	Friends Stick Together Maze Friends Stick Together Balloon Relay Bible Friends Dress-up	Hello Friend Meet Your Neighbors Scavenger Hunt My Neighbors	Sign Language Human Letters Alphabet Sort Alphabet Faces
Requirements Completed 	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. My God I Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8). Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.
Chips Completed	Beavers 	Bible Friends 	Scavenger Hunt 	Alphabet Fun 

REQUIRED FOR
INVESTITURE

MEETING 5
My God

Themes

God's World

Activities

God Made the Whole World
The World in His Hands Collage
The Rising and Setting Moon

Requirements Completed



Basic II
Recite your country's Pledge of Allegiance or national anthem.

My God I
Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).

Basic III
Pray independently.

Chips Completed

God's World



REQUIRED FOR
INVESTITURE

MEETING 6
My World

Gadgets & Sand

Eager Beaver Bites
Gadget Gaiety
Sand in a Bottle
Dried Bean Picture

Basic II
Recite your country's Pledge of Allegiance or national anthem.

Basic III
Pray independently.

Gadgets & Sand



REQUIRED FOR
INVESTITURE

MEETING 7
My Self

Manners Fun

Good Manners Sing-along
Musical Mats
Friendliness Sing-along
Mother, May I?

Basic II
Recite your country's Pledge of Allegiance or national anthem.

My God I
Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).

Basic III
Pray independently.

Manners Fun



MEETING 8
My Self

Know Your Body

Balloon Balance
Life-size Self-portraits
Shadow Tag

Basic II
Recite your country's Pledge of Allegiance or national anthem.






Basic III
Pray independently.

Know Your Body



REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

	MEETING 9 My World	MEETING 10 My Family	MEETING 11 My Family	MEETING 12 My World
Themes	Crayons & Markers	Pets	Helping at Home	Birds
Activities	My Favorite Color Book Crayon Rubbings The Many-colored Coat Twister	Doggy, Doggy, Where's Your Bone? Pet Blanket Agility Course	Helping Hands Sing-along Jesus' Helping Hands Picking Up Toys Race Washing My Clothes	Egg Hunt Bird Feeders Bird Seed Pictures Birds Sounds Game
Requirements Completed 	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. My God I Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8). Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. My Family I Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12). Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.
Chips Completed	Crayons & Markers 	Pets 	Helping at Home 	Birds 

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

REQUIRED FOR
INVESTITURE

MEETING 13
My Family

MEETING 14
My World

MEETING 15
My World

MEETING 16
My Self

Themes

Fire Safety

Playing with
Friends

My Community
Friends

Shapes & Sizes

Activities

Fire Fighter Hat

Friendship Song

Neighborhood
Helpers Activity
Centers

Measuring Up

Fire Art

Sharing Island

Community Helper
Thank You Card

Animal Shapes

Safety Centers

Mother, May I?

Follow the Shapes

Safety Flash Cards

**Requirements
Completed**



Basic II
Recite your
country's Pledge
of Allegiance or
national anthem.

Basic II
Recite your
country's Pledge
of Allegiance or
national anthem.

Basic II
Recite your
country's Pledge
of Allegiance or
national anthem.

Basic II
Recite your
country's Pledge
of Allegiance or
national anthem.

My Family I
Say the fifth
commandment:
"Honor your father
and your mother"
(Exodus 20:12).

My Family I
Say the fifth
commandment:
"Honor your father
and your mother"
(Exodus 20:12).

Basic III
Pray independently.

My Family I
Say the fifth
commandment:
"Honor your father
and your mother"
(Exodus 20:12).

Basic III
Pray independently.

Basic III
Pray independently.

Basic III
Pray independently.

**Chips
Completed**






Fire Safety

Playing with
Friends

My Community
Friends

Shapes & Sizes



	MEETING 17 My World	MEETING 18 My Self	MEETING 19 My World	MEETING 20 My World
Themes	Sponge Art	Stamping Fun	Animals	Animal Homes
Activities	Sponge Greenhouse Sponge Art Placemat Sponge Beavers Sponge Relay Race	Paper Tube Stamps Rainbow Fish Mesh Bag Stamps	Animal Shadow Game Animal Hand Drawings Mini Petting Zoo or Baby Animals Video	Building a Beaver Home Creature Move Animal Home Collage
Requirements Completed 	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.	Basic II Recite your country's Pledge of Allegiance or national anthem. Basic III Pray independently.
Chips Completed	Sponge Art 	Stamping Fun 	Animals 	Animal Homes 



MEETING 21
My World

MEETING 22
My World

MEETING 23
My World

Themes

Jesus' Star

Bike Rodeo

International
Celebrations

Activities

Star Ornament

Bike Rodeo
Activities

Good Luck Fans

Star Gift Bag

Flag Chain

Pass the Star Game

Friction Drums

Drop the Hanky

**Requirements
Completed**



**Chips
Completed**

Jesus' Star

Beginning Biking





Whoohoo! Time to start the fun!



Meeting

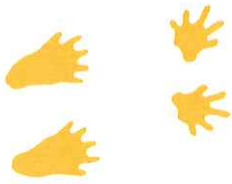
1

Beaver Play



The following activities are fun ways for Eagers Beavers to play while learning about beavers. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Beaver Tales (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about beavers.

CHIP COMPLETED

BEAVERS



Beaver Tales

10

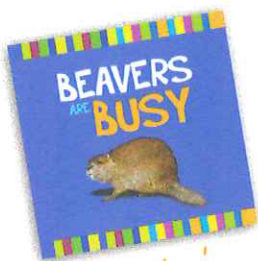
MINUTES

WHAT ARE BEAVERS LIKE?

Using puppets, stuffed animals, or pictures, show the children what a beaver looks like. Read *Beavers are Busy* by Jennifer Gooch (AdventSource, 2011) available from AdventSource.org or a book of your choice. Explain that a beaver is a mammal, just like some of the pets they might have at home. Let the children tell what pets they have. Share that a beaver is different than many of the animals 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 that 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 a beaver? 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

- Beaver puppet from AdventSource, or stuffed animals or pictures of beavers
- *Beavers are Busy* by Jennifer Gooch (AdventSource, 2011)





The following activities fulfill the requirement for My God II, which is to complete the Beavers chip.

Beaver Puppet

10
MINUTES

WHAT YOU DO

Ahead of time: On the felt, trace outlines for the beaver's ears, teeth, paws, and tail.

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, paws, and tail to glue onto the bag.

1 ACTIVITY

MATERIALS NEEDED

- Brown paper lunch bags, one per child
- Crayons or markers
- Brown felt
- White felt
- Craft glue
- Safety scissors
- Beaver Puppet Pattern (see p. 168 or Pinterest)



Find the **Beaver Puppet Pattern** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)



ACTIVITY

2

Beaver Dam

10
MINUTES

WHAT YOU DO

Ahead of time: Fill cups with pretzels and chocolate chips for each child.

MATERIALS NEEDED

- Paper plates
- Paper cups
- Pretzel sticks
- Peanut butter
- Chocolate chips
- Plastic spoons
- Plastic bags (optional)

Show the children a completed beaver dam. Model how to make a dam by spreading a thick layer of peanut butter on a paper plate, sprinkling chocolate chips on top, and sticking pretzels into the peanut butter. Let the children eat their beaver dams or put them in plastic bags so they can take them home.



Beaver Tunnels

10
MINUTES

WHAT YOU DO

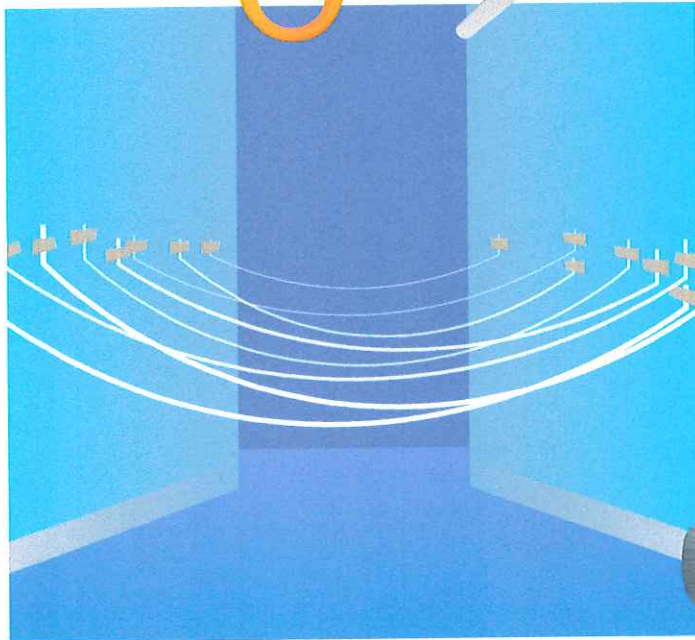
Ahead of time: To create the beaver lodges, cut the flaps off the boxes, or tape or fold them back so the kids can easily crawl inside. Create the tunnel by hanging crepe paper or string across a hallway, taping the ends to the opposite walls. As an alternative, you could line up two rows of chairs and string crepe paper or string between the rows. Place the cardboard boxes at the end of the tunnel.

Explain to the Eager Beavers that beavers build tunnels underwater to get safely to their lodges (homes) in times of danger. Beaver parents slap their tails on the water to let their kits (young) know that danger is near and they should quickly get to the lodge. Show the children the cardboard box beaver lodges. Tell them that when they hear you clap your hands, they are to crawl through the tunnel and into a beaver lodge as quickly as they can. Try it several times or just let them crawl and explore.

3 ACTIVITY

MATERIALS NEEDED

- Crepe paper or string
- Tape
- Large cardboard boxes
- Scissors (optional)
- Chairs (optional)





ACTIVITY

4

Tracking Beavers

15

MINUTES

MATERIALS NEEDED

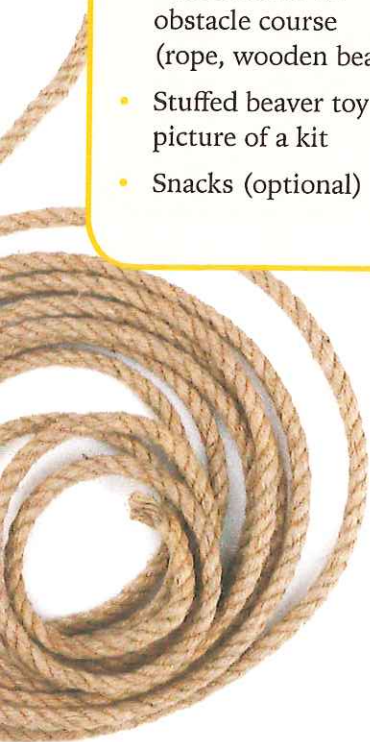
- Pine cones or paper beaver tracks
- Materials for an obstacle course (rope, wooden beam)
- Stuffed beaver toy or picture of a kit
- Snacks (optional)

WHAT YOU DO

Ahead of time: Leave a trail of pine cones or beaver tracks for the children and adults to follow. 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. At the end of the trail, have a stuffed animal or picture of a kit. You might also have a snack waiting for them.

In this activity, the children will be tracking a lost kit. Tell the children that a kit has wandered 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.

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 each trail so the children don't get onto the wrong path.



Closing

5

MINUTES

Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Beavers



Requirement: My God II



Meeting

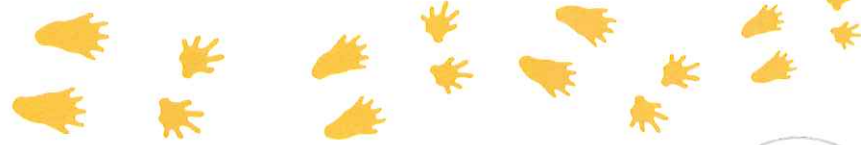
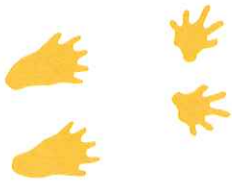
2

Bible Friends



Here are three fun activities that teach Eager Beavers about friends. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

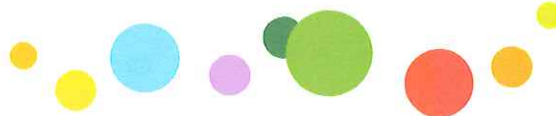
- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

BIBLE FRIENDS



Grandma Ellen Stories

10

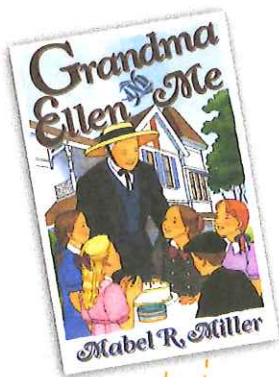
MINUTES

PANSY FACES

Tell the children that they are going to learn 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 a friend of Jesus. (Praying, being kind to others, not hurting people's feelings, sharing, doing nice things for family and friends.)

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)
- Pictures of Ellen White (a poster is available from AdventSource)
- Flowers, one per child



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" from pp. 13-17 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.



The following activities fulfill the requirement for My God III, which is to complete the Bible Friends chip.

Friends Stick Together Maze

15

MINUTES

WHAT YOU DO

Ahead of time: Create the maze using things like yarn, sheets, boxes, masking tape, and, for those of you who know a farmer, hay bales. At the center of the maze have a picture of Jesus or small pictures of Jesus that the children can take with them.

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.

1

ACTIVITY.

MATERIALS NEEDED

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





ACTIVITY

2

Friends Stick Together Balloon Relay

15
MINUTES

MATERIALS NEEDED

- Balloons, one for every two children

WHAT YOU DO

Ahead of time: Blow up the balloons.

The purpose of this game is for a pair of children to place a balloon between their foreheads 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.



Keep going!





Bible Friends Dress-up

15
MINUTES

3 ACTIVITY

WHAT YOU DO

Select several Bible friends (David and 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.

MATERIALS NEEDED

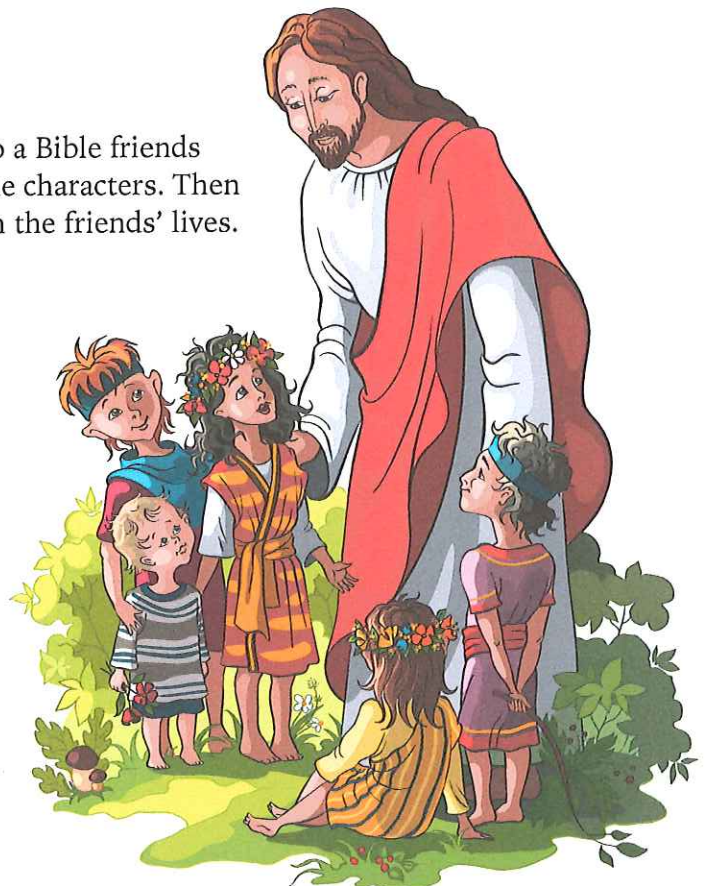
- Bible friends dress-up clothes
- Camera (optional)
- Printer (optional)
- Construction paper (optional)
- Crayons (optional)

OPTION 1

Let the children dress up like the characters and then take individual pictures of them. Print the pictures and give them to the children. You can also have the children glue their photo in the center of a sheet of construction paper and then draw pictures of how the two Bible characters represented 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 from the friends' lives. Let the children take turns playing the lead roles.



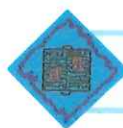


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Bible Friends



Requirement: My God III





Meeting

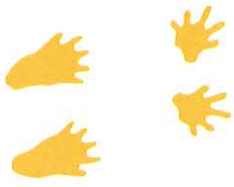
3

Scavenger Hunt



Here are three fun activities that teach Eager Beavers about neighbors. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

SCAVENGER HUNT



Grandma Ellen Stories

10

MINUTES

NEIGHBORHOOD FRIENDS

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)

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" pp. 49-52 of *Grandma Ellen and Me* (Miller, 2000). Then tell the children that they will be meeting and talking about neighbors (depending on which activities you select).





The following activities fulfill the requirement for My World III, which is to complete the Scavenger Hunt chip.

Hello Friend

10
MINUTES

WHAT YOU DO

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 website at kids.niehs.nih.gov.

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 cutout 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.**"

While singing "Hello, friend," children #1 and #2 shake hands.

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

1

ACTIVITY

MATERIALS NEEDED

- A classroom with a door or a cardboard cutout of a door





ACTIVITY

2

Meet Your Neighbors Scavenger Hunt

30
MINUTES

MATERIALS NEEDED

Options 1 & 2

- Nature items: acorns, pine cones, nuts, leaves, rocks, crystals, shells
- Items relating to a Bible story: a small basket for Moses, multi-colored material for Joseph's coat, pictures of fish or loaves and fishes for Jesus
- Colored items: a red crayon, a yellow pencil, a blue sticker, a pink eraser
- Item to share: plastic eggs filled with grapes, raisins, or candy
- Plastic bags, one per child
- Scavenger hunt list with pictures, one per child

WHAT YOU DO

OPTION 1

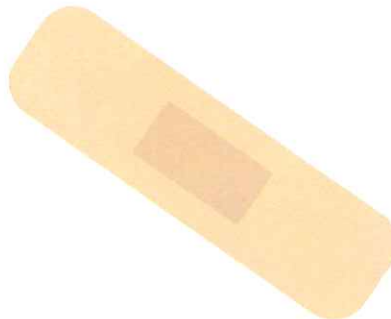
If your church is located in a friendly and safe neighborhood, you can ask individuals living around the church if the children can stop by their house as part of the scavenger hunt. Explain that you will bring the children by as a group. If they agree, give them a box containing the item (one for each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

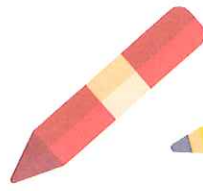
Before you begin the scavenger hunt, explain to the children what they will be doing, where they will be going, and any safety procedures that they must follow. Next, give the children a list made up of pictures of the items they will ask for at each house. Give the children bags to hold the objects they collect.

OPTION 2

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 hunt 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 program, story, Activity 1, and closing program there. Many of the residents will enjoy watching the children.



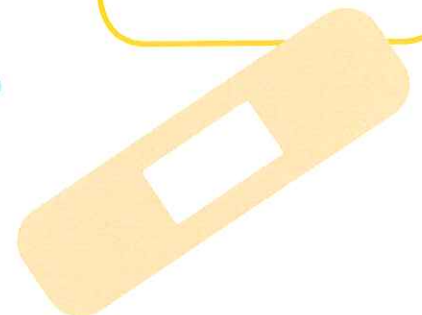
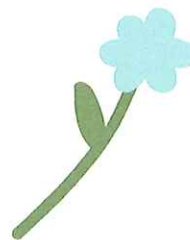


OPTION 3

Ahead of time: Hide multiples of each object on the children's scavenger hunt list. The children will collect objects for Activity 3.

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. (If they have a picture of three bandages, they take three bandages from the container.)

See Activity 3. You may want to select objects for the scavenger hunt that better represent your community.



2

ACTIVITY

MATERIALS NEEDED

Option 3

- Different leaves, six per child (the children could actually go outside and search for the leaves)
- Postage stamps, three per child
- Pieces of trash (gum wrappers, bottle lids, candy wrappers), three per child
- Bandages, three per child
- Bookmarks, one per child
- Pennies, three per child
- Flowers, two per child
- Plastic bags, one per child
- Scavenger hunt list with pictures, one per child

ACTIVITY

3

MATERIALS NEEDED

- Poster board, 15 × 15 in (38 × 38 cm)
- Craft glue
- Crayons or markers
- See the list of materials needed for Activity 2, Option 3

My Neighbors

15

MINUTES

WHAT YOU DO

This is the second half of Activity 2, Option 3. If the kids didn't do Option 3, you can provide them with the materials needed.

Give each of the kids a piece of poster board. 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.

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 arms and hands. Finally, add the legs and feet. Repeat 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. 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:

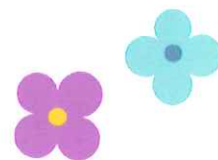
Paper or plastic bottles: trash collector

Stamps: mail carrier

Bookmark: librarian

Pennies: banker

Flowers: florist, gardener



Chip: Scavenger Hunt



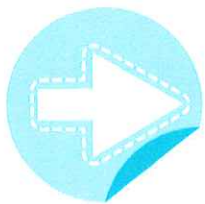
Requirement: My World III



Meeting

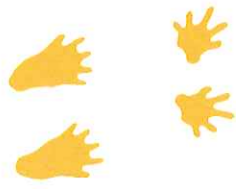
4

Alphabet Fun



Here are three fun activities that teach Eager Beavers about letters. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fifth commandment: “Honor your father and mother.”

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

ALPHABET FUN



Grandma Ellen Stories

10

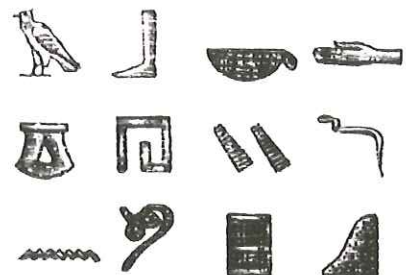
MINUTES

WRITING FOR GOD

Begin by reading “Writing For God” pp. 41-46 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, Chinese characters—have pictures of each or actual examples). Then tell the children that knowing the alphabet helps them to write and that during Eager Beavers they will be having fun with the alphabet.

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)
- Examples of tools and methods people use for writing, such as a typewriter, computer, cuneiform, hieroglyphs, and Chinese characters
- Inkwell
- Stylus





The following activities fulfill the requirement for My Self I, which is to complete the Alphabet Fun chip.

Sign Language

15

MINUTES

WHAT YOU DO

Begin by explaining why some people need to use sign language and that by learning it the children can talk with the deaf. You may want to refer to a book about sign language.

Give each of the children a sign language alphabet coloring book to take home. Teach the children the signs for a, b, c, d, e, f, g, h, i, and j.

Now sing "Now I Know My ABCs" two or three times.

1 ACTIVITY

MATERIALS NEEDED

- Sign language alphabet coloring book
- Crayons
- Book about sign language (optional)



A B C

ACTIVITY

2

Human Letters

10

MINUTES

WHAT YOU DO

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

MATERIALS NEEDED

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

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.



Alphabet Sort

WHAT YOU DO

10
MINUTES

3

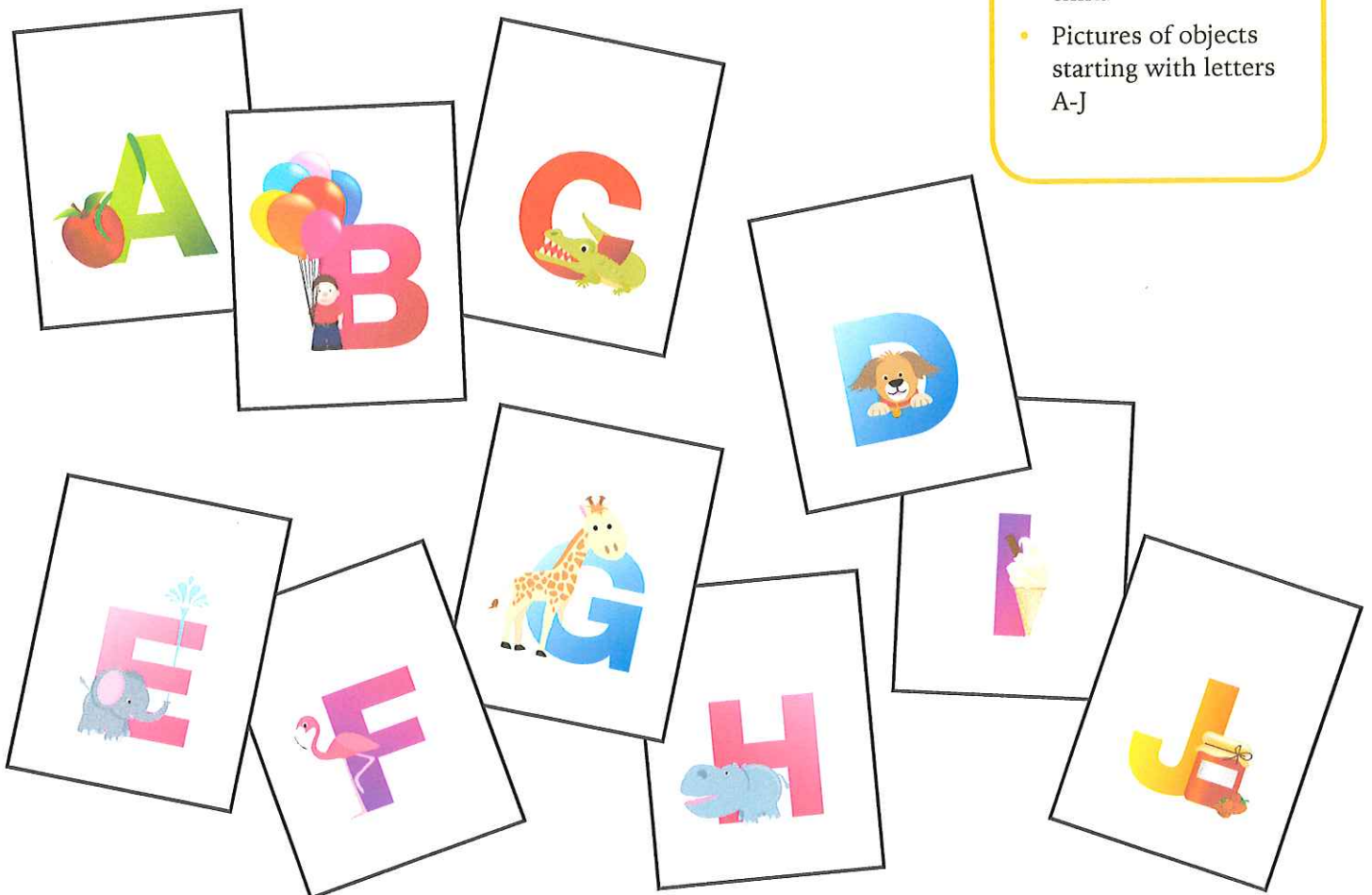
ACTIVITY

Ahead of time: Create one set of index cards for each child. Label each one with one of the 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. Next, label each envelope with one of the letters listed on the index cards. It's okay if letters are repeated.

Show the children each of the alphabet picture cards you made. Have them say the letter and name of the item pictured. Then give each of the children a bag containing a set of alphabet picture cards. Next, tape an envelope onto each of the children's backs. Have the children put their letter cards into the matching envelope on another child's back.

MATERIALS NEEDED

- Index cards, 10 per child
- Stickers of objects beginning with the letters A-J
- Masking tape
- Drawing paper
- Bags, one per child
- Envelopes, one per child
- Pictures of objects starting with letters A-J





ACTIVITY

4

Alphabet Faces

10

MINUTES

MATERIALS NEEDED

- Construction paper, one sheet per child
- Crayons

WHAT YOU DO

Ahead of time: Draw a single large letter of the alphabet onto a sheet of paper for each child.

Pass out the sheets of paper and crayons. Instruct the kids to draw a picture of a person, incorporating the letter of the alphabet that is on their sheet.



