

# Instant Program Cards

## Introduction



Outdoors



Indoors or Outdoors



Sitting or in the Car



Rainy Day Kits



**NEW**



## Introduction

I was given the idea of the Instant Program Cards from a very generous member of the WAGGGS-L.

I divided them into groups based