Closing

5

MINUTES

Gather the children into a circle and ask

them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Alphabet Fun



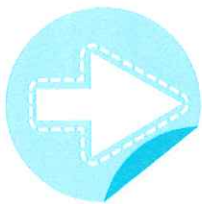
Requirement: My Self I



Meeting

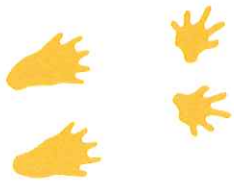
5

God's World



The following activities are fun ways for Eager Beavers to play while reminding them that God created the world. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

GOD'S
WORLD



Grandma Ellen Stories

10

MINUTES

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)

FRIDAY EVENING MEMORIES

Begin by asking the children to name things that God created. Then ask 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" from pp. 77-82 of *Grandma Ellen and Me* (Miller, 2000).





The following activities fulfill the requirement for My God IV, which is to complete the God's World chip.

God Made the Whole World

10
MINUTES

1 ACTIVITY

WHAT YOU DO

Share with the children that one of the things that Grandma Ellen and Mabel did on Friday evenings was sing songs and that you are going to now teach them a song they can sing about creation. Before singing the song, give the children a box of objects that represent what God created on each of the days sung in the song. The children will hold up the objects during the appropriate verse.

MATERIALS NEEDED

- Words and music for "God Made the Whole World" (sung to the tune of "He's Got the Whole World in His Hands" which you can find in *Little Voices Praise Him* [General Conference, 2001])
- Plastic inflatable globes
- Construction paper circle, black on white side and white on the other
- Small branch with leaves
- Construction paper circle, yellow on one side and white on the other

God Made the Whole World

Chorus:

(Pictures of the world or plastic inflatable 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:

(Construction paper circle, black on white side and white on the other)

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:

(Small branch with leaves)

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

Verse four:

(Construction paper circle, yellow on one side and white on the other)

God made the sun and the moon, yes He did.

Verse five:

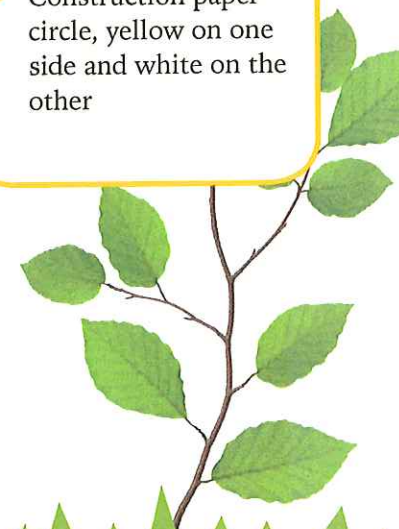
(Flap arms like bird wings and then with palms together, move hands like a fish)

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.





ACTIVITY

2

The World in His Hands Collage

15

MINUTES

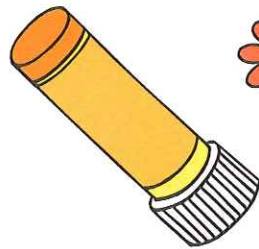
MATERIALS NEEDED

- Picture of the earth seen from space
- Light blue construction paper, 12 × 18 in (30.5 × 46 cm)
- Dark blue construction paper
- Green construction paper
- Glue sticks
- Crayons

WHAT YOU DO

Ahead of time: Draw a large circle in the middle of each sheet of light blue construction paper. This will be the world. Across the top of the paper, write "God Has the World in His Hands."

Show the children a picture of the earth as seen from space. Ask them what colors they see. Then show them a completed project. Give the children the light blue paper with the circle and some green and dark blue paper. Have them tear small pieces from the green and dark blue paper and glue them in the circle. They should fill the entire circle with the green and dark blue paper. It doesn't matter if the paper pieces go outside of the circle's edges. Then have the children place their hands on the paper next to the earth and have an adult trace the child's hands. The children can then color in the hand outlines.



The Rising and Setting Moon

20
MINUTES

WHAT YOU DO

Tell the children that not only did God make the earth but on the fourth day He also created the moon (Genesis 1:14). Divide the children into groups of four or more and include a few adults in each group.

Tell the children that the moon rises and sets, just like the sun. Hold up a beach ball and ask everyone to imagine that it 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.

Give each group a sheet and a beach ball. Ask the adults in each group to spread the sheet out on the floor. Then have four children hold a corner of the sheet in their hands. The rest of the children should spread out and hold onto the sides of the sheet. Try to have about the same number of children on each side. All together the children will quickly raise the sheet to toss the ball in the air. As the ball falls back onto the sheet, the team repeats the process.

You can have the children use different sized balls, multiple balls, and see how high or how low they can bounce the ball. Have the children try bouncing the ball from different positions, such as kneeling or lying on their backs. The children can also make ocean ripples by crouching down close to the floor and holding onto the edge of the sheet and billowing it up and down.

3 ACTIVITY

MATERIALS NEEDED

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



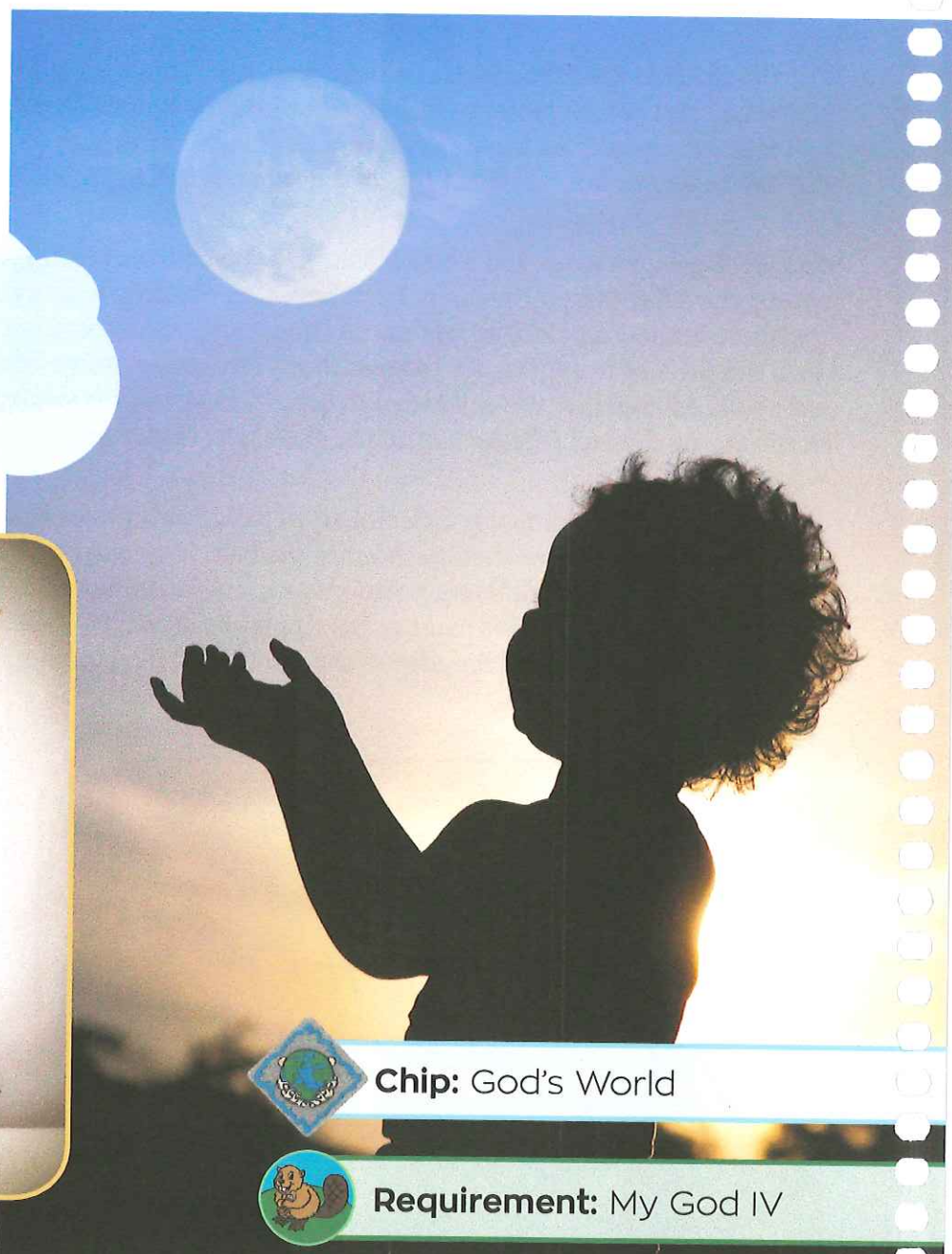


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: God's World



Requirement: My God IV



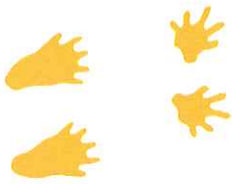
Meeting

6

Gadgets & Sand

Here are three fun activities that encourage Eager Beavers to play and learn with gadgets and sand. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

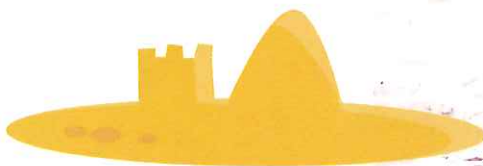
MINUTES



Listen to a story about sand.

CHIP COMPLETED

GADGETS & SAND



Story Time

ALL ABOUT SAND

10

MINUTES

Read a book about sand such as *Jump Into Science: Sand* (Prager, 2006), *Sand Cake* (Asch, 2015) or tell the story of the foolish man that built his house on the sand (Matthew 7:24-27).

Then ask the children what they like about sand or help them understand the lesson from Matthew 7:24-27. Finally, share with the children that they will be playing with sand.

MATERIALS NEEDED

- Book about sand





The following activities fulfill the requirements for the Gadgets & Sand chip.

Eager Beaver Bites

WHAT YOU DO

Have several children stand in a row and measure who can reach the highest or who has the longest arms. 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 scale 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 measuring cups and spoons are used and if they've used them. Demonstrate the use of plastic measuring cups and spoons by measuring sand, rice, or beans into containers. Expand this activity by having the children guess how many cups a container will hold or place two different 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 them into containers. The greater the variety of containers and measurable items, the more fun the children will have!

Next, tell the children that they get to measure and prepare their own snack. On a large poster board place pictures illustrating the recipe for Eager Beaver Bites (e.g. a picture of raisins with two spoons next to it). In large bowls, individually place the dry cereal and fruit. (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 them 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!

15
MINUTES

1 ACTIVITY

MATERIALS NEEDED

- Plastic measuring cups and spoons
- Sand, rice, or beans
- Clear containers in various sizes and shapes
- Dry cereal
- Two types of dried fruit
- Plastic bags (small)
- Mixing bowls
- Spoons
- Yardstick
- Scales
- Poster board
- Marker



ACTIVITY

2

Gadget Gaiety

10
MINUTES

WHAT YOU DO

Ahead of time: Mix equal amounts of sand and rice together in bowls. You can either prepare one bowl for each child or several for the group to share.

Begin the activity by having the children repeat the following paraphrased verse from Matthew 7:26: "People who don't obey God's words are like the foolish man who 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 the rice and sand. (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, such as sand and marbles or cornmeal and bird seed. For those of you who are really brave, have the children use an egg separator to divide an 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.

MATERIALS NEEDED

- Scoops
- Sieves
- Sand
- Salt
- Rice
- Containers, three per child or two per child plus several communal bowls for the group



Sand in a Bottle

15
MINUTES

WHAT YOU DO

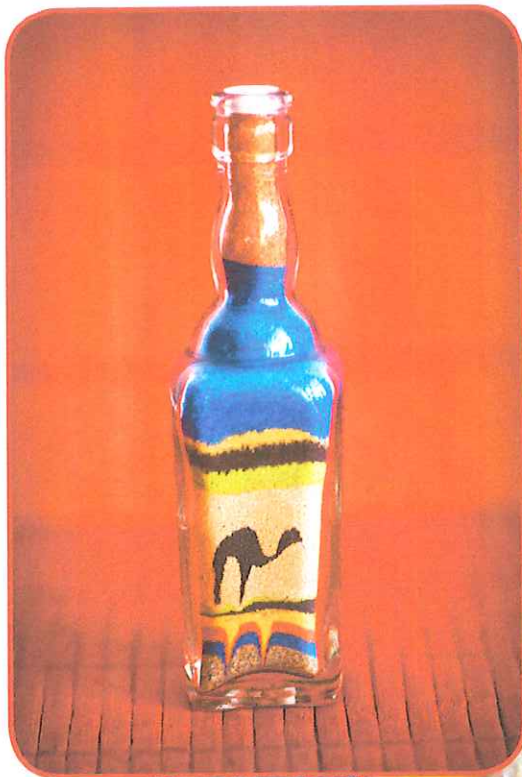
Ahead of time: Purchase colored sand or use food coloring to dye salt. (Place the salt in a large Ziploc bag, add a few drops of food coloring, and shake. Repeat until you get the desired color. Leave the bags open to let the food coloring dry.) Three or four different colors works best.

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. Put the cap on the bottle and make sure it's screwed on tightly.

3 ACTIVITY

MATERIALS NEEDED

- Clear plastic 8-ounce water bottles with caps, one per child
- Colored sand or salt, food coloring, and Ziploc bags
- Funnels, one per child
- Scoops, one per child



ACTIVITY

4

Dried Bean Picture

10
MINUTES

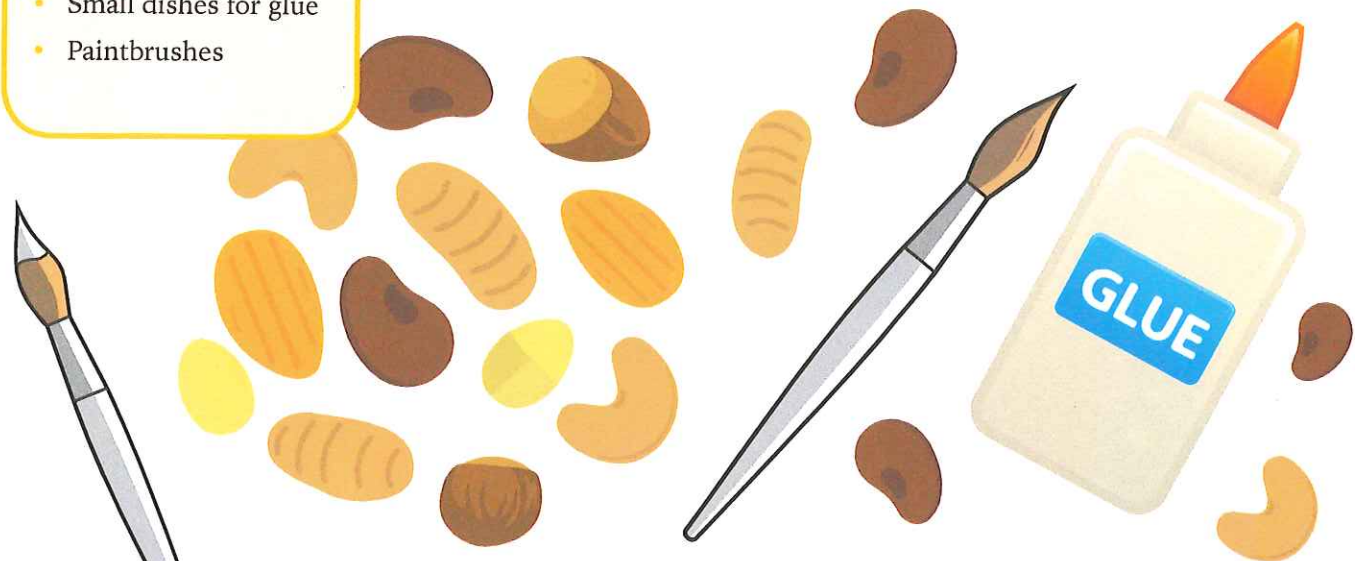
MATERIALS NEEDED

- Dried beans, several different types
- Containers
- Poster board
- Coloring books
- Craft glue
- Small dishes for glue
- Paintbrushes

WHAT YOU DO

Ahead of time: Tear pages out of a coloring book and glue one picture on poster board for each Eager Beaver. Choose pictures that are not too detailed, but instead have large areas the kids can fill in with beans.

Have the children measure different types of beans into containers. Give each child a pre-printed picture on poster board. Place small dishes of craft glue and a paintbrush in front of each child. Have the children paint the glue onto the picture and then cover it with beans. Be sure to allow enough time for the children to clean up before moving on to the next activity.



Closing

5
MINUTES

Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



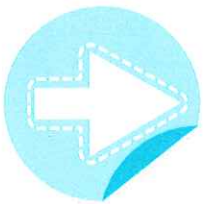
Chip: Gadgets & Sand



Meeting

7

Manners Fun



Here are three fun activities that teach Eager Beavers about manners. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

**MANNERS
FUN**



Grandma Ellen Stories

10

MINUTES

VIRGIL'S MARBLE

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)

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" from pp. 31-39 of *Grandma Ellen and Me* (Miller, 2000). Now ask the children to repeat Matthew 7:12: "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. Then say that during Eager Beavers, they will be practicing their manners.





The following activities fulfill the requirement for My Self II, which is to complete the Manners Fun chip.

Good Manners Sing-along

5
MINUTES

WHAT YOU DO

For this activity you'll use the tune "Here We Go 'Round The Mulberry Bush." If you don't know this song, go to the National Institutes of Health website: kids.niehs.nih.gov.

Verse one:

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.

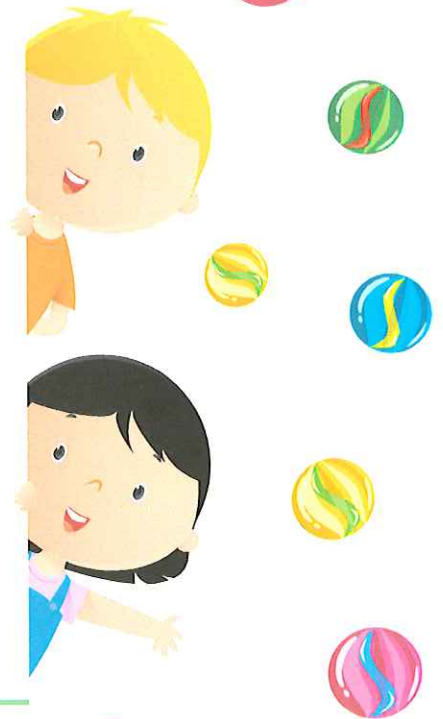
This is the way we say you're welcome.

This is the way we say please may I.

1 ACTIVITY

MATERIALS NEEDED

- None





ACTIVITY

2

Musical Mats

15

MINUTES

WHAT YOU DO

MATERIALS NEEDED

- Mats, pillows, or paper
- Music that you can start and stop

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

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.

If you have a large club, you'll want to divide the children into groups of about 10 and have an adult supervising each group.



Friendliness Sing-along

5
MINUTES

WHAT YOU DO

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 website: kids.niehs.nih.gov.

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*)



3

ACTIVITY

MATERIALS NEEDED

- None





Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Manners Fun



Requirement: My Self II



Meeting

8

Know Your Body



Here are three fun activities that teach Eager Beavers about their bodies. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about how God made you special.

CHIP COMPLETED

KNOW YOUR BODY



Story Time

GOD MADE YOU SPECIAL

10

MINUTES

MATERIALS NEEDED

- Book about self-esteem or being special

Ask the children what they are good at (running, singing, counting to 100). Then read a book such as *I Like Myself* (Beaumont, 2004), *What I Like About Me* (Nolan, 2009), *God Made You Special* (Metaxas, 2002) or a book of your choice. Then have them 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, and knees can do good things for themselves, others, and Jesus.





The following activities fulfill the requirement for My Self III, which is to complete the Know Your Body chip.

Balloon Balance

10
MINUTES

WHAT YOU DO

Ahead of time: Blow up one balloon for each child.

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 (e.g., head, nose, ear, chin, elbow, hand, knee, foot).

1 ACTIVITY

MATERIALS NEEDED

- Balloons, one per child





ACTIVITY

2

Life-size Self-portraits

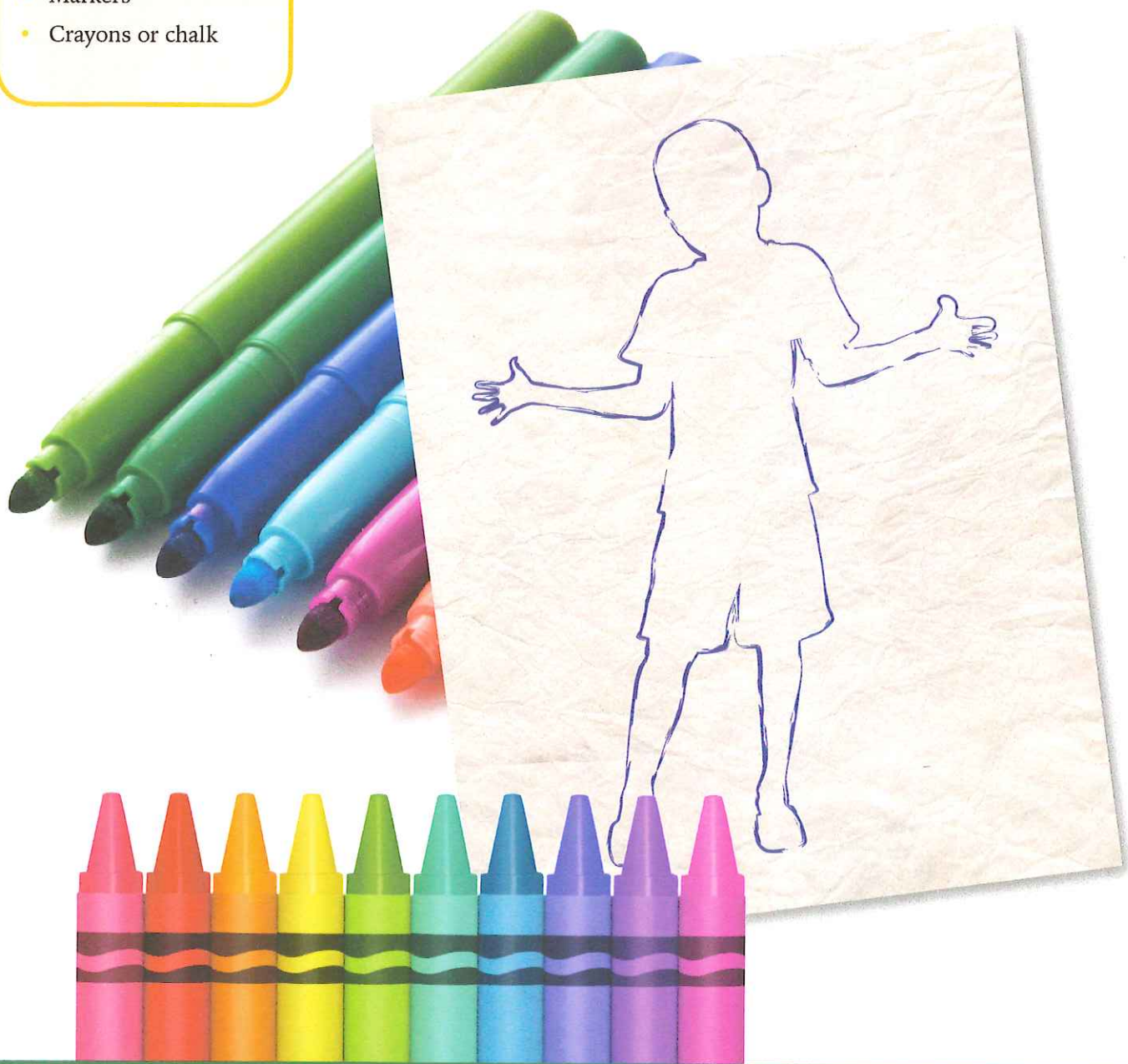
15
MINUTES

MATERIALS NEEDED

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

WHAT YOU DO

Roll out large sheets of butcher paper. While the children lie on their backs on the paper, have an adult trace them with a 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 or chalk.



Shadow Tag

15
MINUTES

WHAT YOU DO

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 tag 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 spotlight, floodlight, or several bright lamps.



3

ACTIVITY

MATERIALS NEEDED

- Additional lighting may be needed



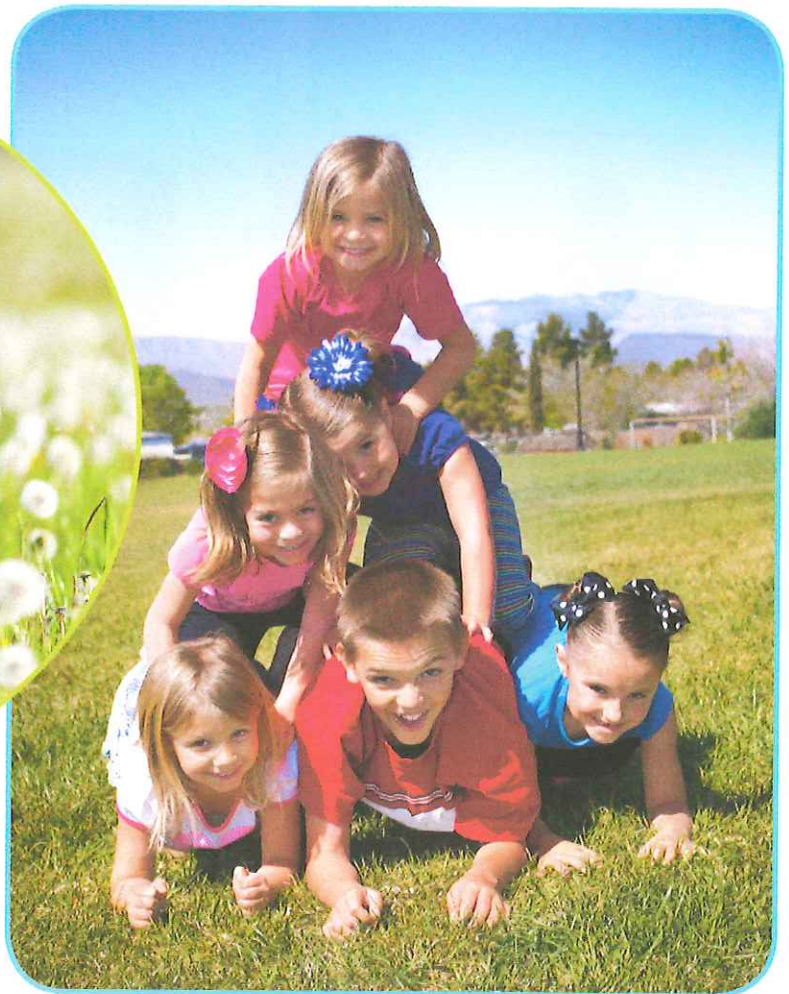
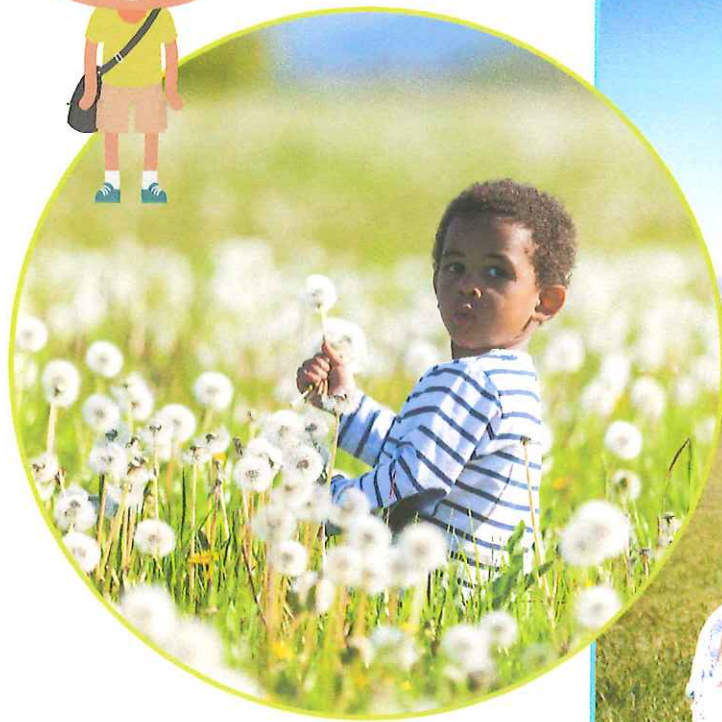


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Know Your Body



Requirement: My Self III



Meeting

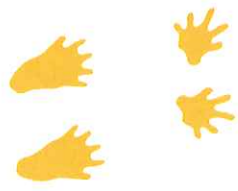
9

Crayons & Markers



Here are three fun activities that encourage Eager Beavers to play and explore with crayons and markers. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

CRAYONS & MARKERS



Grandma Ellen Stories

10

MINUTES

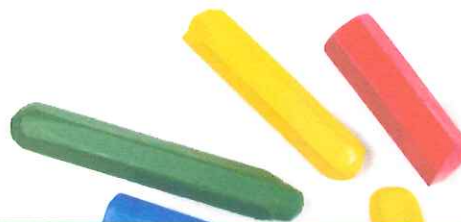
HOW WE GOT THERE

Read "How We Got There" pages 19-28 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.

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)
- Crayons in yellow, green, blue, purple, red, orange, black, and white
- One melted crayon

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.





The following activities fulfill the requirements for the Crayons & Markers chip.

My Favorite Color Book

15
MINUTES

1 ACTIVITY

WHAT YOU DO

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 white paper. Then use yarn to tie the sheets of paper together. On the front of each book, write "My favorite color is." 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* 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 the following questions:

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

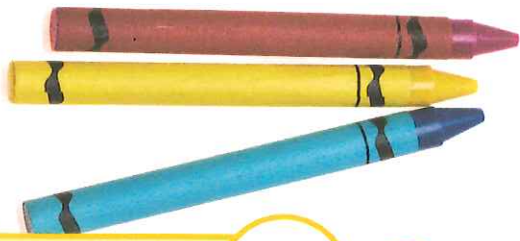
Now give each child the pre-made book and have them color the circle on the front with their favorite color. Then let the children search through old magazines and cards for pictures of things that are their favorite color. Have the children cut them out and glue them into their books. You can also bring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

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
- Craft glue
- Old magazines and cards
- Scraps of fabric
- Buttons
- White construction paper
- Paper punch
- Yarn
- *One Fish, Two Fish, Red Fish, Blue Fish* by Dr. Seuss (Random House, 1960) or a book of your choice about colors





ACTIVITY

2

Crayon Rubbings

10
MINUTES

MATERIALS NEEDED

- Crayons
- Newsprint, one sheet per child
- Textured objects (coins, keys, leaves, bark, sandpaper, etc.)

WHAT YOU DO

For this project, the children will learn about color and texture by placing a piece of newsprint over an object and then coloring 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. Provide a variety of textured objects and 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.





The Many-colored Coat

10
MINUTES

1 ACTIVITY

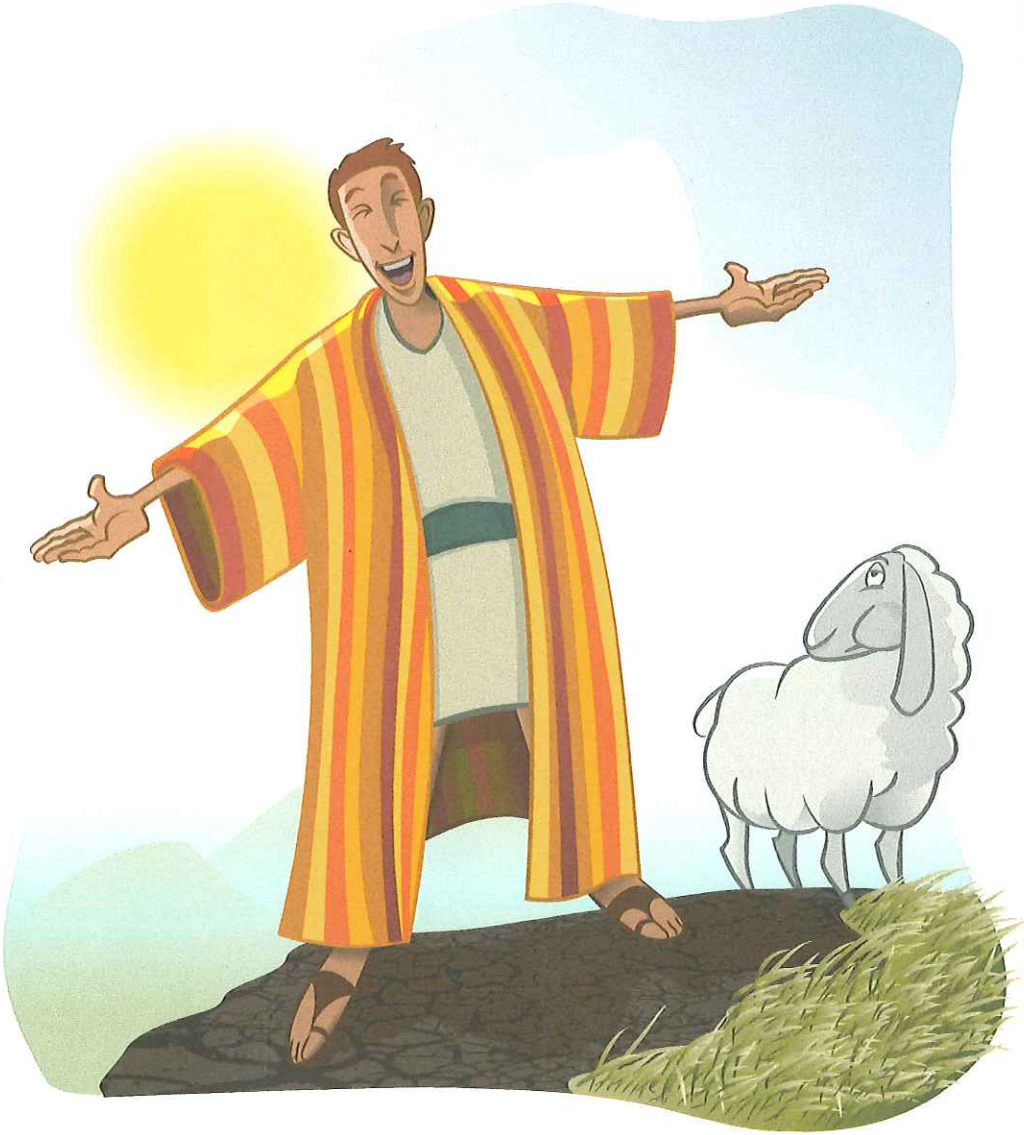
WHAT YOU DO

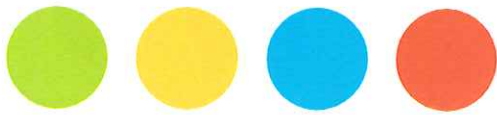
Ask the children who in the Bible had a coat with a lot of colors. Read *The Coat of Many Colors* or any children's book of your choice about Joseph. Then give them a picture of Joseph to color with markers.

  Find the **Joseph Coloring Sheet** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)

MATERIALS NEEDED

- *The Coat of Many Colors* by Jenny Koralek and Pauline Baynes (Eerdsmans, 2004) or a book of your choice
- Joseph Coloring Sheet (see p. 170 or Pinterest)
- Markers





ACTIVITY

4

Twister

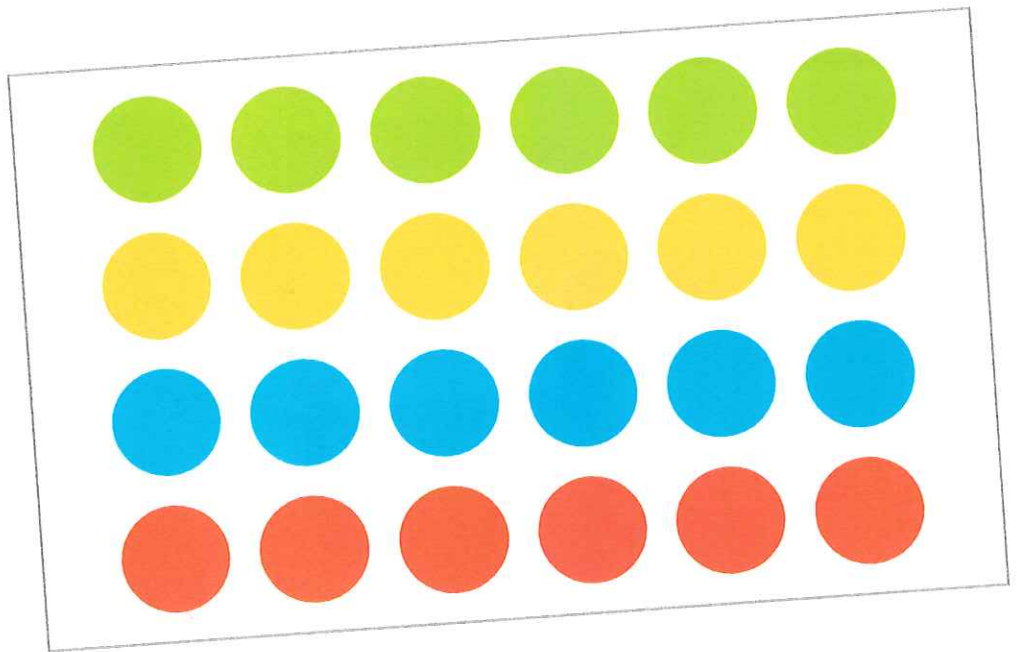
20
MINUTES

WHAT YOU DO

MATERIALS NEEDED

- Twister games or 12 in (30.5 cm) green, yellow, blue, and red circles (six each)

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 version by cutting circles out of construction paper. If you don't have a spinner, use the online spinner available at wheeldecide.com/twister-spinner. You'll need one game for every four to six children.



Closing

5
MINUTES

Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Crayons & Markers

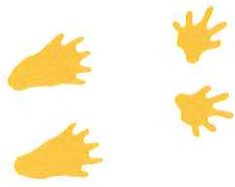


Meeting 10 Pets



Here are three fun activities that teach Eager Beavers about pets. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fourth commandment: "Remember the Sabbath day by keeping it holy."

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

PETS



Grandma Ellen Stories

10

MINUTES

ANOTHER TIME I REMEMBER

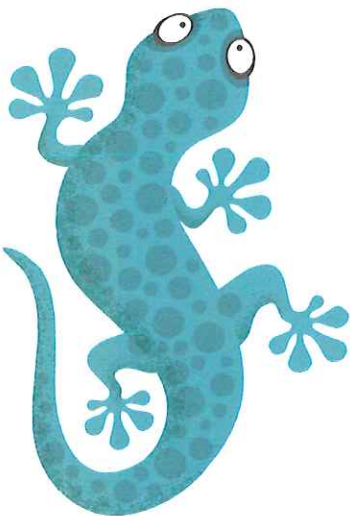
Begin by having the children repeat Exodus 20:8: "Remember the Sabbath day, to keep it holy." Ask the children what special things they like to do on Sabbath. Tell them that they are going to hear what Mabel liked to do on Sabbath. Read pp. 69-71 of *Grandma Ellen and Me* (Miller, 2000) to the children. (Begin reading at "Another time I remember.")

Talk about how fun it would be to have a horse take them to church and to a picnic. Ask the children if they know what a salamander is, then 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, and 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 that animals are a big responsibility and during Eager Beavers they will learn about pet care.

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)
- Picture of a salamander

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.





The following activities fulfill the requirement for My Family IV, which is to complete the Pets chip.

Doggy, Doggy, Where's Your Bone?

10
MINUTES

1 ACTIVITY

MATERIALS NEEDED

- Dog chew toy
- Doggy Bone Pattern (see p. 171 or Pinterest)

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

Place one chair (the back toward the children) at the top of the semi-circle. Select one child to come sit in the chair and place a cardboard cutout 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 who stole the bone becomes the dog.

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.



Find the **Doggy Bone Pattern** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)





ACTIVITY

2

Pet Blanket

10

MINUTES

WHAT YOU DO

MATERIALS NEEDED

- White or light colored fabric (100% cotton, pre-washed and hemmed), 20 × 20 in (51 × 51 cm)
- Fabric markers in a variety of colors
- Cookie cutters

Ask the children where they sleep at night. Then tell them that because their pets like to have their own cozy beds too, 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 fabric. Using fabric markers, have the children decorate their pet blankets. Cookie cutters make good stencils for children this age and are a quick way for the children to decorate the fabric. The children can also draw or write on the fabric.





Agility Course

WHAT YOU DO



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 own a pet, it is their responsibility to play with it each day. Now explain that some pet owners build special exercise gyms, called agility or obstacle courses, for their pets. Show the children pictures of dogs on agility courses. Tell the children that you've designed an agility course just for them so they can see how much fun their pets can have. Let them try it several times.

The agility 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.
- Weaving 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.
- 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 mat 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 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.

3

ACTIVITY

MATERIALS NEEDED

- Boxes or chairs
- Milk cartons or plastic soda bottles
- Board, 2 × 4 ft (0.5 × 1 m)
- Masking tape
- Pictures of dogs using agility/obstacle courses (go to akc.org)
- Gym mat
- Measuring tape





Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Pets



Requirement: My Family IV



Meeting

11

Helping At Home



Here are three fun activities that encourage Eager Beavers to play and explore while learning to help at home. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fifth commandment: "Honor your father and mother" (Exodus 20:12).

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

HELPING AT HOME



Grandma Ellen Stories

10

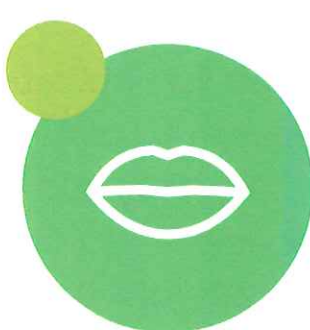
MINUTES

NEVER TOO BUSY TO LOVE US

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)

Ask the children what they like to do to help at home. Then read "Never too Busy to Love Us" from pp. 61-65 of *Grandma Ellen and Me* (Miller, 2000). At the end of the story, ask the children what parts of their body they use to be helpful. Some answers might include feet for walking the trash to the trash can, 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 learn more about being helpful.





The following activities fulfill the requirement for My Family III, which is to complete the Helping at Home chip.

Helping Hands Sing-along

5
MINUTES

1 ACTIVITY

MATERIALS NEEDED

- Cookies, one per child

WHAT YOU DO

Have the children sing “We Will Help at Home Today” and use actions to represent each helping activity. This song is sung to the tune of “The Muffin Man.” To hear this song, go to ScoutSongs.com. End with giving each child a cookie.

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.)*





ACTIVITY

2

Jesus' Helping Hands

10

MINUTES

MATERIALS NEEDED

- Safety scissors
- Construction paper
- Magnet strips, two per child
- Pencils
- *Jesus, Friend of Children* by Arthur S. Maxwell (Review and Herald, 1999)

WHAT YOU DO

Have the children repeat Exodus 20:12 after you: "Honor your father and your 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 they should 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*.

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. Then have them cut out their handprints and attach a self-adhesive magnet strip to the back of each hand.



Way to go!





Picking Up Toys Race

15
MINUTES

3 ACTIVITY

WHAT YOU DO

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 way 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 toybox. 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 who have completed their turns to cheer on those still playing.

MATERIALS NEEDED

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





ACTIVITY

4

Washing My Clothes

15

MINUTES

MATERIALS NEEDED

- 100% cotton t-shirts or 20 × 20 in (51 × 51 cm) fabric squares (white, pre-washed)
- Cardboard or newspaper
- Craft glue (washable)
- Liquid fabric dye (several colors)
- Spray bottles
- Smocks
- Plastic gloves
- Tarps, old sheets, or newspaper
- Hair dryers

WHAT YOU DO

Ahead of time: Wash and dry t-shirts or fabric squares. Mix the dye according to the manufacturer's directions. Then pour the dye into spray bottles (about 2 cups per bottle).

Several days before the meeting: Place a sheet of cardboard or several sheets of newspaper inside the t-shirt or under the fabric square. Use 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.) Next, remove the cardboard or newspaper from under the design before the glue dries and makes the fabric stick to it. Hanging the t-shirts/fabric squares on a clothesline is a good way to let the glue dry.





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 ones in another pile. Explain why and tell them they can have helpful hands by helping sort the clothes to wash.

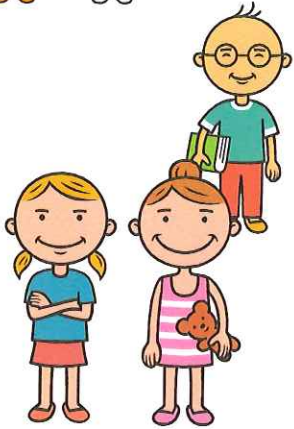
Now have the children spray the dye onto the shirts or fabric squares. If you want to let the children see how colors mix, let them spray a second color onto the fabric before the first color dries. If you want to use two colors, try the following color combinations: red & yellow (orange); red & blue (purple); yellow & blue (green). To speed up the drying process, use hair dryers to dry the fabric.

Give the parents/guardians the following written directions: Let the fabric dry overnight, 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.



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 smock. Plastic surgical gloves can be worn by the children to keep them from getting dye on their hands.



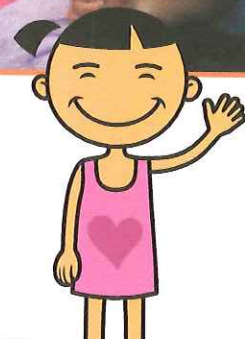
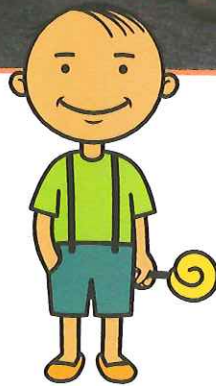
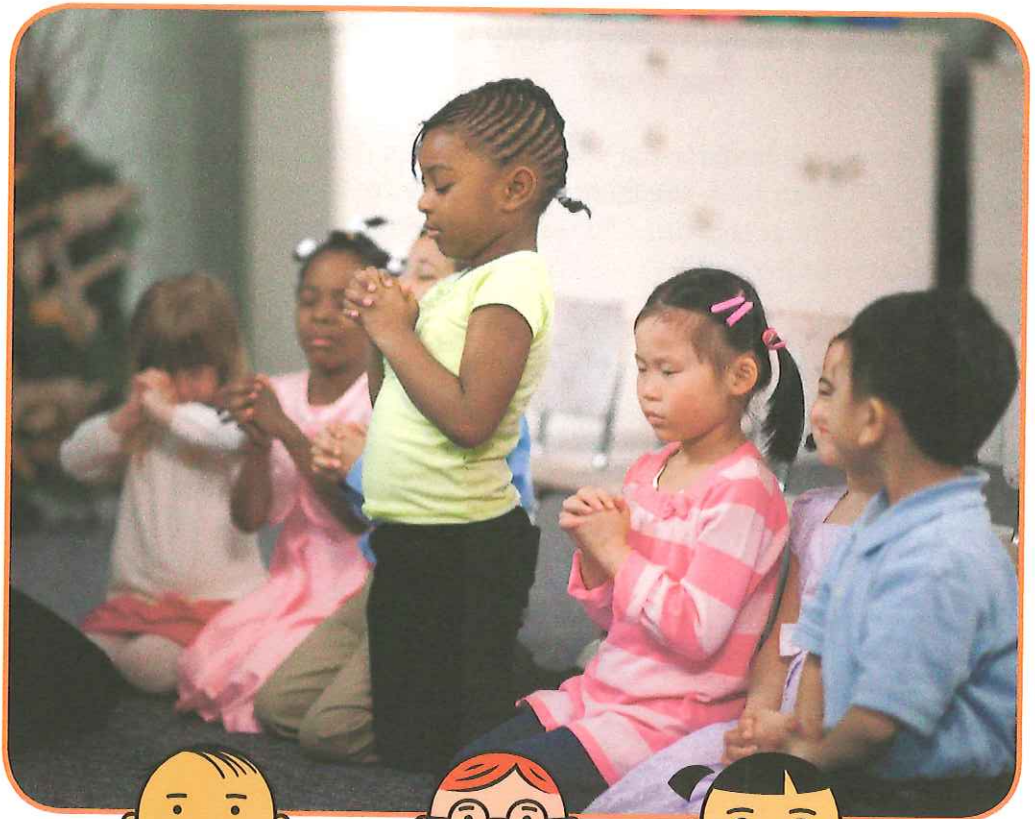


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Helping at Home



Requirement: My Family III

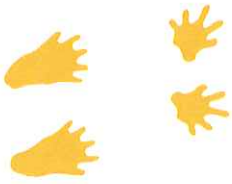


Meeting 12 Birds



Here are three fun activities that teach Eager Beavers about birds. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

BIRDS



Grandma Ellen Stories

10

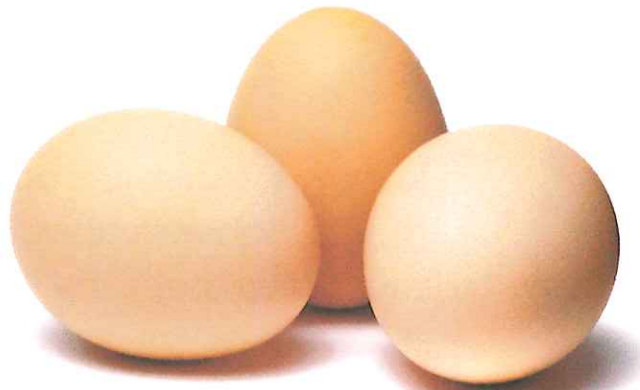
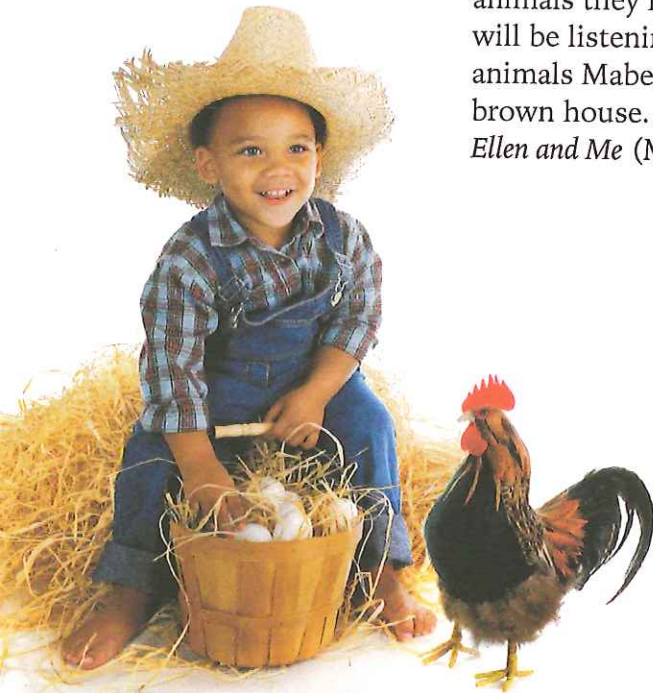
MINUTES

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)

THE LITTLE BROWN HOUSE

Begin by asking the children what pets or animals they have at home. 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" on pp. 5-10 of *Grandma Ellen and Me* (Miller, 2000).





The following activities fulfill the requirements for the Birds chip.

Egg Hunt

15

MINUTES

WHAT YOU DO

Ahead of time: Fill plastic eggs with pictures of birds. 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. Attach a picture of your state's bird to a piece of poster board. 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 the pictures 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 why it was selected as the state bird. Additionally, when you talk about the birds from your area, discuss what they like to eat.

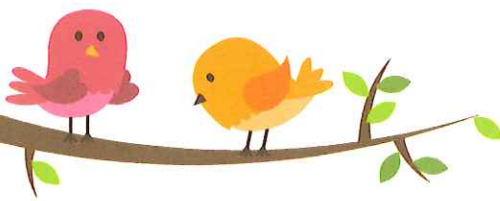
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ACTIVITY

MATERIALS NEEDED

- Plastic Easter eggs
- Pictures of birds including your state's bird, at least five birds local to your area, and birds mentioned in the Bible
- Poster board
- Baskets
- Thumb tacks or tape





ACTIVITY

2

Bird Feeders

10

MINUTES

WHAT YOU DO

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.

MATERIALS NEEDED

Option 1

- Pine cones, one per child
- String
- Cornmeal
- Shortening or peanut butter
- Scissors
- Bird seed (thistle, corn sunflowers, mixture of seeds)
- Ziploc bags
- Wax paper
- Spoons or spatulas

Option 2

- Egg cartons, one per child
- Yarn or string, 12 in (30.5 cm) pieces
- Hole punches
- Stickers of birds or nature
- Scissors
- Bird seed
- Ziploc bags

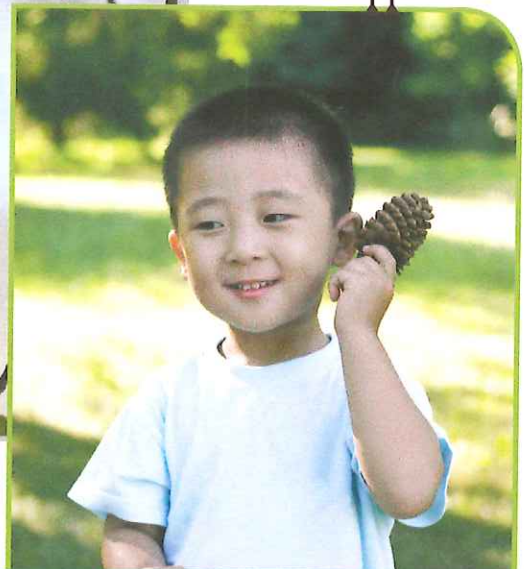


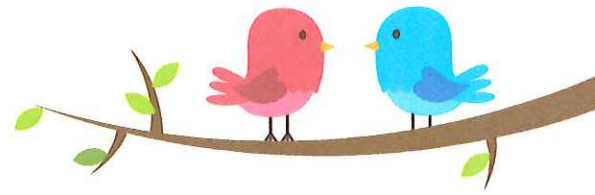
OPTION 1

Pine Cone Feeders

Ahead of time: Tie string to one end of each of the pine cones. The string should be long enough to tie to a branch so the pine cone hangs about 6 in (15 cm) below it. Also, combine the cornmeal with either vegetable shortening or peanut butter to create a stiff mixture.

Cover the children's work area with wax paper. Show them a completed pine cone feeder. Then give them each a pine cone and approximately one cup of the bird seed mixture. Place the mixture directly onto the wax paper. With spoons or spatulas, have the children spread the mixture onto the pine cone. Next, pour about one cup of bird seed onto each child's waxed paper and have them roll the pine cone in the seed until it is covered. Since these are a bit messy, give each child a large Ziploc bag in which to take their feeder home.





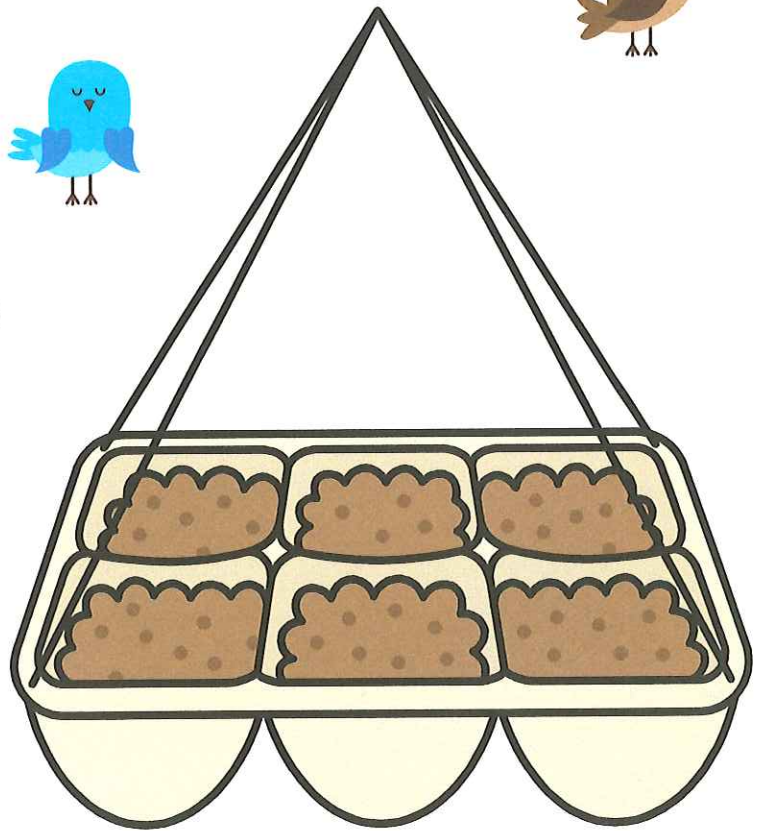
OPTION 2

Egg Carton Feeders

Ahead of time: Remove the top of each egg carton to be used for a feeder.
Cut four pieces of yarn or string for each feeder.



Show the children a completed feeder. Give each of the children an egg carton. Using a paper punch, have them make one hole on each corner of the carton. Next, give them the pieces of string or yarn. Have them attach one string to each hole and tie them all together at the top. Then let the children decorate the outside of the feeders with stickers of birds or nature. Send each child home with a Ziploc bag of bird seed.





ACTIVITY

3

Bird Seed Pictures

10

MINUTES

MATERIALS NEEDED

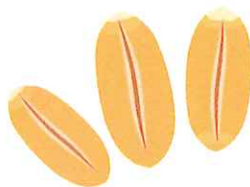
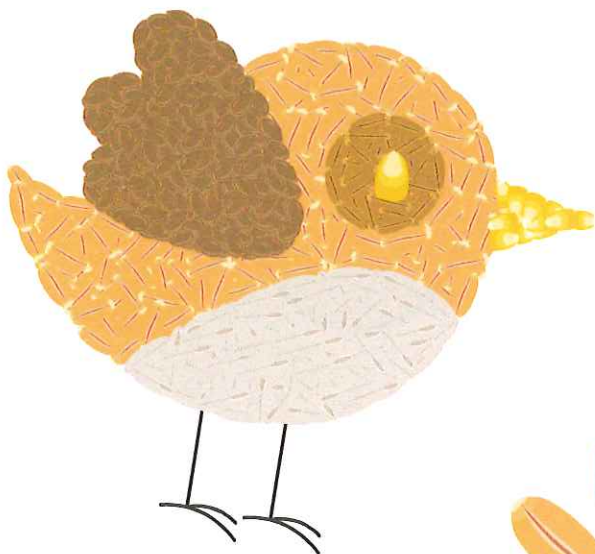
- Bird seed, three different sizes
- Craft glue
- Small dishes for glue
- Paintbrushes
- Bird Seed Art (see p. 172 or Pinterest)

WHAT YOU DO

Show the children a completed project. Now give the children a simple line drawing of a bird. Give each child a small dish containing craft glue, a paintbrush, and three different types of bird seed. 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.



Find Bird Seed Art at
[Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)



Bird Sounds Game

15

MINUTES

WHAT YOU DO

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

Crow: caw, caw, caw

Robin: cheerio, cheerio, cheerio

Owl: whooo, whooo, whooo

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 sit in a circle 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 a 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.

4

ACTIVITY

MATERIALS NEEDED

- Pictures of birds the kids will mimic





Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Birds



Meeting 13 Fire Safety



Here are three fun ways to teach Eager Beavers about fire safety. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fifth commandment: "Honor your father and mother" (Exodus 20:12).

5

MINUTES



Listen to a story about fire fighters.

CHIP COMPLETED

FIRE SAFETY



Story Time

FIRE FIGHTERS

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* (Bougeois, 2000) or a book of your choice on fire fighters or fire safety.

MATERIALS NEEDED

- *In My Neighborhood: Fire Fighters* by Paulette Bougeois (Kids Can, 1991) or a book of your choice





The following activities fulfill the requirement for My Family II, which is to complete the Fire Safety chip.

Fire Fighter Hat

5

MINUTES

WHAT YOU DO

Ahead of time: Round the corners of a piece of red construction paper and cut an arc in the center. Next, pull the arc up and fold 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 fighter's hat. Ask them why it is important for fire fighters to wear hats. Then give each child the pre-cut red construction paper. Have them cut out a shield from white paper and glue it to the front of the hat.



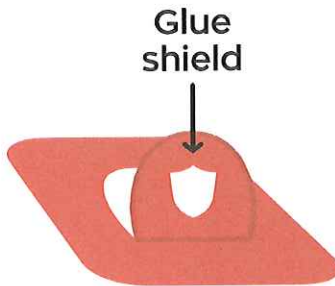
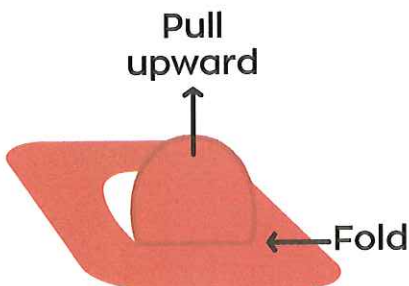
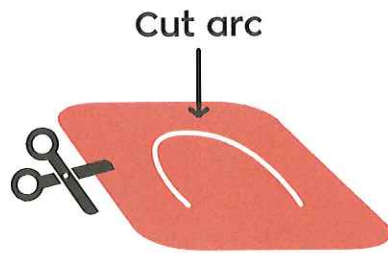
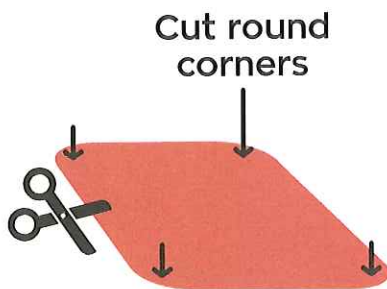
Find the **Fire Fighter Shield Pattern** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)

1

ACTIVITY

MATERIALS NEEDED

- Red construction paper, one piece per child
- White construction paper
- Safety scissors
- Craft glue
- Fire Fighter Shield Pattern (see p. 173 or Pinterest)
- Picture of a fire fighter's hat



ACTIVITY

2

Fire Art

10
MINUTES

WHAT YOU DO

MATERIALS NEEDED

- White construction paper, one sheet per child
- Safety scissors
- Craft glue
- Picture of a campfire
- Tempera paint (red, yellow, orange, and bright blue)
- Squeeze bottles
- Newspaper
- Smocks

Ahead of time: Set up several activity tables with squeeze bottles filled with tempera paint. 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. Cover the work area with newspaper.

Ask the children to list good things about fire. Then show them a picture of a campfire and ask them what colors they see in the fire. 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 construction paper. They should overlap the paint until most or all of the paper is covered with paint.



Safety Centers

20

MINUTES

WHAT YOU DO

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 activity 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.

911 Center: Have phones for the children to practice calling 911 and giving information to the emergency operator.

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 in (30.5 cm) above the floor to represent smoke.

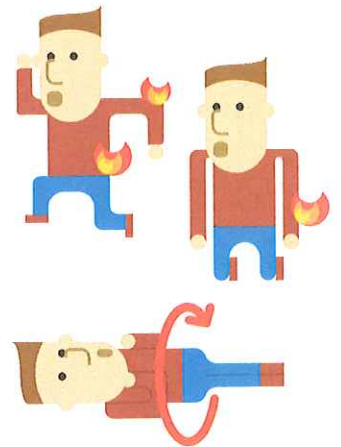
Stop, Drop, and Roll Center: The children will drop and roll on the ground.

3

ACTIVITY

MATERIALS NEEDED

- Phones (real or pretend)
- Flat sheets





ACTIVITY

4

MATERIALS NEEDED

- Unlined index cards, six per child
- Shallow containers to hold glue
- Rubber stamps
- Glitter in shaker bottles
- Markers
- Newspaper

Safety Flash Cards

5

MINUTES

WHAT YOU DO

Ahead of time: Cover the work area with newspaper.

Give each child six index cards. 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 newspaper 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, such as, What is your phone number?



Closing

5

MINUTES

Gather the children into a circle and ask

them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Fire Safety



Requirement: My Family II



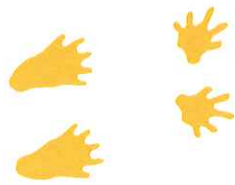
Meeting 14

Playing with Friends



Here are three fun ways to teach Eager Beavers about being a good friend. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fifth commandment: "Honor your father and mother" (Exodus 20:12).

5

MINUTES



Listen to a story about friends.

CHIP COMPLETED

PLAYING WITH FRIENDS



Story Time

HOW TO BE A GOOD FRIEND

10

MINUTES

MATERIALS NEEDED

- Book about being a good friend

Begin by telling the children about your best friend, Jesus. Then explain that Jesus wants to be their friend and wants them to be good friends to others. Read a story about being a good friend, such as *How to Be a Friend* by Laurie Kransy Brown and Marc Brown (Dino Life, 2001), *Share and Take Turns* by Cheri J. Meiners (Free Spirit, 2003), *Join In and Play* by Cheri J. Meiners (Free Spirit, 2003), or a book of your choice. Tell the children they will practice being a good friend during Eager Beavers.





The following activities fulfill the requirement for My World II, which is to complete the Playing with Friends chip.

Friendship Song

10
MINUTES

WHAT YOU DO

Teach the children at least one song about being a friend. Practice the song several times until the children can easily sing along.



1

ACTIVITY

MATERIALS NEEDED

Select one or more of the following friendship songs or use one you already know to teach the children:

- “Fill Your Bucket” by the Learning Station at [YouTube.com](https://www.youtube.com/watch?v=K13T8R0C864). If you use this song, give the children good friend phrases, such as be kind, smile, share, be helpful, ask others to play, etc. Have an adult read each of the phrases out loud as the children put them in the bucket.
- “The More We Get Together” by Raffi at [YouTube.com](https://www.youtube.com/watch?v=K13T8R0C864)
- “Barney: The Friendship Song” at [YouTube.com](https://www.youtube.com/watch?v=K13T8R0C864)



ACTIVITY

2

Sharing Island

10
MINUTES

MATERIALS NEEDED

- Rope
- Music, recorded or live

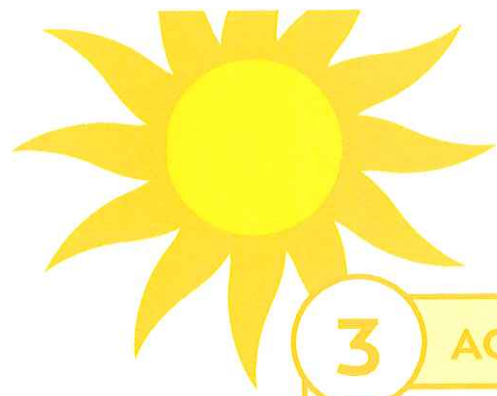
WHAT YOU DO

Ahead of time: Outline a large square or island shape on the floor with rope. The area inside the rope is the island and the area outside the rope is the water.

Have the children repeat Hebrews 13:16 (NLT): “Don’t forget to do good and share with others.” Remind the children that sharing is part of being a good friend. Tell them they are going to play a game where they all have to share an island!

This game is similar to Cooperative Musical Chairs. When the music begins children “swim” around the island. The stopping of the music signals that they need to quickly get out of the water and all of them must stand on the island. Once all the children are on the island, start the music again and have the children go back to swimming in the water. While they are swimming, make the island smaller. Continue doing this for several more rounds. The island should get smaller and smaller, forcing the children to work together to share the island.





Mother, May I?

10
MINUTES

3

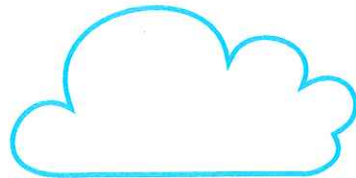
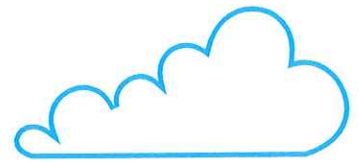
ACTIVITY

WHAT YOU DO

Ask the children what it means to have good manners. Have the children give examples. Remind them that using good manners is part of being a good friend. Have an adult play the role of Mother, Tía, Uncle, Grandfather, or whatever title you want to use. Have the children line up shoulder to shoulder about 20 ft (6 m) away from Mother. The adult says a child's name and tells them to do something. Example: "Zaida, take three giant steps forward." The child then asks, "Mother, may I?" Mother responds, "Yes, you may." If the child does the action without asking may I, he or she goes back to the starting line. The goal is to get all of the children to the finish line where Mother is standing.

MATERIALS NEEDED

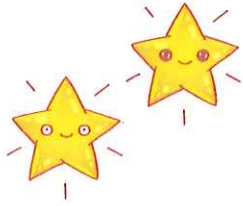
- None



Suggested steps:

- Baby steps
- Giant steps
- Regular steps
- Bunny steps (hop)
- Hop on one foot



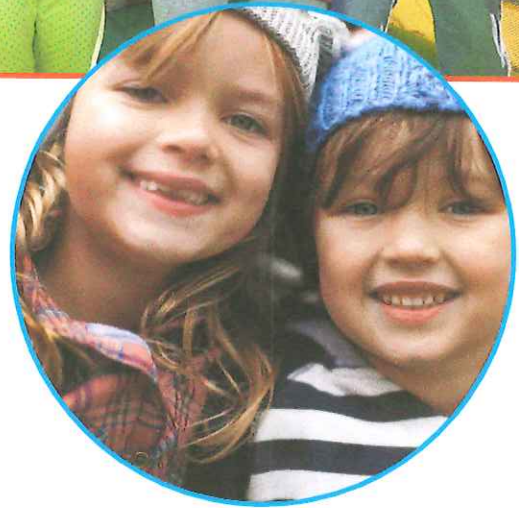
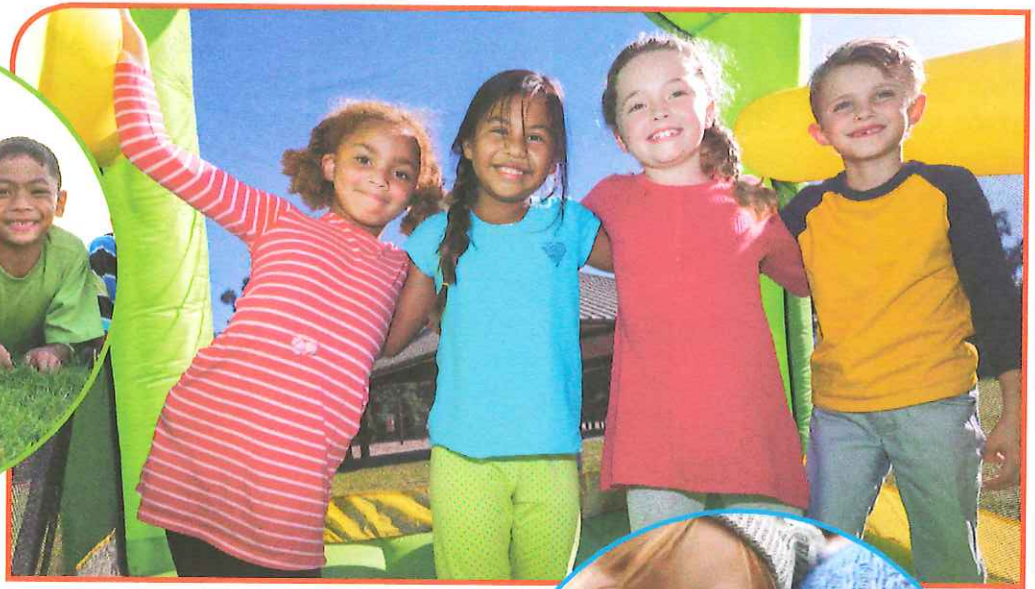


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Playing with Friends



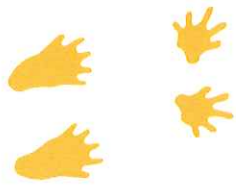
Requirement: My World II



Meeting 15 My Community Friends

Here are three fun activities that teach Eager Beavers about neighborhood helpers. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about neighborhoods.

CHIP COMPLETED

MY
COMMUNITY
FRIENDS



Story Time

EXPLORING OUR COMMUNITY

10

MINUTES

MATERIALS NEEDED

- Book about neighborhoods

Tell the children 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 that are close to where they live. Then read a book about neighborhoods such as *Helpers in My Community* (Kalman, 2011), *My Neighborhood* (Bullard, 2002), *Franklin's Neighborhood* (Bourgeois, 1999) or a book of your choice. Ask the children who are some of the people they know or who work in their neighborhoods. Now share with the children that they will be learning about people that might be in their neighborhoods.





The following activities fulfill the requirement for My World I, which is to complete the My Community Friends chip.

Neighborhood Helpers Activity Centers

30
MINUTES

1 ACTIVITY

MATERIALS NEEDED

- Various items to create the neighborhood helpers activity centers

WHAT YOU DO

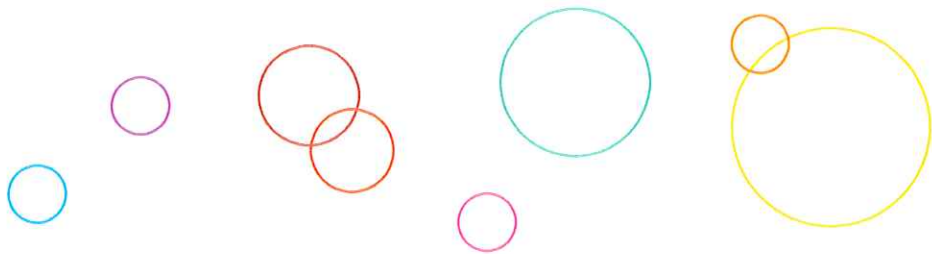
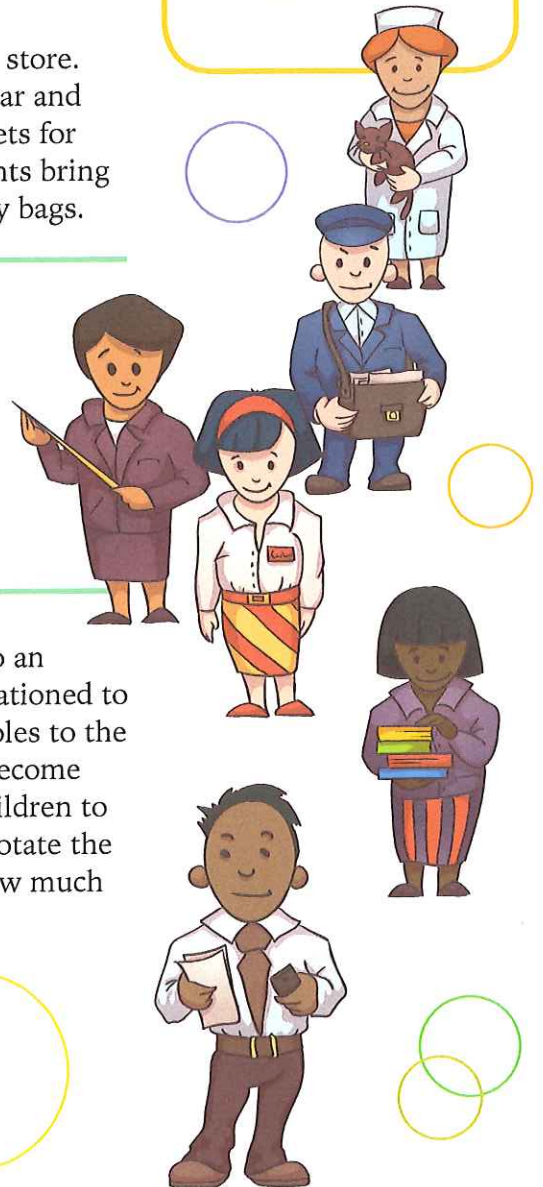
Ahead of time: Prepare four or five activity centers that replicate a neighborhood location (prepare more if you have a large club). Local businesses may be willing to donate or loan items for you to use. Remember that children this age have great imaginations, so the centers don't have to look like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

At one center the children can meet the neighborhood grocer at her store. You can provide name tags or aprons for some of the children to wear and pretend to be employees. Other children can shop using small baskets for their groceries. 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
- 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.





ACTIVITY

2

MATERIALS NEEDED

- Sheets of card stock folded in half, one per child
- Crayons, washable markers, or stickers

Community Helper Thank You Card

10
MINUTES

WHAT YOU DO

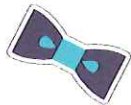
Ahead of time: Write "Thank you for making my neighborhood a better place!" inside each greeting card.

Ask the children what the neighborhood helpers from the activity centers in Activity 1 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.

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. To decorate the front of the card you might have the children trace their hands or use stickers.

Thank you for making
my neighborhood
a better place!



Closing

5
MINUTES

Gather the children into a circle and ask

them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: My Community Friends



Requirement: My World I



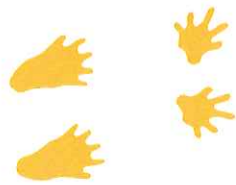
Meeting

16

Shapes & Sizes

Here are three fun activities that encourage Eager Beavers to play and explore with measurements. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Grandma Ellen Stories (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fifth commandment: "Honor your father and mother" (Exodus 20:12).

5

MINUTES



Listen to a story about Ellen White.

CHIP COMPLETED

SHAPES
& SIZES



Grandma Ellen Stories

10

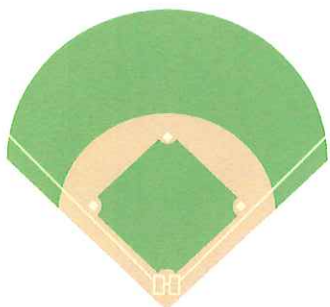
MINUTES

LEARNING TO PLAY BASEBALL

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 71-72 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 with the children that shapes are all around them and that they will be learning more about shapes and sizes during Eager Beavers.

MATERIALS NEEDED

- *Grandma Ellen and Me* by Mabel R. Miller (Pacific Press, 2000)
- Baseball bat
- Baseball
- Dry erase board or large sheet of paper
- Marker





The following activities fulfill the requirements for the Shapes & Sizes chip.

Measuring Up

15

MINUTES

WHAT YOU DO

Ahead of time: On the wall and floor, mark the measurements of several animals. Tape 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 pictures of animals and discussing their size. Then have the children go to each animal and compare their size to that of the animal.

1

ACTIVITY

MATERIALS NEEDED

- Pictures of animals
- Measuring tape or yardsticks
- Tape

Animal Sizes

Baby African Elephant	3 ft (1 m) tall
Baby Giraffe	6 ft (2 m) tall
Baby Hippopotamus	18 in (46 cm) tall
American Alligator	12 ft (3.5 m) long
Saltwater Crocodile	20 ft (6 m) long
Congo Dwarf Crocodile	3.5 ft (1 m) long
Golden Retriever	24 in (61 cm) tall
Great Dane	38 in (96.5 cm) tall
Chihuahua	9 in (23 cm) tall
Gorilla	6 ft (2 m) tall
Chimpanzee	5 ft (1.5 m) tall
Pygmy Marmoset (monkey)	3.5 in (9 cm) long
Boa Constrictor	10 ft (3 m) long
Hummingbird	3.5 in (9 cm) (<i>from tip of tail to tip of beak</i>)
Ostrich	9 ft (3 m) tall
Blue Heron	4 ft (1 m) tall



After the children have been measured against each animal, talk about which animals are the biggest and smallest.

ACTIVITY

2

Animal Shapes

15

MINUTES

WHAT YOU DO

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

MATERIALS NEEDED

- Safety scissors
- Craft glue
- Construction paper
- Crayons or pencils
- Animal Shapes Patterns (see pp. 174-177 or Pinterest)

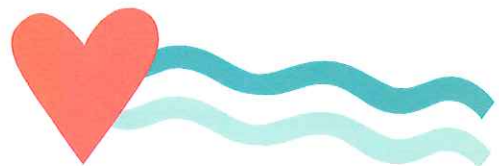
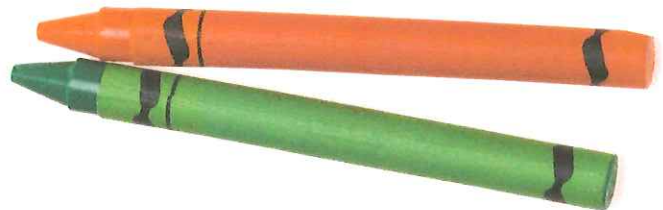
OPTION 1

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



OPTION 2

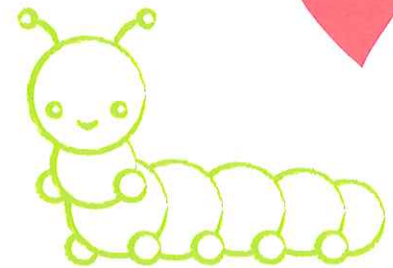
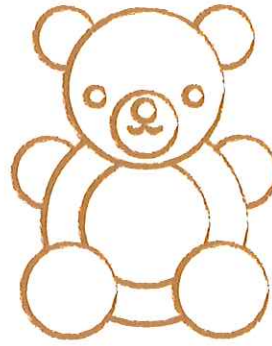
The children glue pre-cut shapes together. This option requires no cutting and very little drawing.





OPTION 3

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



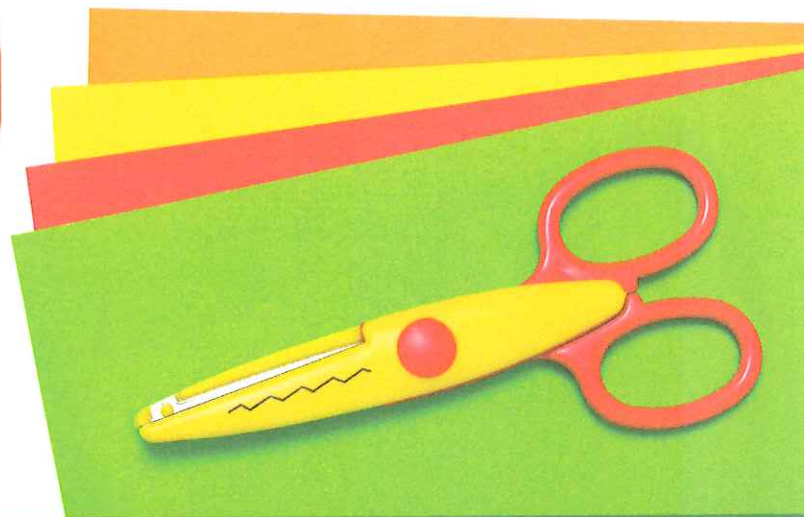
The following directions are for Option 2. You can modify these directions for Options 1 and 3.

Show the children a completed picture of one of the animal shapes. Ask them to identify the shapes they see. Then give them the shapes that they will need to make the animal. Model 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. Stack each child's pictures together with their drawings of shapes on the top. Have an adult staple the edges of one side to create a book for each child.





Find the **Animal Shapes Patterns** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)





ACTIVITY

3

Follow the Shapes

15

MINUTES

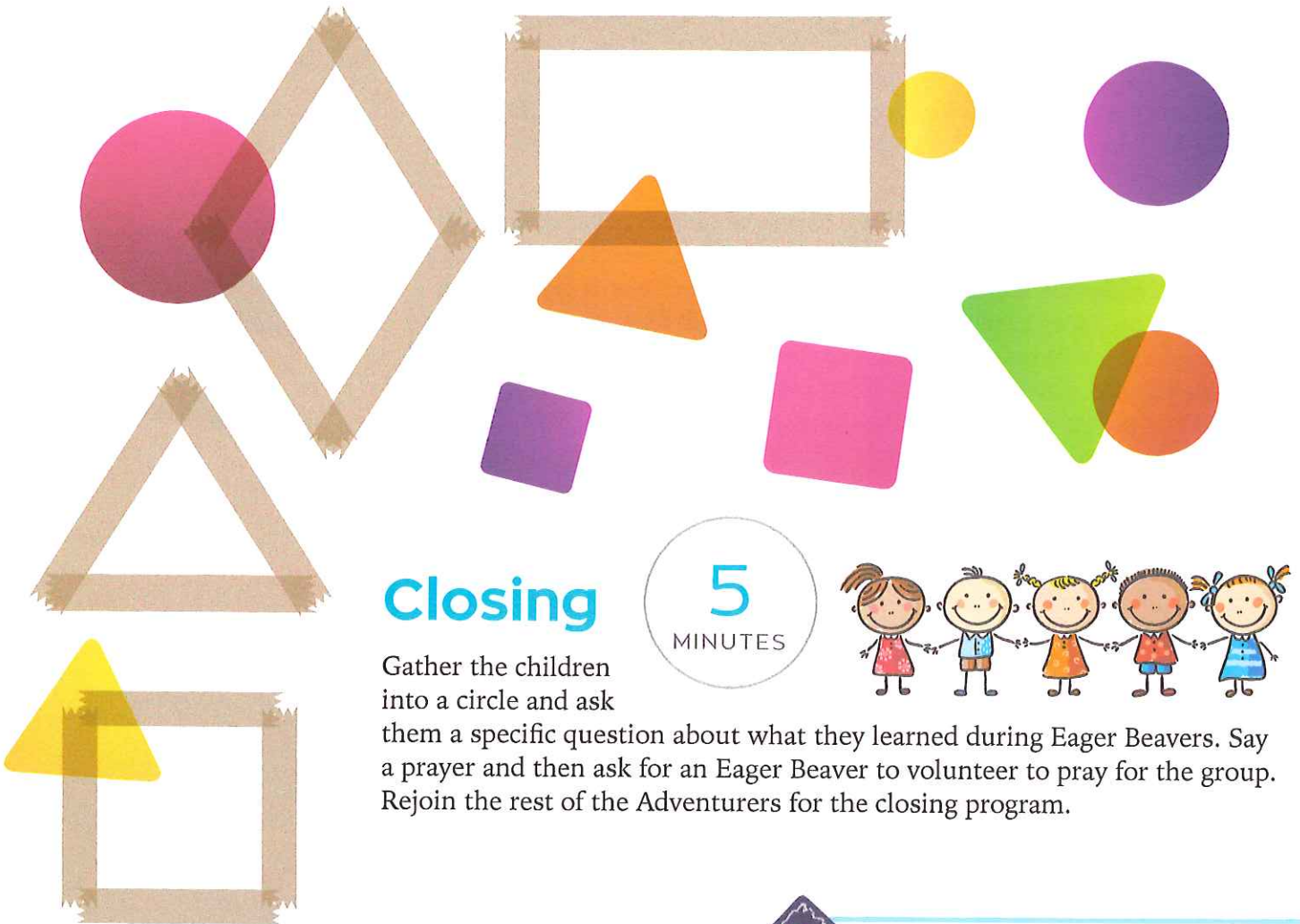
WHAT YOU DO

Ahead of time: On the floor, use masking tape to 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 follow 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.

MATERIALS NEEDED

- Pictures of shapes: oval, circle, square, rectangle, diamond, triangle
- Masking tape



Closing

5

MINUTES

Gather the children into a circle and ask

them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Shapes & Sizes

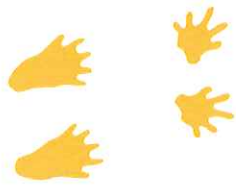


Meeting 17 Sponge Art



Here are three fun activities that encourage Eager Beavers to play and explore with sponges. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about ocean life.

CHIP COMPLETED

SPONGE ART



Story Time

SEA SPONGES

10

MINUTES

MATERIALS NEEDED

- Book about ocean life
- Sea sponge

Read a book about ocean life such as *National Geographic Kids Look and Learn: Ocean Creatures* (National Geographic Kids, 2015), *Moonlight Ocean* (Golding, 2012), *National Geographic Readers: Ocean Animals Collection* (National Geographic Kids, 2015) or a book of your choice. Then show the Eager Beavers a real sea sponge and explain that sponges live in the ocean. Next tell them they will be doing fun activities with sponges.





The following activities fulfill the requirements for the Sponge Art chip.

Sponge Greenhouse

WHAT YOU DO

Ahead of time: Soak the seeds overnight before giving them to the children. Create take-home instructions for the adults telling them to mist the seeds twice a day, place the carton in direct light, and let the children eat the sprouts on a sandwich or in a salad.

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 milk carton. Next, have each of the children sprinkle seeds onto their sponges. Then have each child mist the sponge and seeds with water.

5

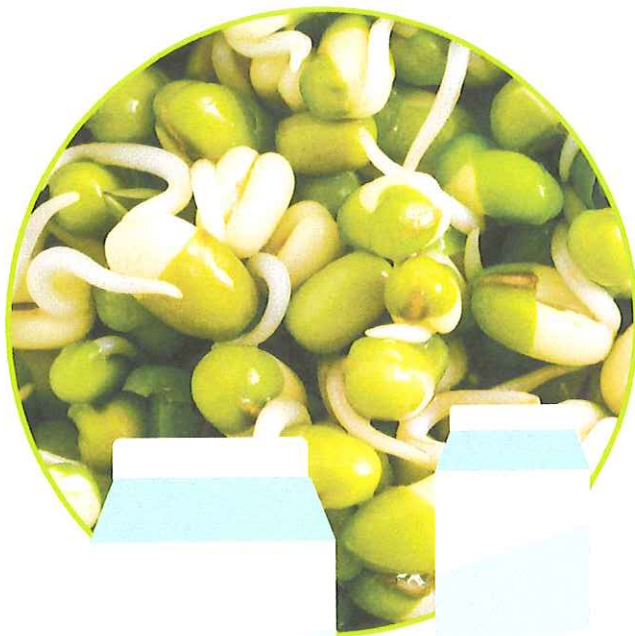
MINUTES

1

ACTIVITY

MATERIALS NEEDED

- 2-pint clean milk cartons with the tops cut off
- Sponges cut to fit into the bottom of the milk cartons
- Seeds that sprout such as radish or mung bean
- Spray bottles
- Instruction sheets



ACTIVITY

2

Sponge Art Placemat

15
MINUTES

MATERIALS NEEDED

- Poster board, 13 × 11 in (33 × 28 cm)
- Sponges cut into the shapes of fruits and vegetables
- Tempera or poster paint
- Dishes for paint
- Spray fixative or laminating sheets
- Newspaper
- Smocks

WHAT YOU DO

Ahead of time: Cut sponges into the shapes of fruits and vegetables. You might want to make one set for each color of paint. Cover the work area with newspaper.

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

Give each child a piece of poster board. Place tempera or poster paint in dishes. Have the children dip the sponges into the paint and firmly press them onto their placemat. Repeat until the mat is covered with prints. Write the children's names on their mats and set aside to dry.

Once the placemats are dry, ask a couple of the parents to either spray the front and back of each mat with a fixative or put each placemat between laminating sheets.



Yay! What fun!



Sponge Beavers

10
MINUTES

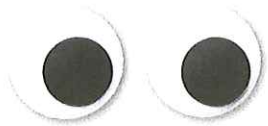
WHAT YOU DO

Ahead of time: Cut whiskers from string and teeth and ears from felt.

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

Give each child a round sponge and have them glue on the following:

- Eyes (plastic eyes)
- Nose (black button)
- Mouth (string)
- Teeth (white felt)
- Ears (brown felt)



3 ACTIVITY

MATERIALS NEEDED

- Black buttons, one per child
- Round brown sponges, one per child
- Plastic eyes, two per child
- String, cut into 2 in (5 cm) pieces
- White felt, two rectangular pieces per child
- Brown felt, two rectangular pieces per child
- Craft glue
- Scissors



ACTIVITY

4

Sponge Relay Race

15

MINUTES

MATERIALS NEEDED

- Buckets
- Bowls
- Large sponges



WHAT YOU DO

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

Remind the children that not only do beavers eat plants, but they also 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 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.

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.



Closing

5

MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.

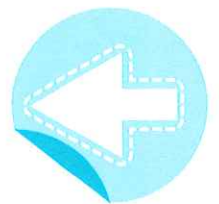


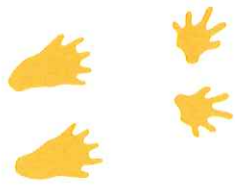
Chip: Sponge Art



Meeting 18 Stamping Fun

The following activities are fun ways for Eager Beavers to play while learning about stamping. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about shapes.

CHIP COMPLETED

STAMPING FUN



Story Time

SHAPES

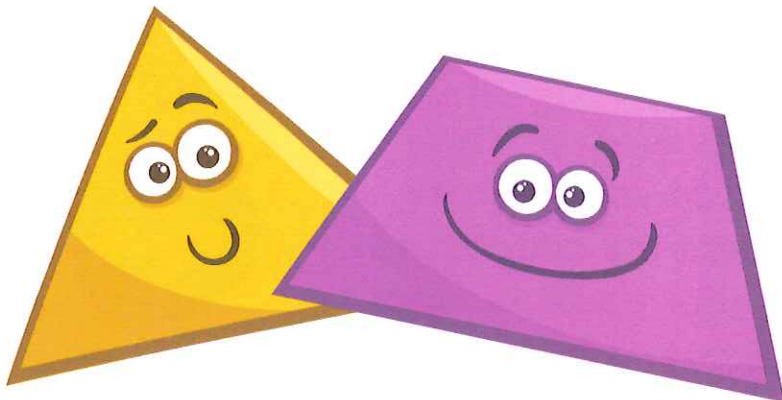
10

MINUTES

Read a book about shapes, such as *My Very First Book of Shapes* by Eric Carle (Philomel, 2005), *Round Is a Tortilla: A Book of Shapes* by Roseanne Thong and John Parra (Chronicle, 2015), *Round Is a Mooncake: A Book of Shapes* by Roseanne Thong and Grace Lin (Chronicle, 2014), or a book of your choice. Then show the children some stamps with different shapes and tell the children they are going to play with stamps.

MATERIALS NEEDED

- Book about shapes
- Rubber stamps, different shapes





The following activities fulfill the requirements for the Stamping Fun chip.

Paper Tube Stamps

10
MINUTES

WHAT YOU DO

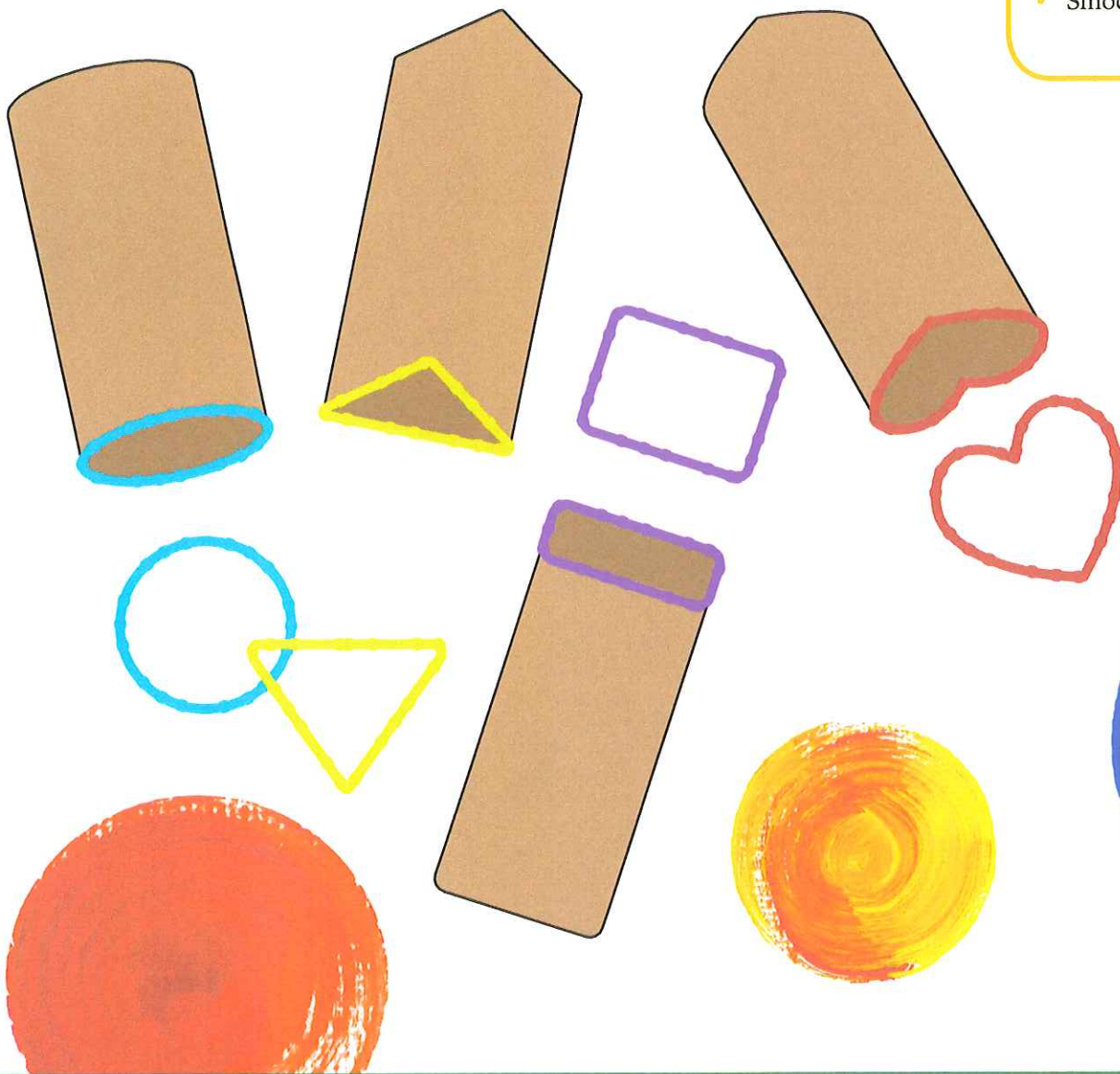
Ahead of time: Form the craft paper tubes into a variety of shapes such as hearts, triangles, and squares. Cover the work area with newspaper.

Begin by modeling to the Eager Beavers how to dip the end of the tubes into paint and then stamp the paper. Encourage the children to fill the paper with shapes and colors. You may want to give the children more than one sheet of paper so they can try a variety of designs and colors.

1 ACTIVITY

MATERIALS NEEDED

- Craft paper tubes
- Tempera paint
- Paper plates
- Large sheets of paper
- Newspaper
- Smocks



ACTIVITY

2

MATERIALS NEEDED

- Fruit and vegetables to use for stamps: celery sticks, apple halves, mushroom caps, sliced okra, bell pepper halves, corn on the cob, cauliflower florets, etc.
- Tempera paint
- Paper plates
- Fish Art (see p. 169 or Pinterest)
- Large sheets of paper
- Newspaper
- Smocks

Rainbow Fish

10

MINUTES

WHAT YOU DO

Ahead of time: Prepare the fruit and vegetables. Cover the work area with newspaper.

Show the children how each piece of fruit or vegetable can be used to make a print. Then give each child a fish pattern to fill in with fruit and vegetable stamps. The children can use as many colors or types of produce as they want. You may want to give the children more than one fish pattern so they can try many different stamps. You can also give the children large sheets of blank paper to stamp once they have finished the fish.



Find Fish Art at
[Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)



Mesh Bag Stamps

WHAT YOU DO

Ahead of time: Cut mesh netting into 4×4 in (10×10 cm) squares. Make the mesh stamping bags by placing scraps of fabric or cotton balls in the center, gathering up the edges, and using string or rubber bands to tie the top of the mesh bags shut. You will need one bag for each color used by each child. For example, if each child has red, yellow, and blue paint, he or she will need three mesh bag stamps.

Show the children how to daub the mesh bag with paint. Then have them repeatedly stamp the paper with the mesh bag. They don't need to put the mesh bag in the paint each time they stamp. Part of the fun of stamping is the different shades created by repeatedly using the stamp. Have the children fill up the paper with as many stamps and colors as they can.

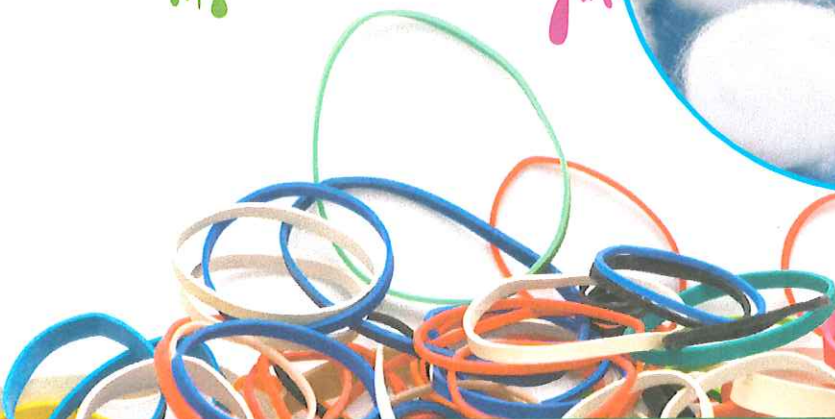
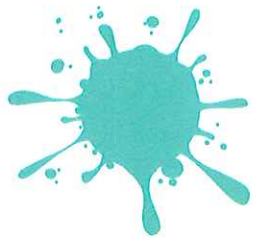
10
MINUTES

3

ACTIVITY

MATERIALS NEEDED

- Tempera paint
- Mesh netting from orange, potato, onion, or other produce bags
- Rubber bands or string
- Scraps of fabric or cotton balls
- Paper plates
- Large sheets of paper
- Newspaper
- Smocks





Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Stamping Fun

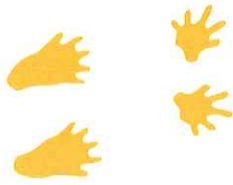


Meeting 19 Animals



Here are three fun activities that teach Eager Beavers about animals. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about animals.

CHIP COMPLETED

ANIMALS



Story Time

LET'S LEARN ABOUT ANIMALS

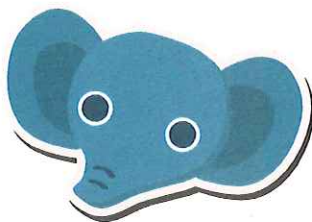
10

MINUTES

MATERIALS NEEDED

- Book about animals

Read a story about animals such as *The Berenstain Bears: God Bless the Animals* (Berenstain, 2012), *Adam Named the Animals from A to Z* (Stortz, 2012), *National Geographic Kids Look and Learn: Baby Animals* (National Geographic Kids, 2014) or a book of your choice. Share with the children that animals learn to do things from watching adult animals and that children also learn to do things by watching parents, grandparents, or older brothers or sisters. Ask the children what they have learned to do from watching adults (setting the table, washing the car, making the bed). Then tell the children they will be playing with and learning about animals.





The following activities fulfill the requirements for the Animals chip.

Animal Shadow Game

10

MINUTES

1

ACTIVITY

MATERIALS NEEDED

- Pictures of adult animals and their babies

WHAT YOU DO

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 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:

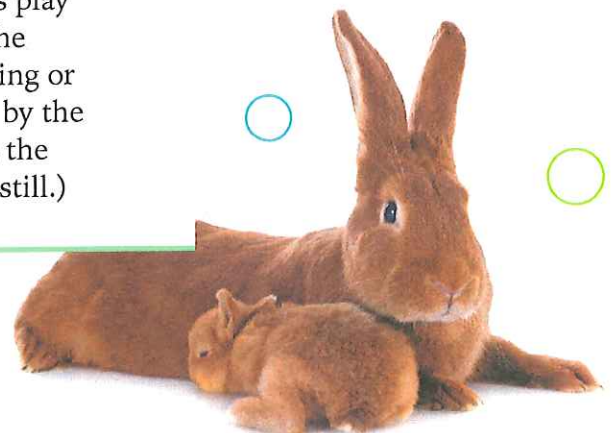
Rabbit/bunny Have the children wrinkle their nose and sniff for danger. Then have them hop quickly to a safe hiding place.

Elephant/calf Have the children use one of their arms to mimic an elephant's trunk. Then have them pick leaves from trees. (Optional: Attach string to construction paper leaves or real leaves and then tape the string to the wall.)

Flamingo/chick Have the children stand on one leg and tuck their head 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.

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.)





ACTIVITY

2

Animal Hand Drawings

15
MINUTES

MATERIALS NEEDED

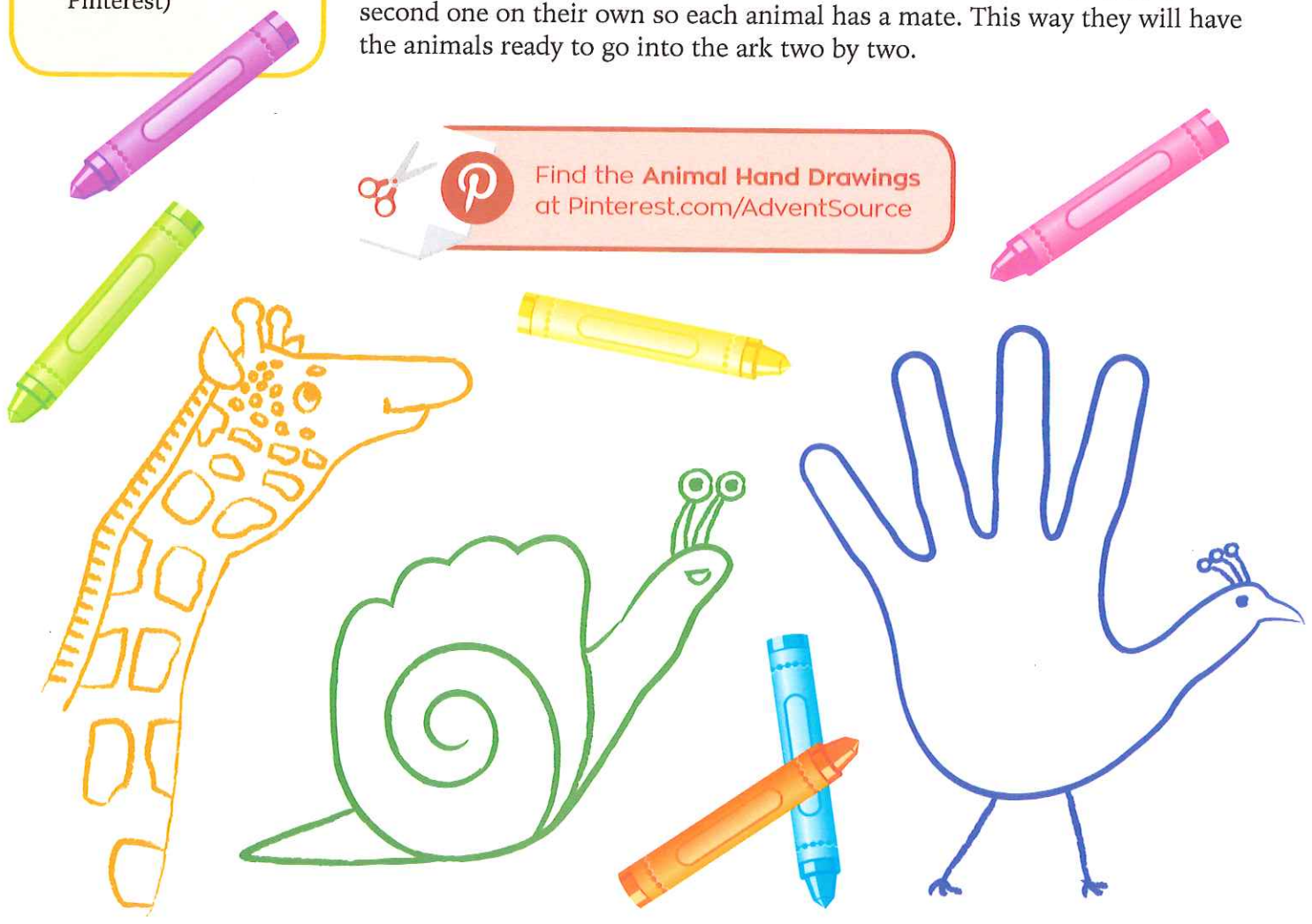
- Newsprint, one large sheet per child
- Crayons
- Picture of Noah's ark
- Animal Hand Drawings (see pp. 178-180 or Pinterest)

WHAT YOU DO

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 "Rise and Shine" (to hear the song, go to DLTk's website at 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 sheet of newsprint. Have the children trace their hand with a crayon. 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 so each animal has a mate. This way they will have the animals ready to go into the ark two by two.

 Find the **Animal Hand Drawings** at Pinterest.com/AdventSource



Mini Petting Zoo

30
MINUTES

WHAT YOU DO

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.

Make sure to give the children specific directions on how to act around the animals and provide lots of adult supervision.

3

ACTIVITY

MATERIALS NEEDED

- Musical instruments





ACTIVITY

3

ALTERNATIVE

MATERIALS NEEDED

- Baby animal video, such as “Baby Animals in the Wild” (TGG, 2012) or a video of your choice



Baby Animals Video

30

MINUTES

WHAT YOU DO

Watch a video about baby animals and discuss it with the kids.



Closing

5

MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Animals

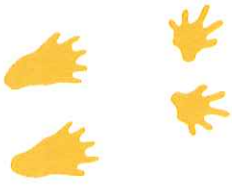


Meeting 20 Animal Homes



Here are three fun activities that teach Eager Beavers about animal homes. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Beaver Tales (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about animal homes.

CHIP COMPLETED

ANIMAL HOMES



Beaver Tales

A BEAVER LODGE

10

MINUTES

MATERIALS NEEDED

- Book about animal homes
- *Beavers are Busy* by Jennifer Gooch (AdventSource, 2011)

Ask the children, "What is a home?" Encourage responses that include apartments, trailers, or other alternatives to a house. Read a book about animal homes such as *Welcome Home, Bear: A Book of Animal Habitats* (Sung Na, 2015), *Homes (Picture This)* (Nouvion, 2015), *Animals Building Homes* (Perkins, 2004) or a book of your choice. Then show the children the beaver lodge from the *Beavers are Busy* book. Then tell the children that during Eager Beavers they will learn more about animals and their homes.





The following activities fulfill the requirements for the Animal Homes chip.

Building a Beaver Home

15

MINUTES

1

ACTIVITY

WHAT YOU DO

Ahead of time: Break some of the toothpicks into halves and thirds. Each child will need one handful of toothpick pieces, in addition to a handful of unbroken toothpicks.

Give each child a cup and toothpicks. Have them poke the toothpicks into the cup from all the sides and the bottom. They should try to leave about 0.25 in (0.5 cm) of an inch of the toothpick on the outside of the cup. 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 6-8 oz of dough. Have them cover the outside of their lodges with pieces of dough. (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 halves 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, discuss how beavers build their homes using their paws and teeth. Remind them that God loves all animals so much that they were each created with instincts to take care of themselves and that God loves each of them, as well.

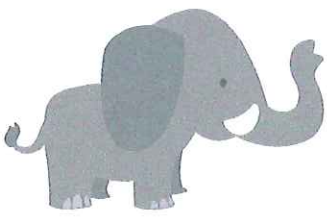
MATERIALS NEEDED

- Plastic foam cups, 9 oz
- Flat toothpicks
- Play dough, 6-8 oz per child (see recipe on Pinterest or p. 181)



Find the **Play Dough Recipe** at [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)





ACTIVITY

2

Creature Moves

15

MINUTES

WHAT YOU DO

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 name a movement the animal makes.

MATERIALS NEEDED

- Pictures of animals
- Chalk or masking tape



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 with legs together and pull themselves forward with their arms.



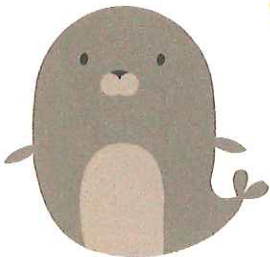
This game can be played in a variety of ways.

VERSION 1

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 call out the next animal.

VERSION 2

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 between them and the children on either side. With chalk or masking tape, draw a finish 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).



Animal Home Collage

10
MINUTES

3 ACTIVITY

WHAT YOU DO

Share with the children that some animals build their homes out of objects that they find. Show them the bird's nest and share that birds often weave in pieces of plastic, gum wrappers, yarn, grass clippings, leaves, and twigs to make their homes.

Give each child a line drawing of a bird's nest. Let them choose from a variety of found objects. Have them glue the objects onto the nest, filling it in as best as they can.



MATERIALS NEEDED

- Found objects: pieces of string/yarn, gum wrappers, leaves cut into small pieces, small twigs
- Craft glue
- Bird Nest Art (see p. 182 or Pinterest)
- Bird's nest (real or purchased at a craft store)



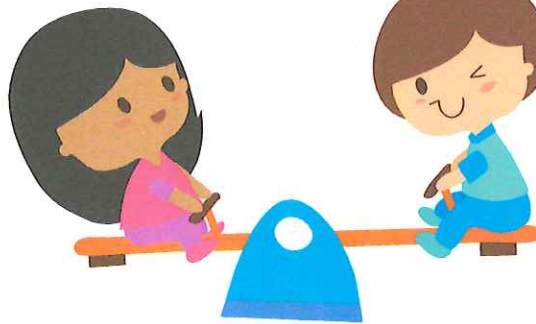


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



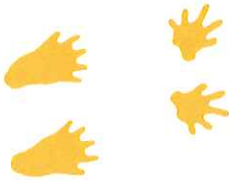
Chip: Animal Homes



Meeting 21 Jesus' Star

The following activities are fun ways for Eager Beavers to play while learning about baby Jesus. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a book about Jesus' star.

CHIP COMPLETED

JESUS' STAR



Story Time

THE CHRISTMAS STAR

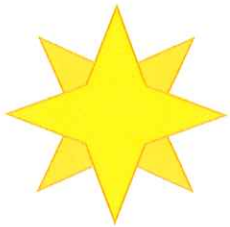
10

MINUTES

MATERIALS NEEDED

- Book about Jesus' Christmas star

Begin by reading a story about the star that shone at Jesus' birth. Suggested titles are *One Shining Star: A Christmas Counting Book* by Anne Vittur Kennedy (Zonderkidz, 2006), *Christmas in the Manager* by Nola Buck and Felicia Bond (HarperFestival, 1998), *The Christmas Star* by Paloma Wensell and Ulises Wensell (Liturgical Press, 2006), or a book of your choice. Tell the children that they will be making stars and playing with stars during Eager Beavers.





The following activities fulfill the requirements for the Jesus' Star chip.

Star Ornament

15

MINUTES

WHAT YOU DO

Ahead of time: Draw a star outline on yellow tag board for each Eager Beaver. Cut string or yarn into 6 in (15 cm) pieces.

Read Matthew 2:1-2 (NIV): "After Jesus was born in Bethlehem in Judea, during the time of King Herod, Magi from the east came to Jerusalem and asked, 'Where is the one who has been born king of the Jews? We saw his star when it rose and have come to worship him.'"

Show the Eager Beavers a completed star ornament. Begin by having the children cut out the star and color the bottom half of the star brown. With the help of an adult, have each child punch two holes in the top of the star and tie a piece of string to the star. This will be how the ornament is hung. Have the children put glue on the half of the star they colored brown and place straw on the glue. Then have the children trace a penny on the tan paper to make a circle and then cut out the circle. This will be baby Jesus' head. Next, have the children trace an adult's thumb on the white paper and cut it out. This will be baby Jesus' blanket. Finally, use a marker to make a face on the circle and then glue the head and blanket onto the straw. Lay flat to dry.

1

ACTIVITY

MATERIALS NEEDED

- Yellow tag board
- Tan construction paper
- White construction paper
- Black markers
- Brown crayons
- Pennies
- Pencils
- Craft glue
- Small pieces of straw or yarn
- Hole punch
- Safety scissors
- String or yarn



ACTIVITY

2

Star Gift Bag

15

MINUTES

MATERIALS NEEDED

- Donated gifts
- White paper lunch sacks
- Star stickers in a variety of sizes and colors

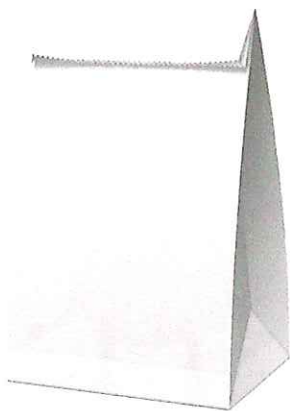
WHAT YOU DO

Ahead of time: Find a local non-profit organization that is collecting new gloves, mittens, hats, and scarves to distribute to people who need them. Make a list of what's needed and share it with the Eager Beavers and their parents ahead of time. It's a good idea for you as a leader to purchase several extra items for Eager Beavers who forgot or are unable to make a donation.

As an alternative, the Eager Beavers could donate items for several Operation Christmas Child boxes (visit samaritanspurse.org for more information) and each make a card to go with their gift.

Read Matthew 2:10-11 (NIV): "When they saw the star, they were overjoyed. On coming to the house, they saw the child with his mother Mary, and they bowed down and worshiped him. Then they opened their treasures and presented him with gifts of gold, frankincense and myrrh."

Explain that we often give gifts at Christmas to celebrate Jesus' birth, and they are going to give gifts to other boys and girls. Show each child a gift bag that has already been decorated with star stickers. Then have each Eager Beaver cover his or her paper bag with star stickers. Once the bag is decorated, the children can place the gift they brought in the bag. You may need to label each bag as a gift for a boy or girl. If you have extra time, the children can decorate additional bags to take home.



Pass the Star Game

10
MINUTES

WHAT YOU DO

Place the children in lines with about six children per line. Place a bowl (one for each team) at the front of each line of children.

Give the first child in each line an ornament to place under her or his chin. Each line must pass the ornament from the first player to the second player and so on to the end of the line using only their chins and chests—no hands or arms allowed!

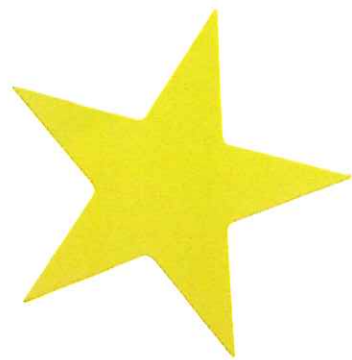
Once the ornament has reached the last player, that player runs to the front of the line and drops the ornament in the bowl on the table. An adult then hands the children another star ornament to pass down the line. Repeat until each line of children has put all of the ornaments in the bowl.

3 ACTIVITY

MATERIALS NEEDED

- Large star ornaments (non-breakable and no sharp edges) or large foam stars
- Bowls



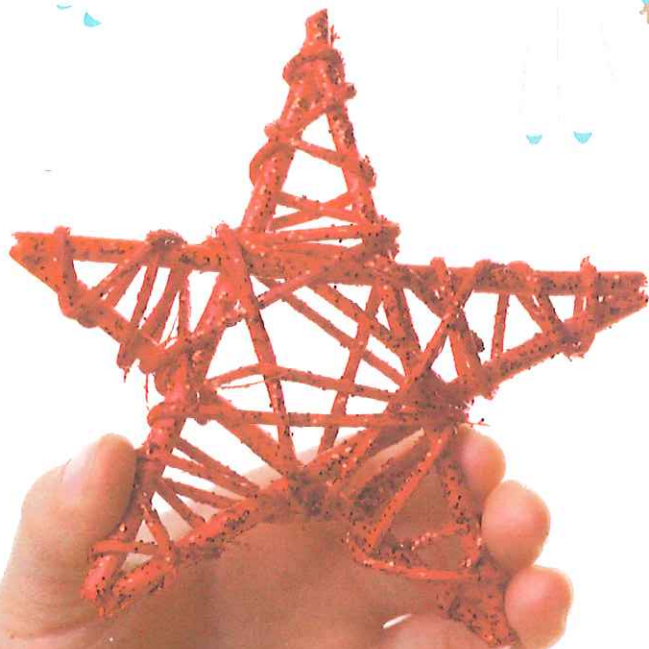


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



Chip: Jesus' Star

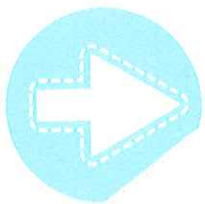


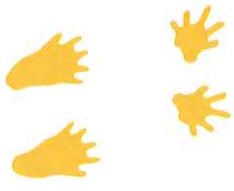
Meeting

22

Bike Rodeo

Here are instructions for a fun meeting where Eager Beavers will learn about bike safety and have a chance to demonstrate their bike skills. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5

MINUTES



Listen to a story about cycling.

CHIP COMPLETED

BEGINNING BIKING



Story Time

10

MINUTES

BIKE SAFETY

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.

MATERIALS NEEDED

- Book about bike safety

NOTE: Make sure all Eager Beavers have a way to participate in this meeting even if they do not ride a bike. They can ride anything on wheels. Also, they can be assigned tasks at stations.

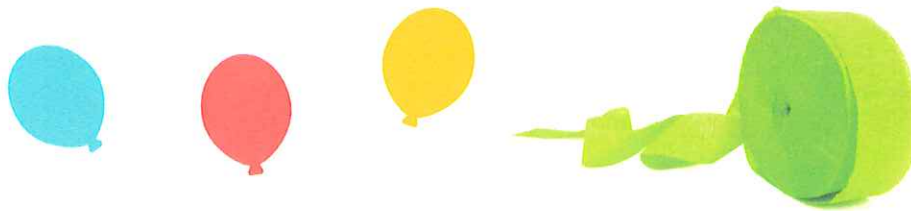




The following activities fulfill the requirements for the Beginning Biking chip.

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.



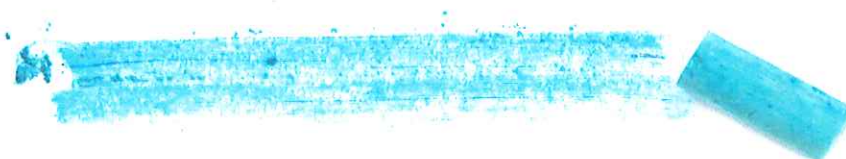
Obstacle Course

Using gallon milk jugs filled with sand, set up several obstacle courses that the children can ride through.



City Streets

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



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.



1 STATION

MATERIALS NEEDED

- Crepe paper, balloons, or flags

2 STATION

MATERIALS NEEDED

- Gallon milk jugs
- Sand

3 STATION

MATERIALS NEEDED

- Sidewalk chalk

4 STATION

MATERIALS NEEDED

- Helmets, one per child



Once the children have completed all of the stations give them a bike-themed gift such as a water bottle, cycling gloves, or a repair kit.

STATION

5

Bike Repair

You'll need some handy folks at this station to do the following: air up tires, adjust seats, and check brakes and chains.

MATERIALS NEEDED

- Tools for bike repair station



STATION

6

Safety Rules

For this station, find a dynamic person who 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 handlebars, always wear a helmet, and street sign meanings.

MATERIALS NEEDED

- Street signs



STATION

7

Bike Registration

Have an adult help kids fill out forms to register their bikes. You could ask a police officer to help.

MATERIALS NEEDED

- Bike registration forms and pens



STATION

8

Final Station

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

MATERIALS NEEDED

- Prizes for rodeo completion



Chip: Beginning Biking



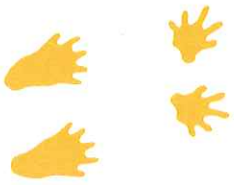
Meeting

23

International Celebrations

Here are some fun activities that encourage Eager Beavers to explore how children around the world celebrate holidays and festivals. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





MEETING LENGTH

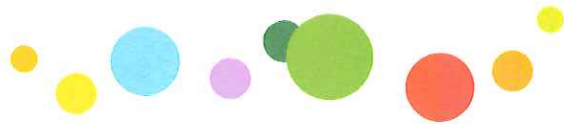
60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (90 minutes)
- Closing (5 minutes)

Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle.

5
MINUTES



Listen to a story about holiday traditions.

Story Time

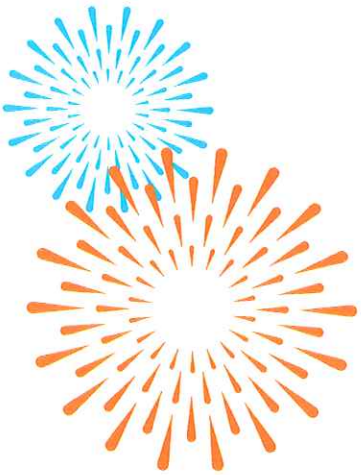
10
MINUTES

LET'S CELEBRATE

Begin by asking the children how they celebrate a specific holiday. Then select and read sections of *Children Just Like Me: Celebrations!* (Bell and Kinderstey, 1997) or a book of your choice about celebrations from around the world. Tell the children during Eager Beavers they will learn more about how children in other countries celebrate holidays.

MATERIALS NEEDED

- Book about celebrating holidays, such as *Children Just Like Me: Celebrations!* by Anabel Kinderstey and Barnabas Kinderstey (DK Children, 1997) or a book of your choice



JAPAN

Good Luck Fans

5
MINUTES

WHAT YOU DO

The Japanese hang fans on their doors at New Year's to bring good luck.

Let each child select a sheet of construction paper. Have the children draw a design or picture on the paper with crayons. Then show them how to fold the paper into pleats to create a fan. Staple together one end of the fan. Next, have the children tape a popsicle stick to the back bottom edge of the fan.

1 ACTIVITY

MATERIALS NEEDED

- Construction paper, bright colors, one sheet per child
- Crayons
- Staplers
- Popsicle sticks, one per child
- Tape



ACTIVITY

2

Flag Chain

10
MINUTES

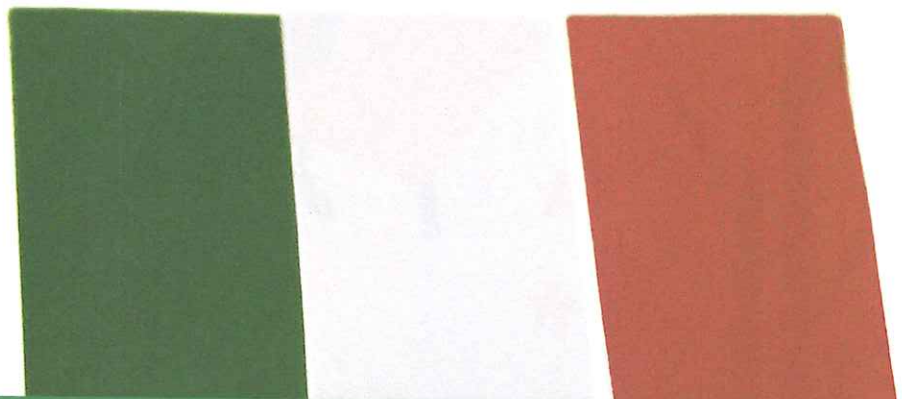
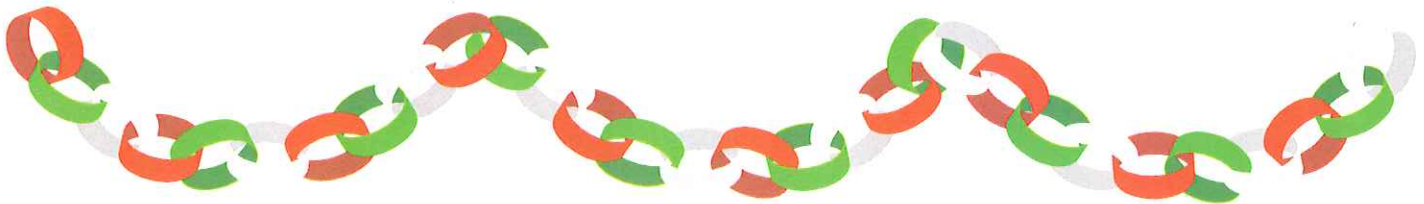
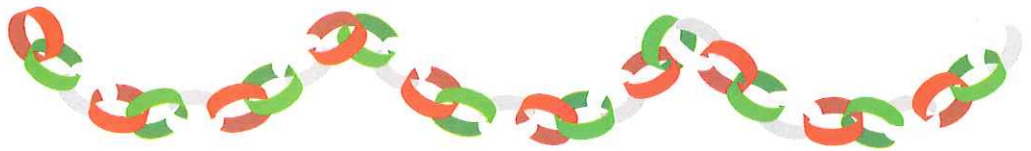
WHAT YOU DO

Cinco de Mayo means the fifth of May and it is 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.

Have the children begin with a red strip of paper and glue, tape, or staple 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 glue crepe paper streamers onto their chain. Have an adult cut slits in the ends to make a fringe.

MATERIALS NEEDED

- Red, green, and white strips of construction paper, 1 × 6 in (2.5 × 15 cm)
- Glue, tape, or a stapler
- Crepe paper (optional)
- Scissors



ZAMBIA

Friction Drums

10
MINUTES

3

ACTIVITY

WHAT YOU DO

Ahead of time: Make a hole in the lid of oatmeal boxes and tape the lids securely to the oatmeal boxes. The hole should snugly fit around the dowels. To make sound with the friction drum, pull the dowel up and down or rub it between your palms.

Tell the children that many countries celebrate Youth Day, including Zambia. On Youth Day many young people participate in a parade in the nation's capital. Give each child an oatmeal box. Have the children decorate it by tearing pieces of construction paper and gluing them onto the box until it is completely covered. You can then have the children play their drums and march in a mini-parade.

MATERIALS NEEDED

- Round cardboard oatmeal boxes with lids, one per child
- Dowels, 6 in (15 cm) taller than oatmeal boxes, one per child
- Construction paper
- Glue

GAMES

INDIA

Drop the Hanky

15
MINUTES

4

ACTIVITY

WHAT YOU DO

Share with the children that in many countries, children play games during celebrations. Ask them what games they play during holidays or vacations. Then tell them that they're going to play a game from India called Dhamal Dhoko. It is similar to Duck, Duck, Goose.

Have the children sit on the floor in a circle. One child walks around the outside of the circle and pretends to drop a hanky behind each child. Eventually the child will drop the hanky on the ground behind one of the other children. The child who dropped the hanky runs around the circle, trying to get back to where the hanky was dropped. As soon as the child whom the hanky was dropped behind realizes the hanky has been dropped, she chases the bluffer and tries to tag him with the hanky. If the bluffer makes it back without getting tagged, he sits down. If not, he takes another turn at dropping the hanky. Otherwise, the child chasing the bluffer becomes "it."

MATERIALS NEEDED

- Hanky

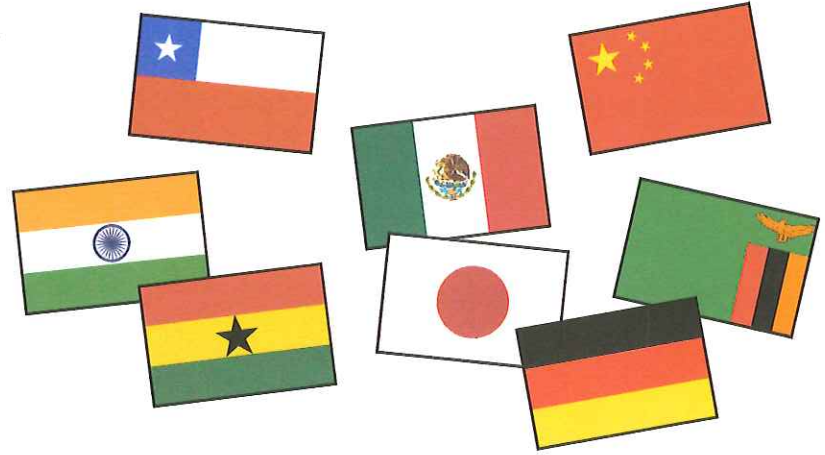


Closing

5
MINUTES



Gather the children into a circle and ask them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



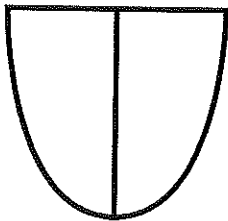
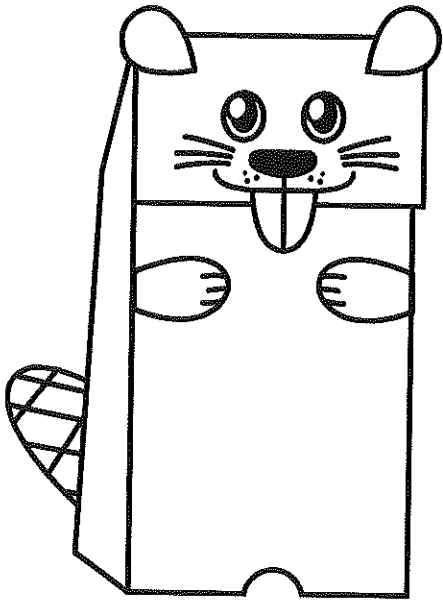
Section 5

Resources

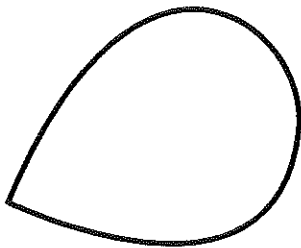
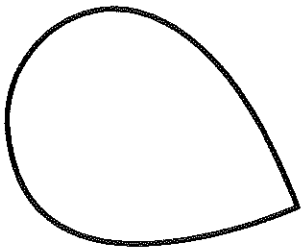
Here are photocopy masters for some of the Eager Beaver activities. Check [Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource) to find more resources.



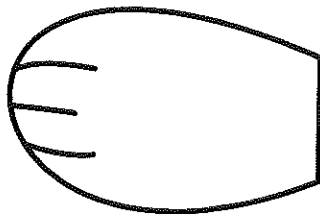
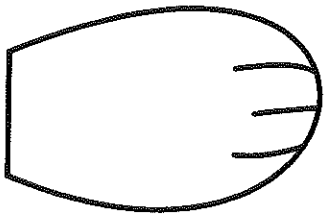
Beaver Puppet Pattern



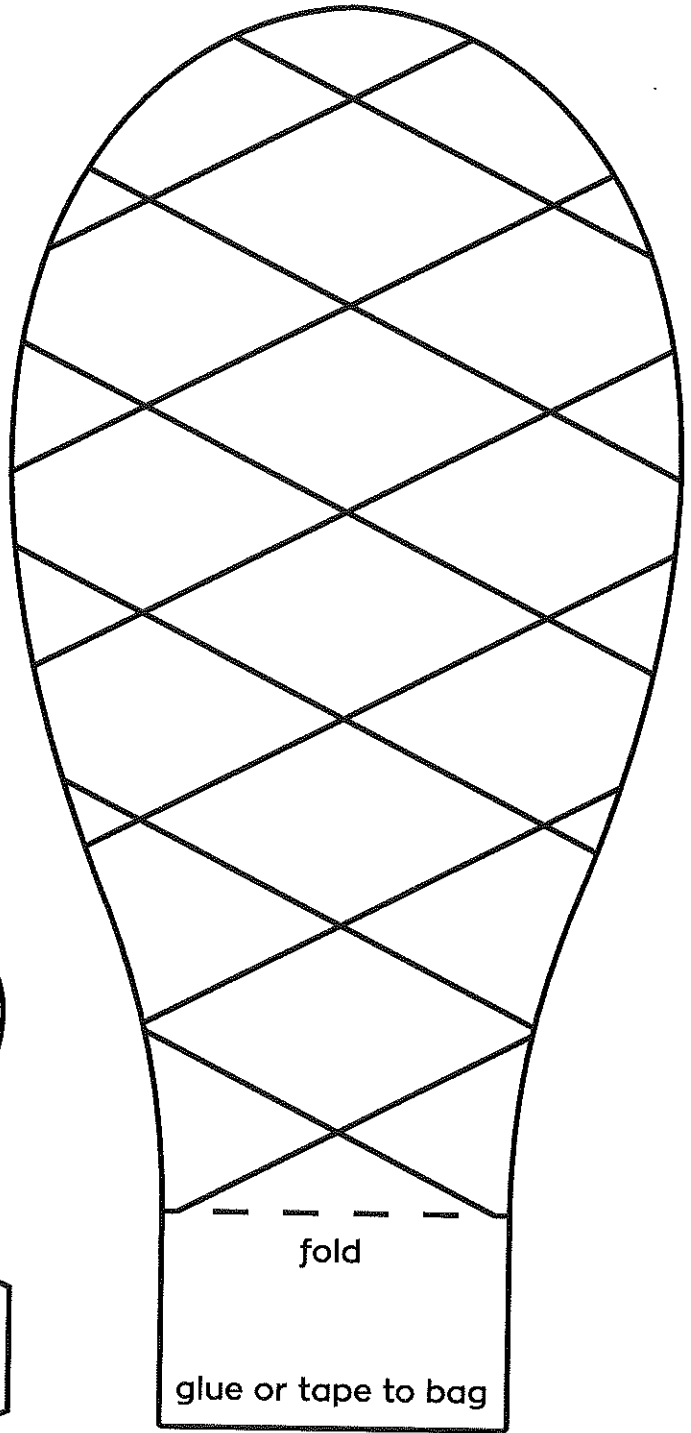
Teeth



Ears



Paws

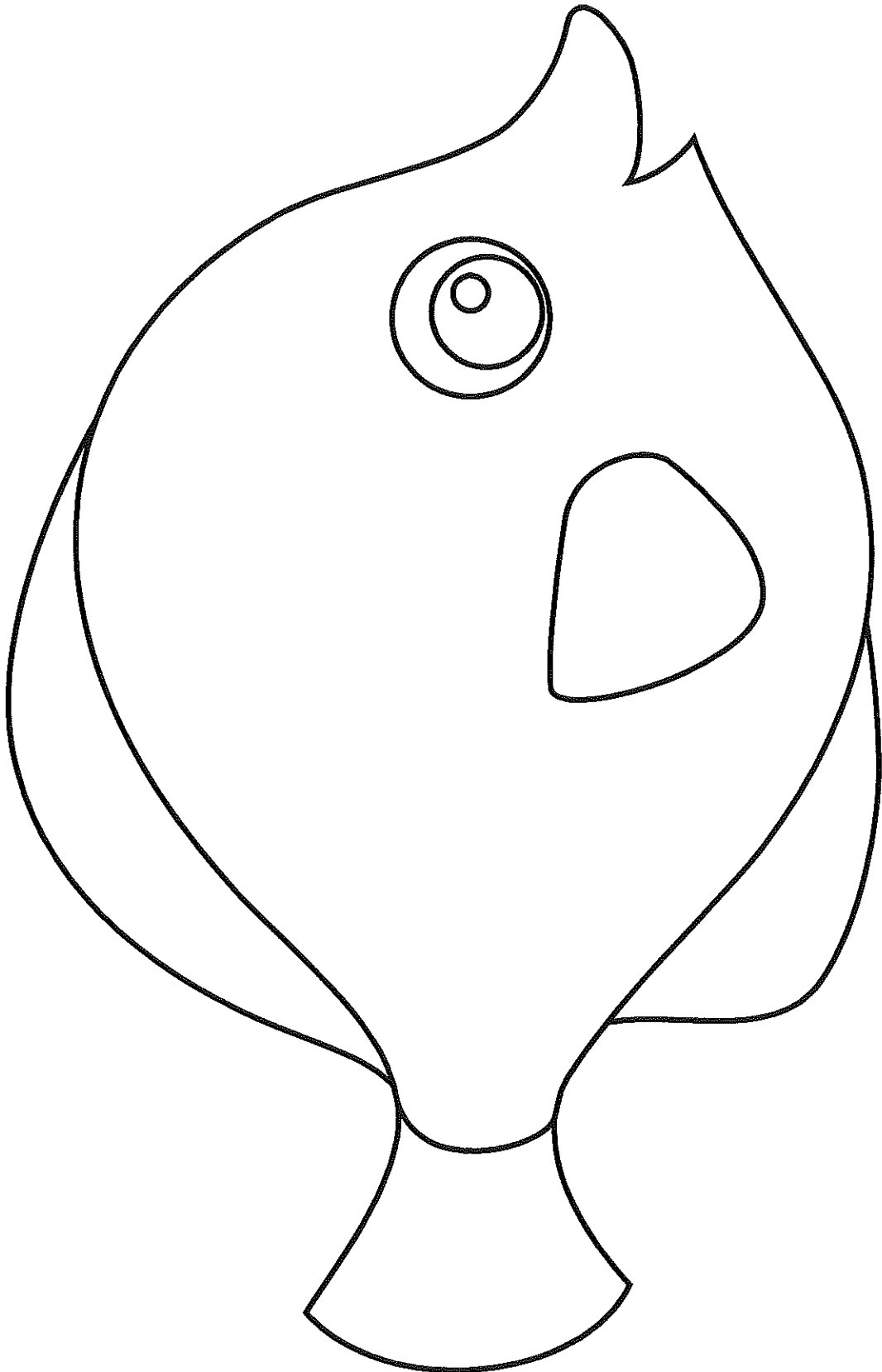


fold

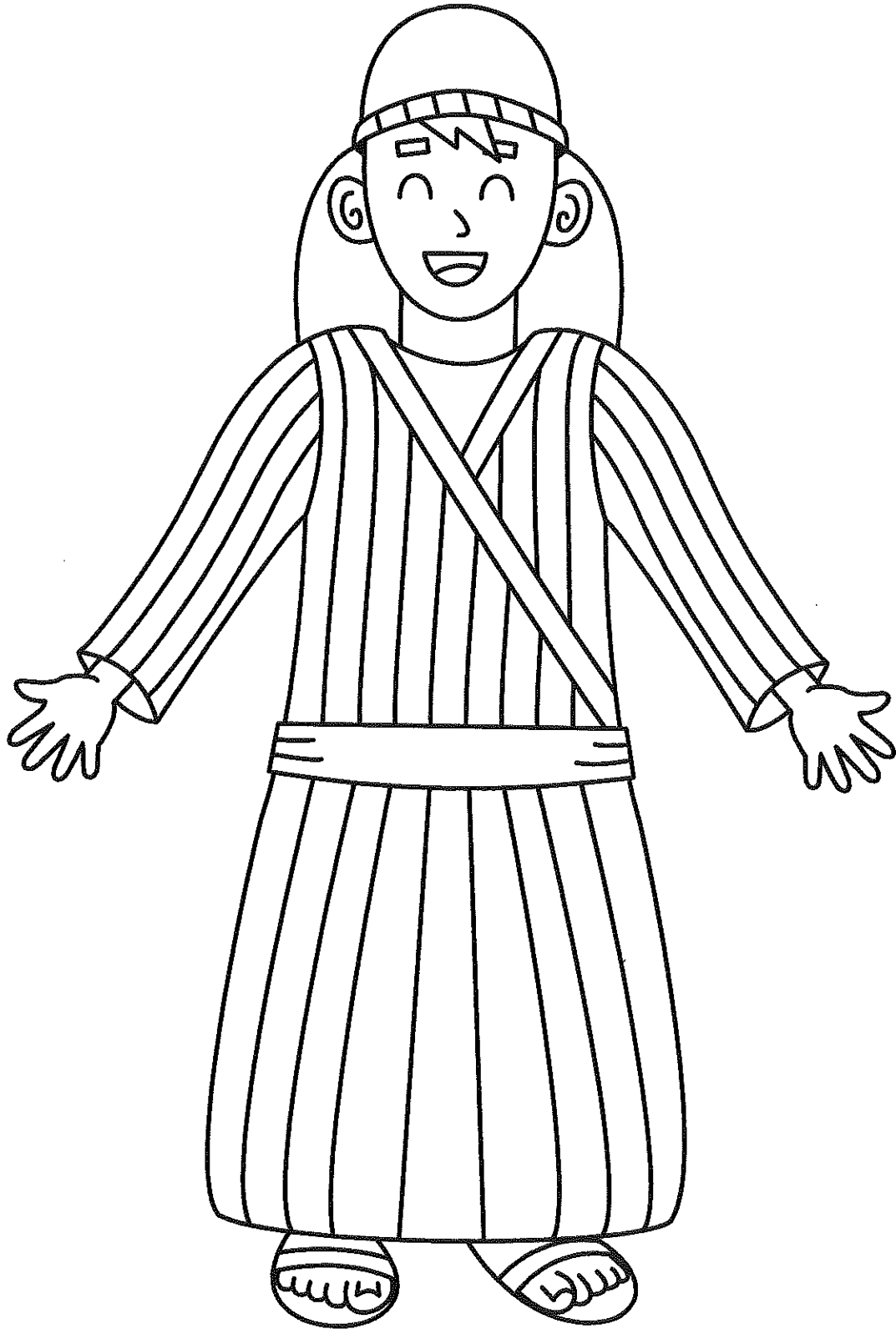
glue or tape to bag

Tail

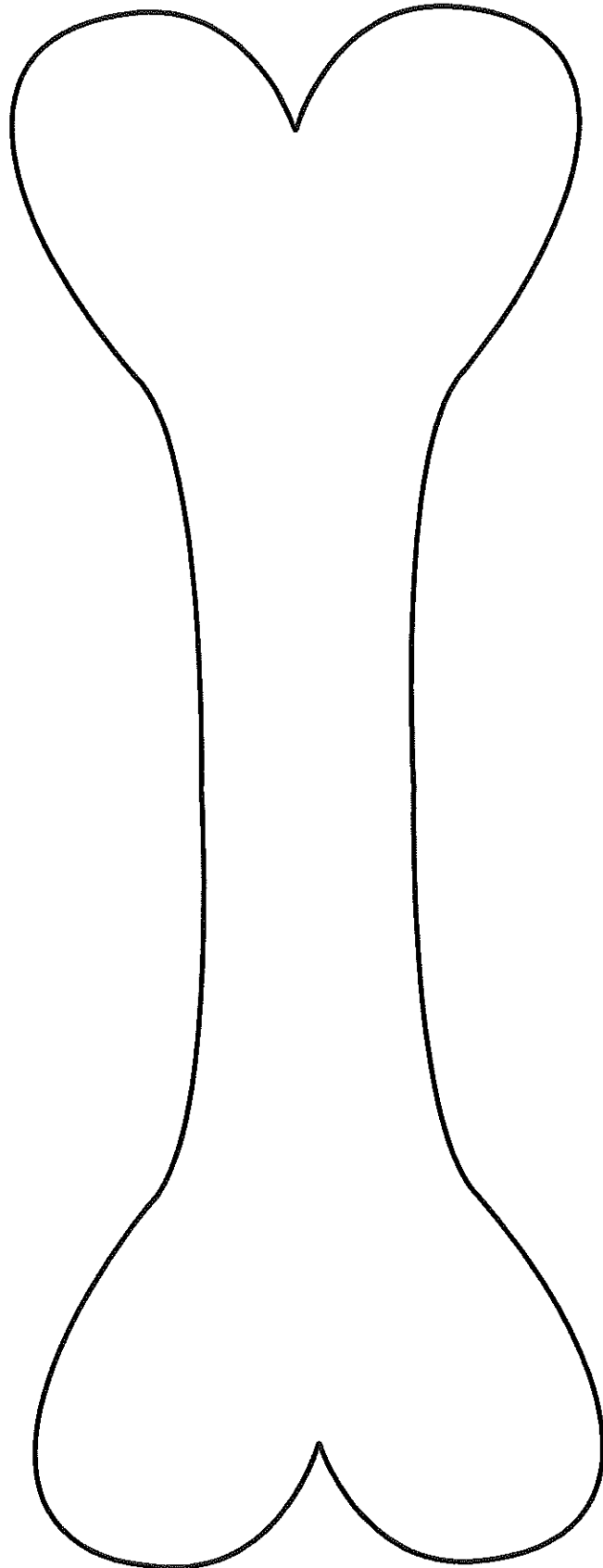
Fish Art



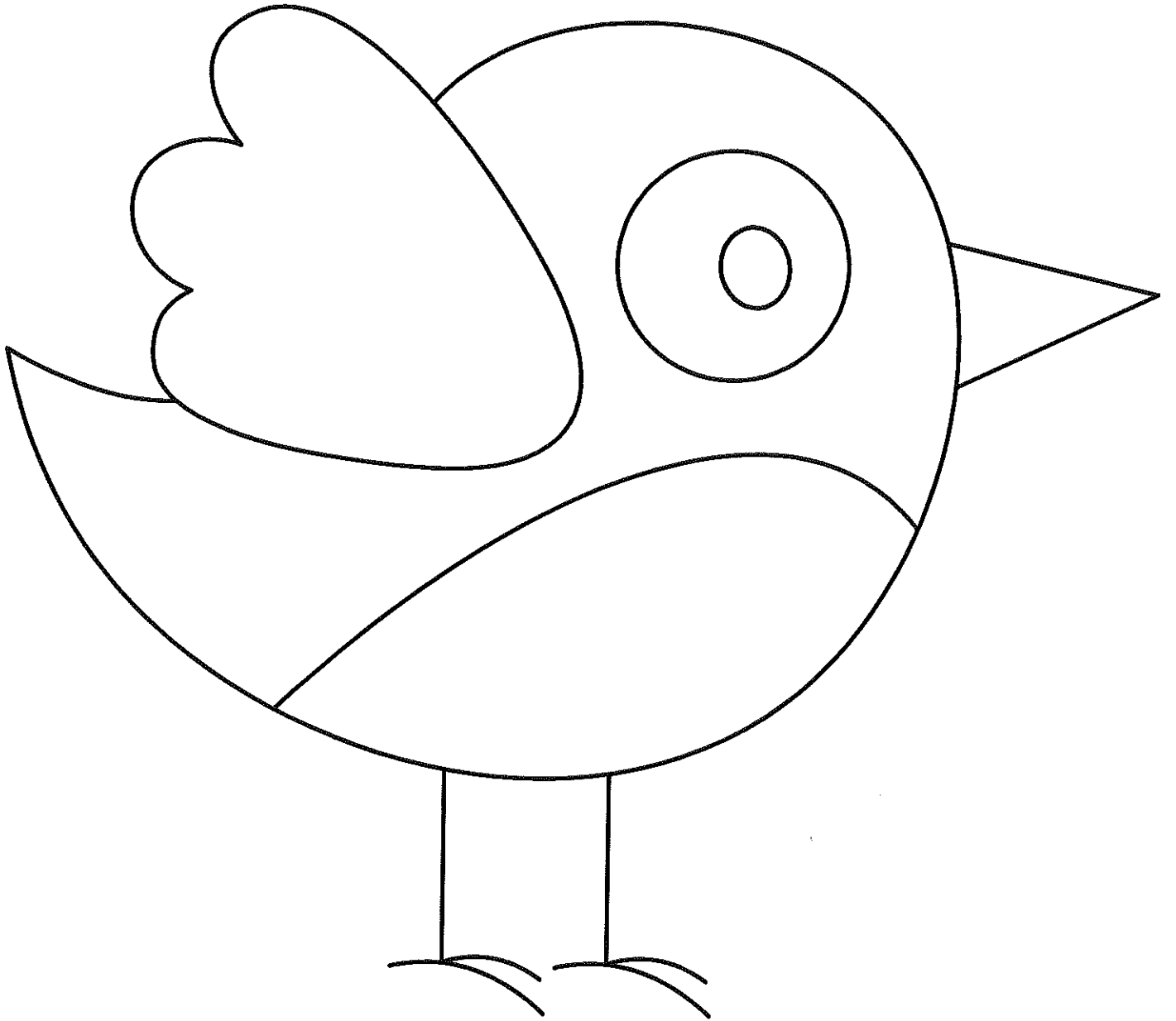
Joseph



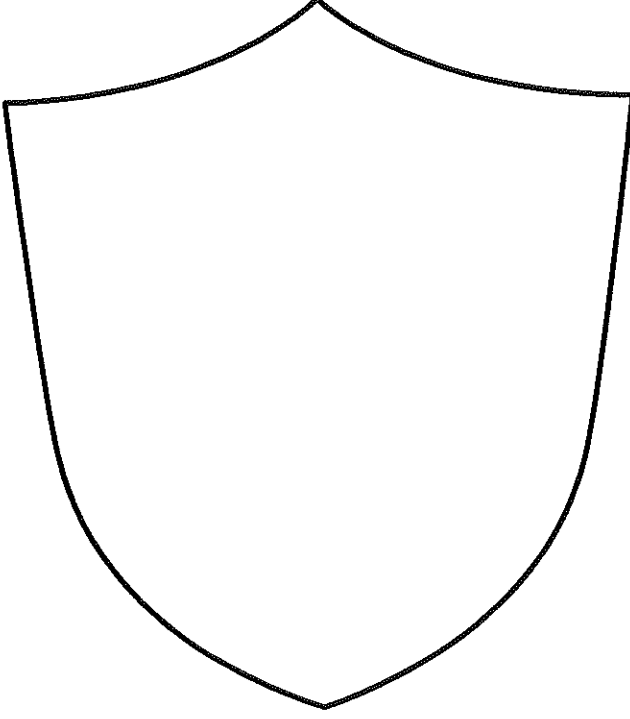
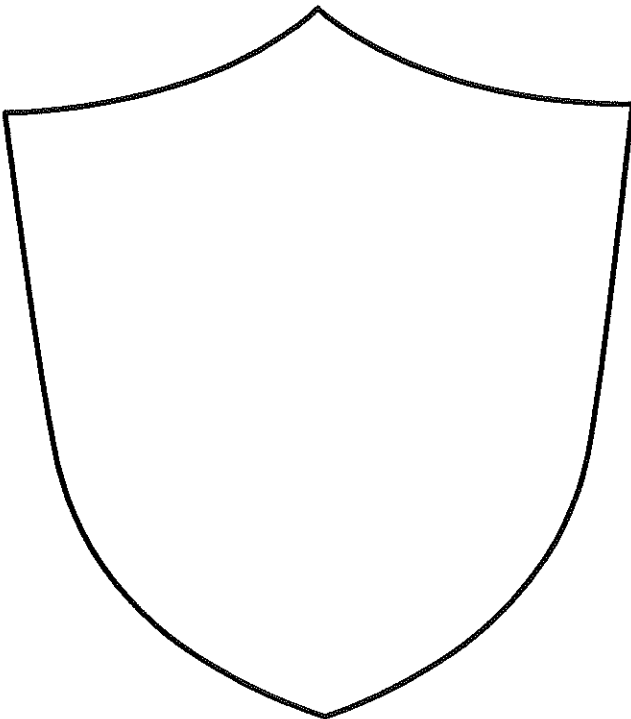
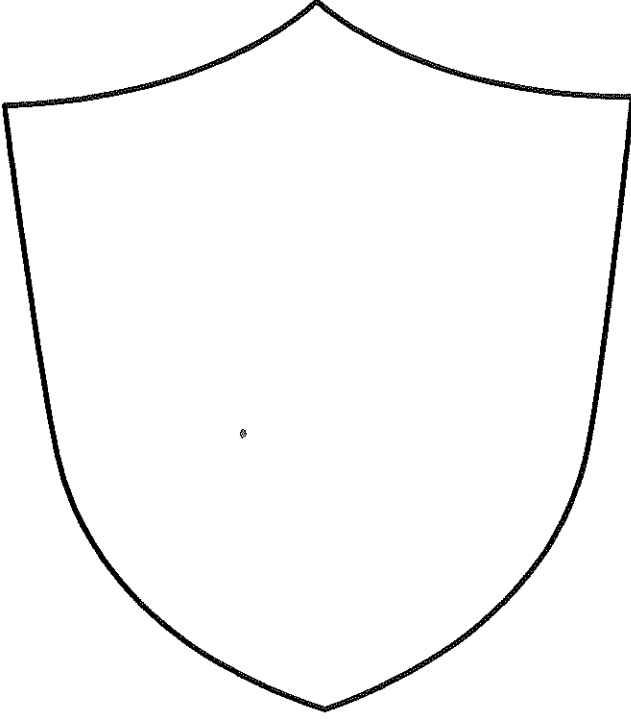
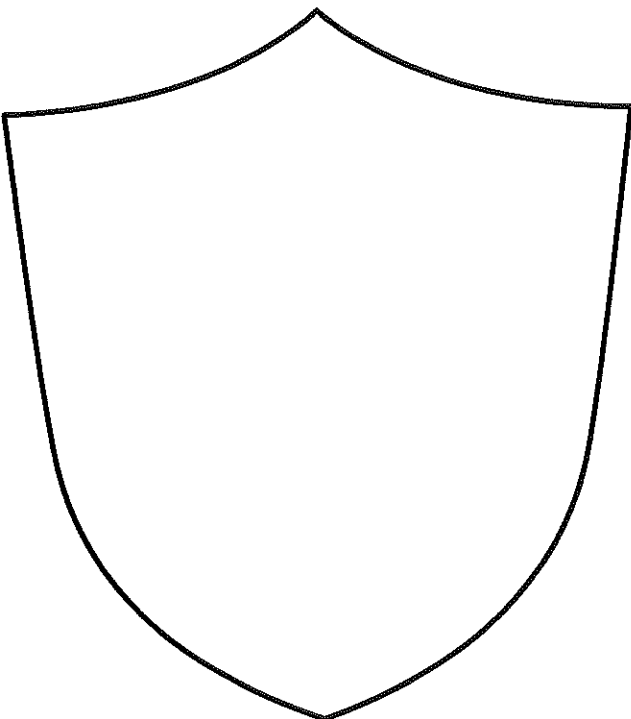
Doggy Bone



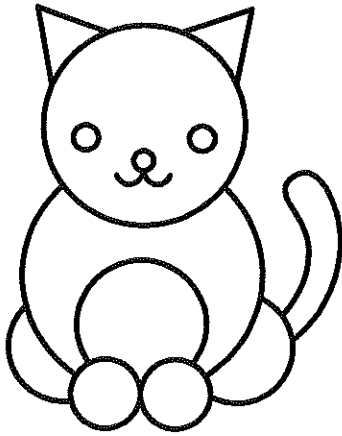
Bird Seed Art



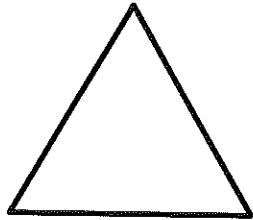
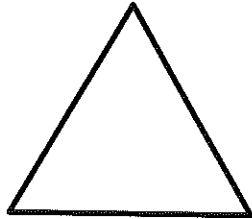
Fire Fighter Shield Pattern



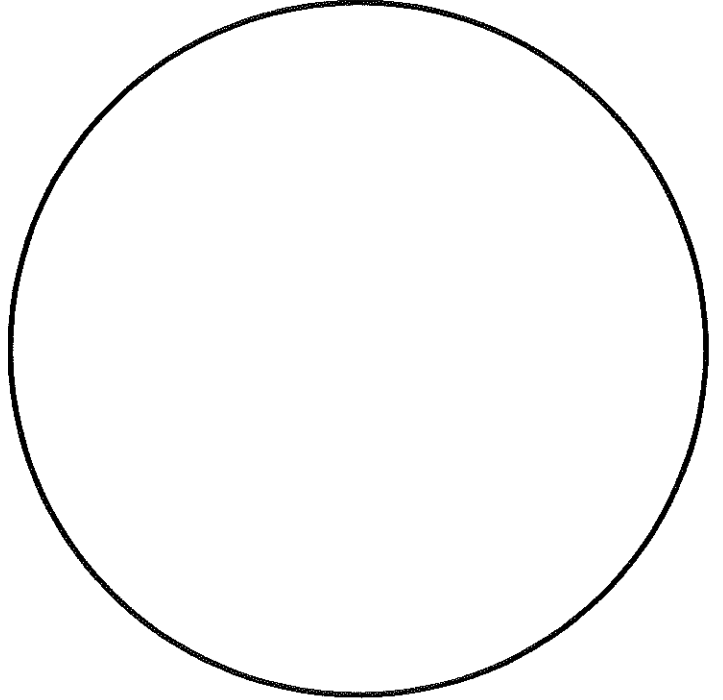
Animal Shapes—Cat Pattern



Ears



Body



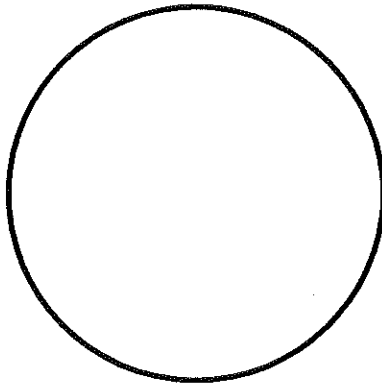
Eyes



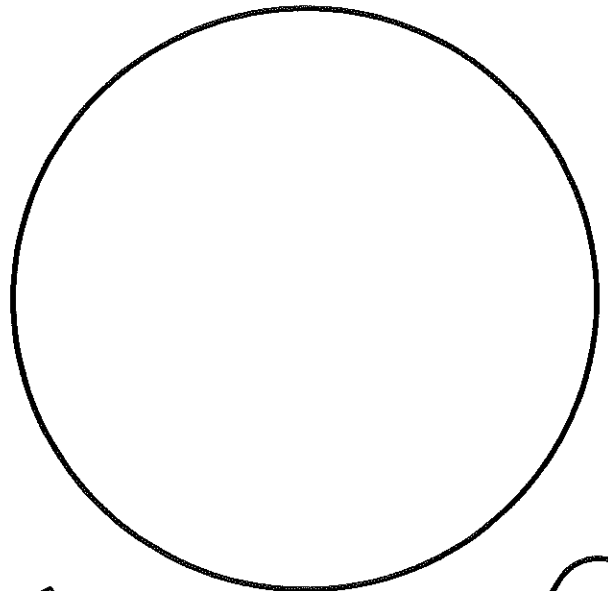
Nose



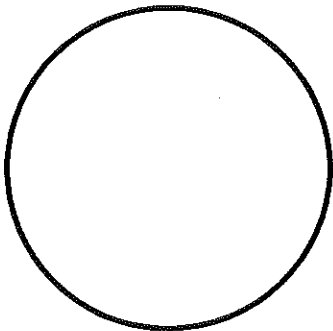
Chest



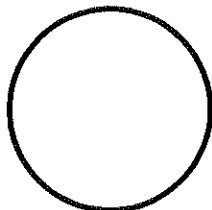
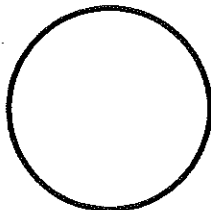
Head



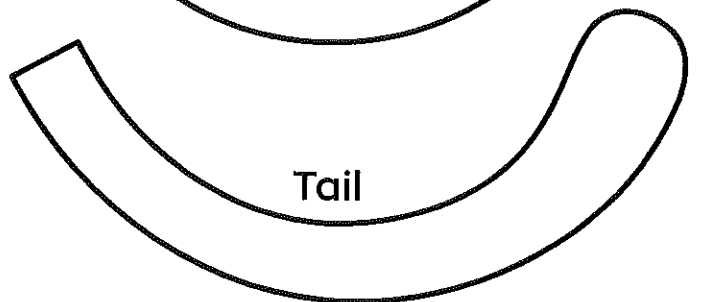
Hind legs



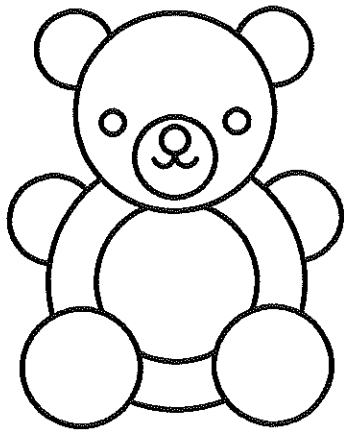
Paws



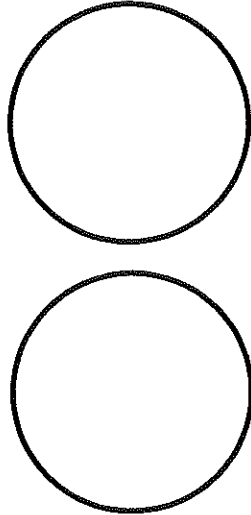
Tail



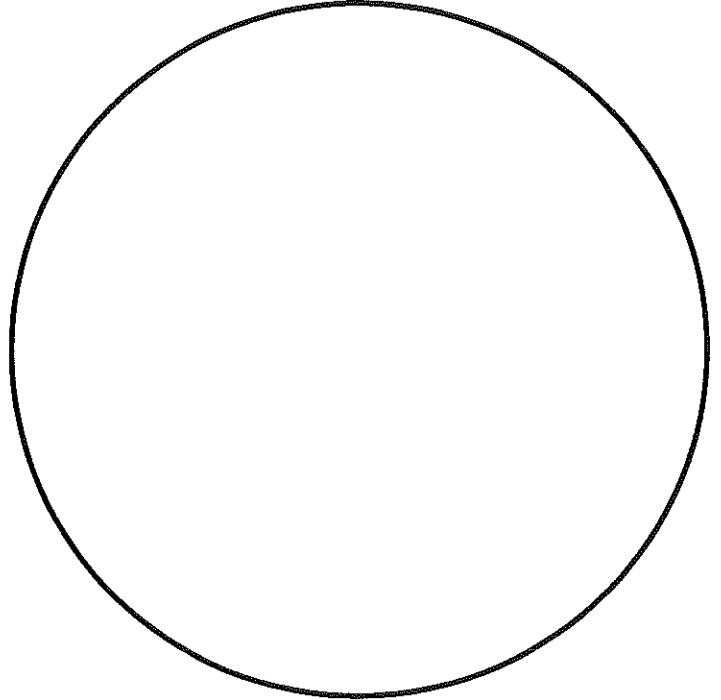
Animal Shapes—Bear Pattern



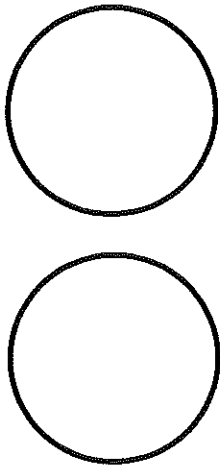
Upper paws



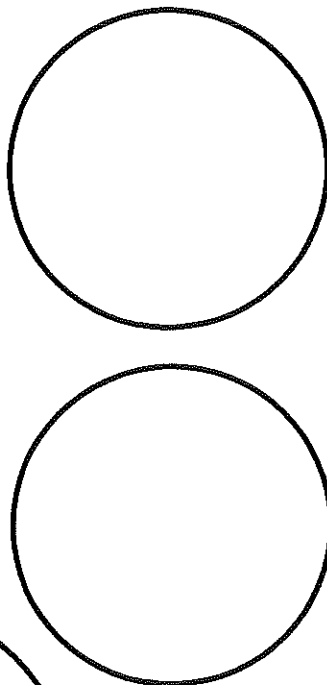
Body



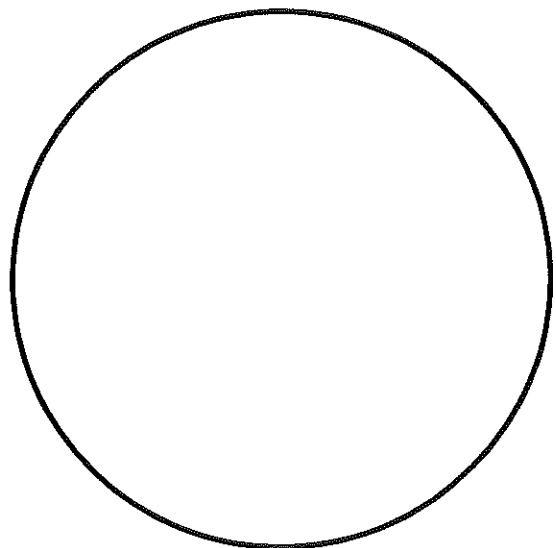
Ears



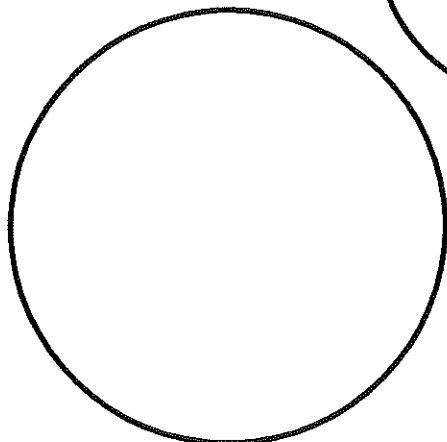
Lower paws



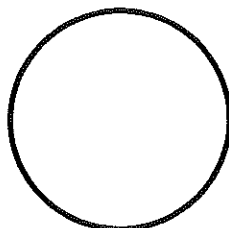
Head



Belly



Snout



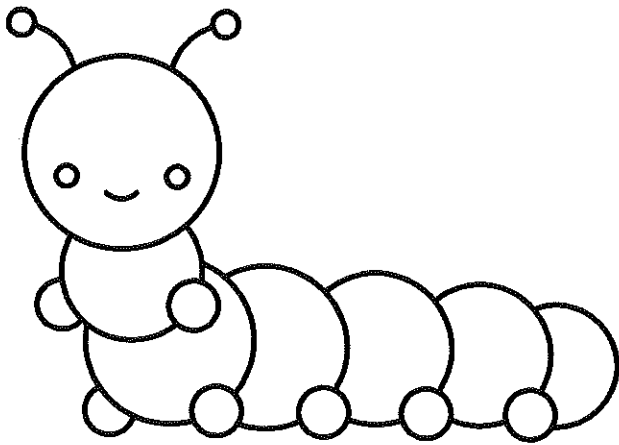
Eyes



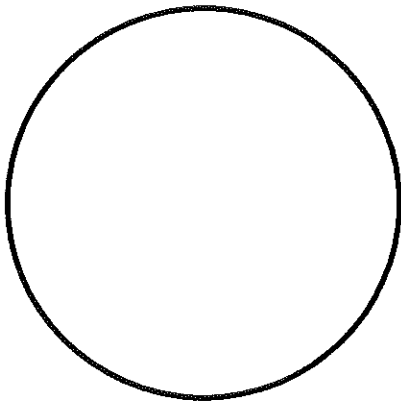
Nose



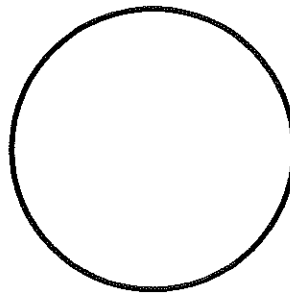
Animal Shapes—Caterpillar Pattern



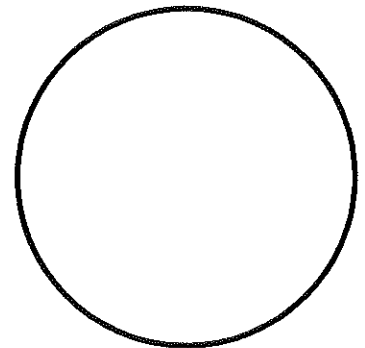
Head



Body segments



First



Second

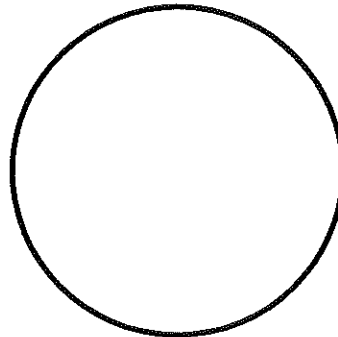
Antennae



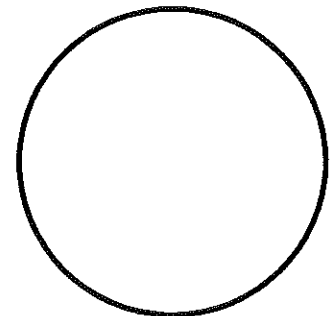
Legs



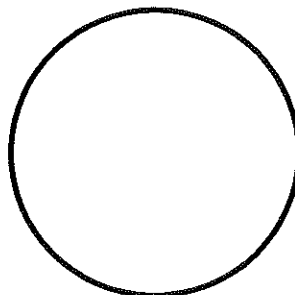
Eyes



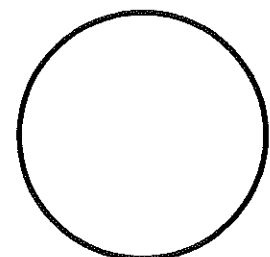
Third



Fourth

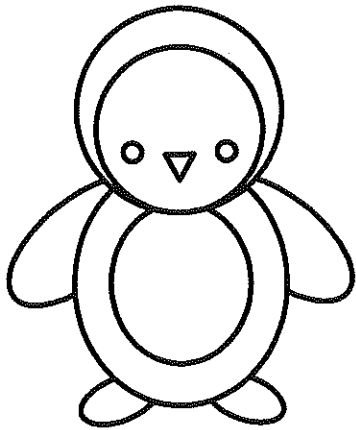


Fifth

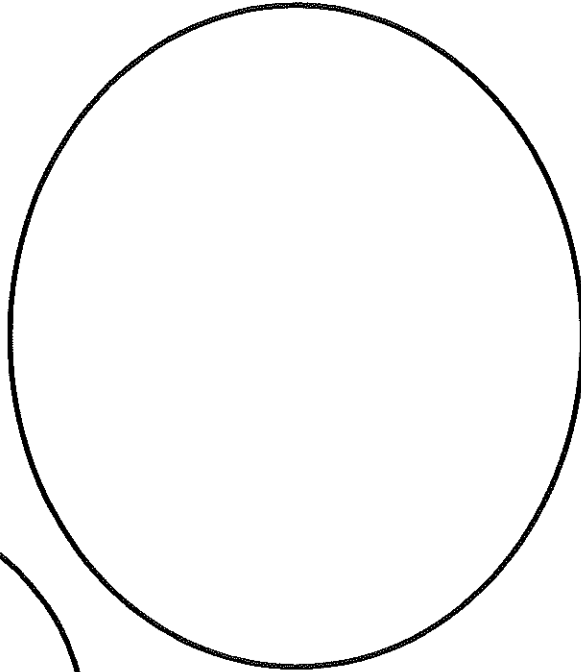


Sixth

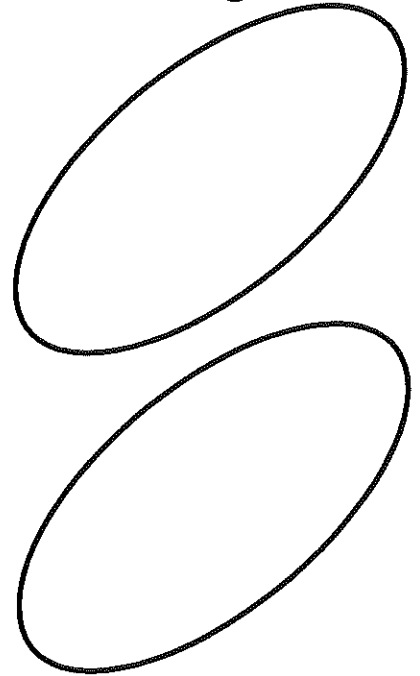
Animal Shapes—Penguin Pattern



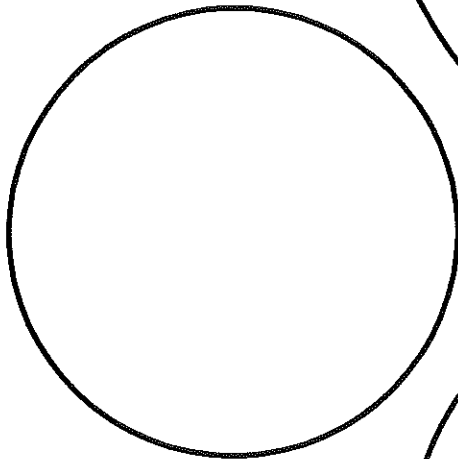
Body



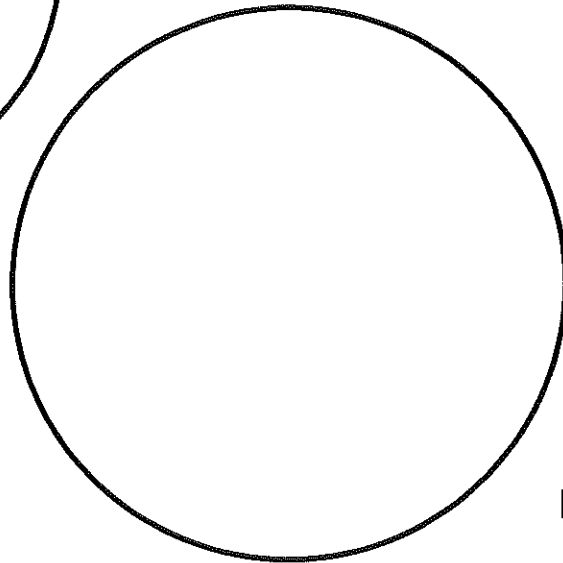
Wings



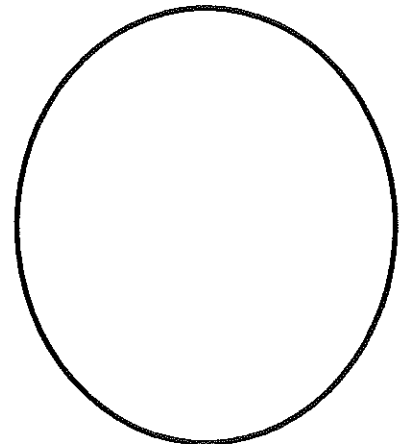
Face



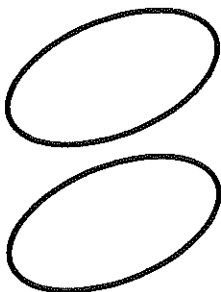
Head



Belly



Feet



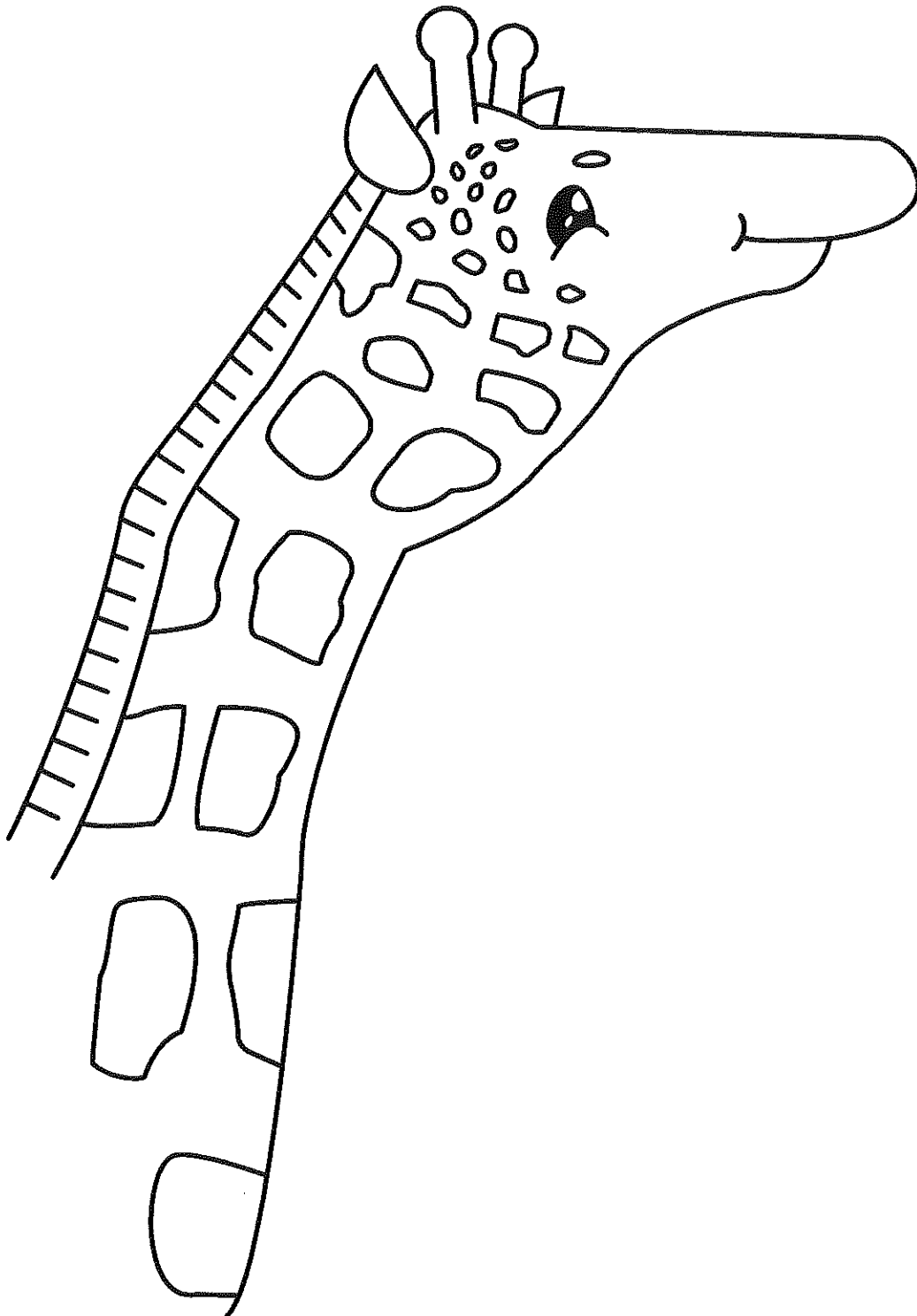
Beak



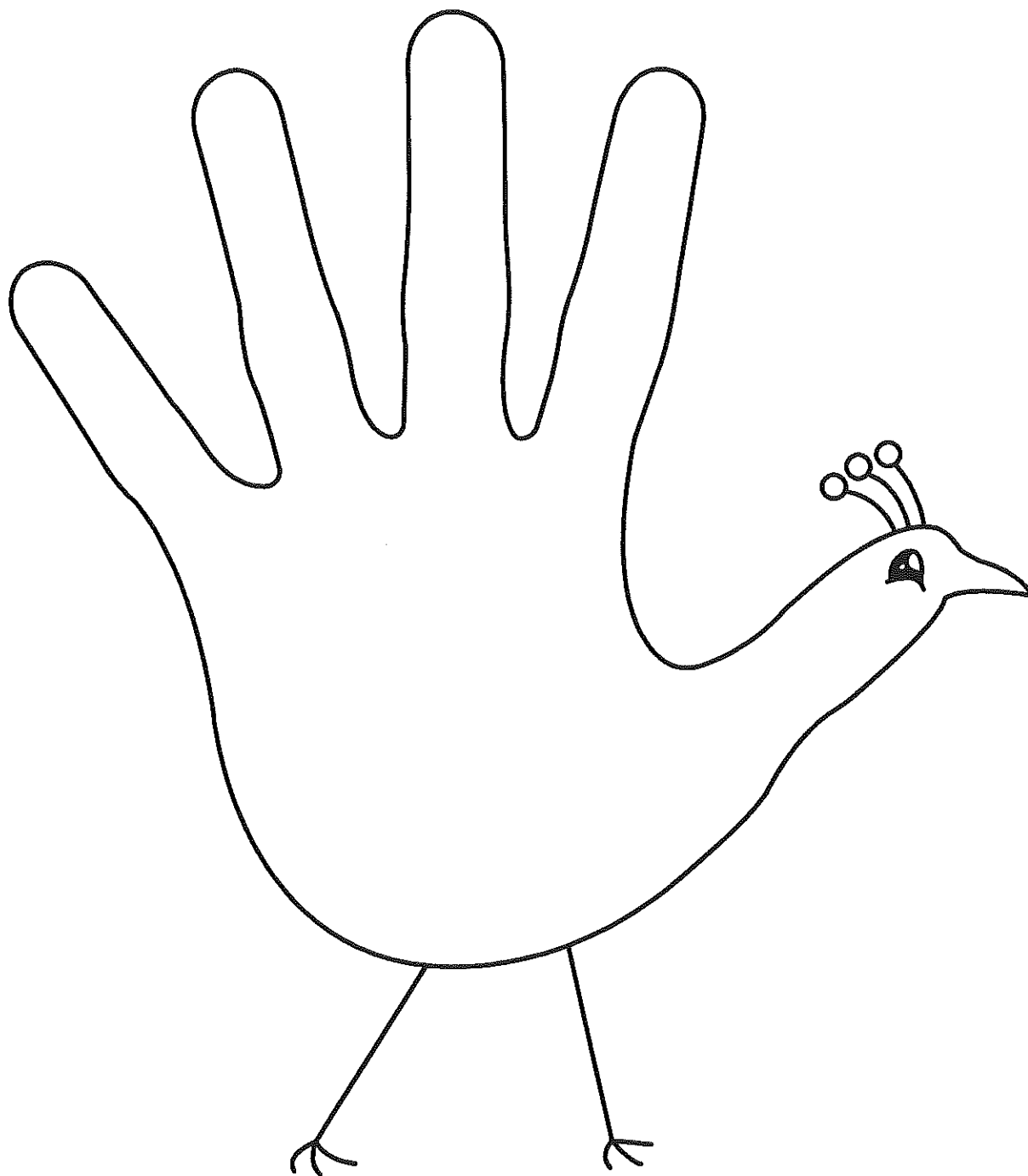
Eyes



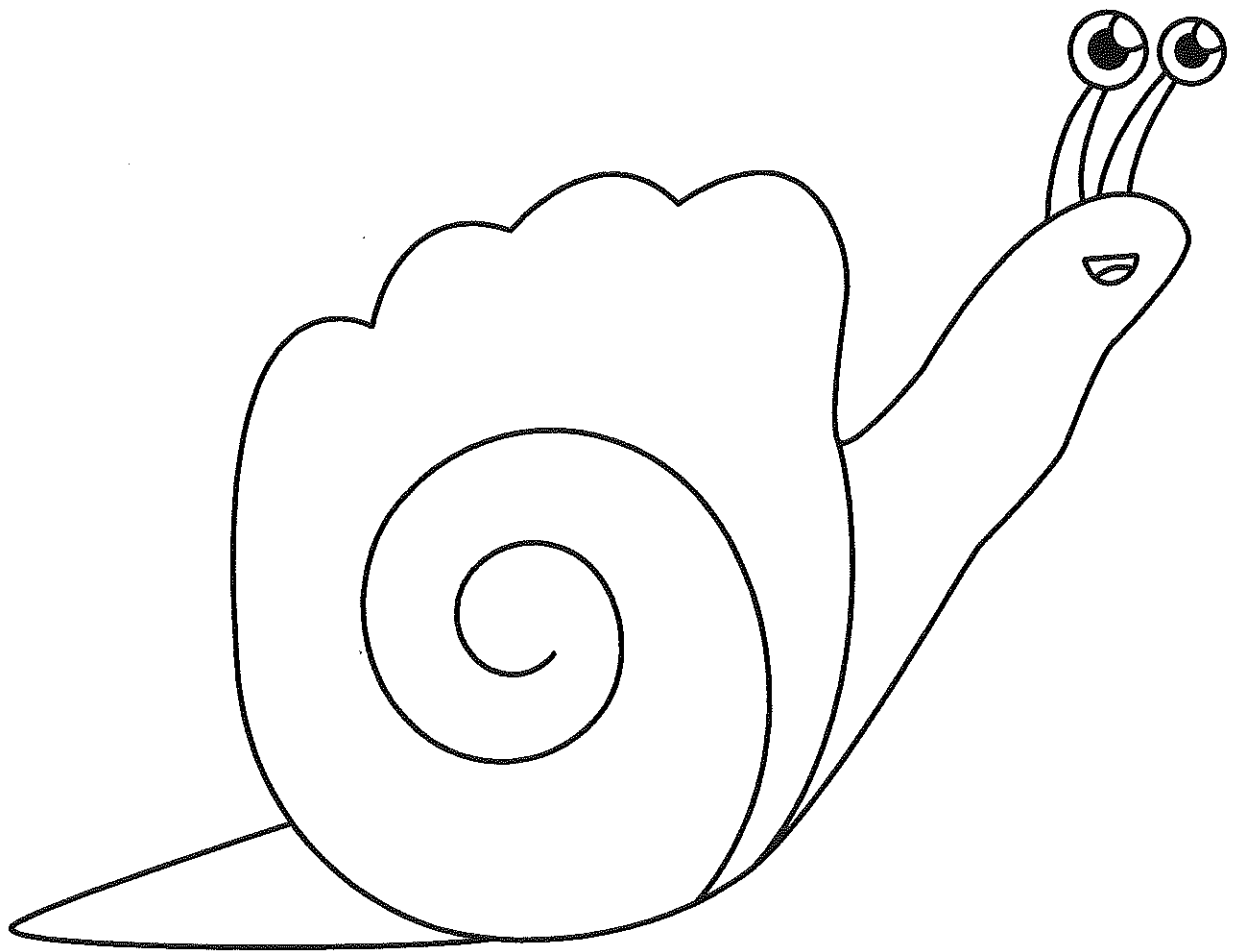
Animal Hand Drawing—Giraffe



Animal Hand Drawing—Peacock



Animal Hand Drawing—Snail



Play Dough Recipe

1 cup flour

1 cup water

½ cup salt

1 tablespoon oil

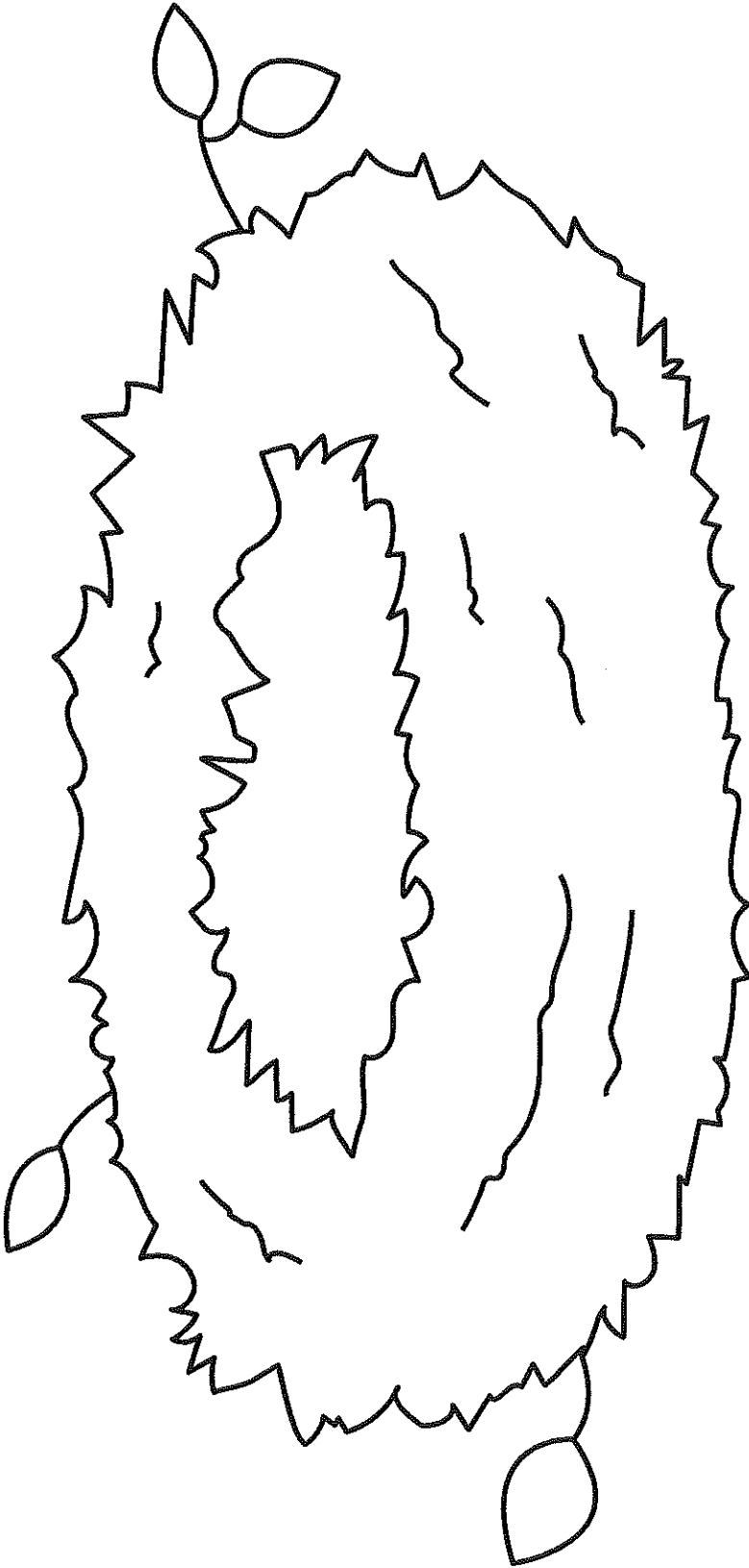
1 teaspoon cream of tartar

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 the refrigerator.

Bird Nest Art



Eager Beavers Song

Esther Austin, Arr. Joann 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 - cry-bo - dy come a - long; Ea - ger Bea - vers for the

F C7

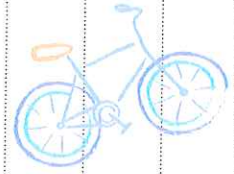
Lord! We're on our way to hea - ven; we hope you'll come a - board; Yes,

F

we are the Ea - ger Bea - vers, Ea - ger Bea - vers for the Lord!



Name _____



Basic

- I. Recite the Adventurer Pledge.
- II. Recite your country's Pledge of Allegiance or national anthem.
- III. Pray independently.

My God

- I. Say the fourth commandment: "Remember the Sabbath day, to keep it holy" (Exodus 20:8).
- II. Complete the Beavers chip.
- III. Complete the Bible Friends chip.
- IV. Complete the God's World chip.

My Self

- I. Complete the Alphabet Fun chip.
- II. Complete the Manners Fun chip.
- III. Complete the Know Your Body chip.

My Family

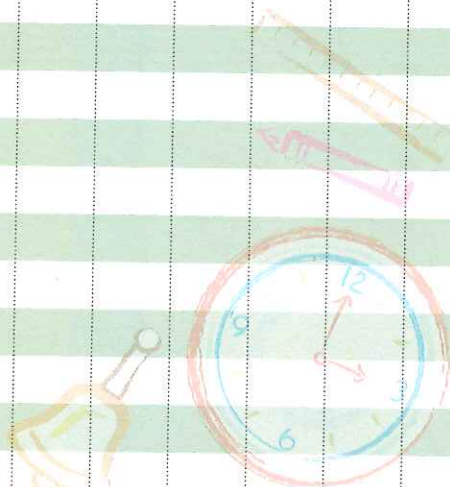
- I. Say the fifth commandment: "Honor your father and your mother" (Exodus 20:12).
- II. Complete the Fire Safety chip.
- III. Complete the Helping at Home chip.
- IV. Complete the Pets or Toys chip.

My World

- I. Complete the My Community Friends chip.
- II. Complete the Playing with Friends chip.
- III. Complete the Scavenger Hunt chip.

Additional Chips Completed

- Animal Homes
- Animals
- Beginning Biking
- Beginning Swimming
- Birds
- Crayons & Markers
- Gadgets & Sand
- Jesus' Star
- Jigsaw Puzzle
- Left & Right
- Shapes & Sizes
- Sponge Art
- Stamping Fun



Contacts

YOUTH MINISTRIES DEPARTMENT **NORTH AMERICAN DIVISION OF THE SEVENTH-DAY ADVENTIST CHURCH**

Email: info@adventistyouthministries.org

Web: AdventistYouthMinistries.org

Local conference contact information can be obtained
from your pastor or the Adventurer Club director.

Adventist Book Center

(resources for children's ministries)

800.765.6955

Web: AdventistBookCenter.com

AdventSource

(for additional Adventurer Club resources and uniform supplies)

5120 Prescott Avenue

Lincoln, NE 68506

Toll-free in Canada and United States: 800.328.0525

Phone: 402.486.8800

Fax: 402.486.8819

Web: AdventSource.org

WELCOME TO THE EXCITING WORLD OF EAGER BEAVERS!



The *Eager Beaver Leader's Guide* is packed with resources to help you teach kindergarten-age children Christian principles and life skills, while engaging them in fun, creative play. In this step-by-step guide, you'll find helpful answers to the questions:

- Who are Eager Beavers?
- Why do Eager Beavers act the way they do?
- How should leaders prepare for success and safety?
- How can I include Eager Beavers with disabilities?
- What is included in the Eager Beavers program?

This leader's guide also includes complete instructions for 23 themed meetings that fulfill Eager Beaver program and chip requirements. Each meeting includes a list of materials and resources, along with crafts, games, songs, and educational activities that support the theme.



AdventSource

ISBN: 978-1-62909-218-8



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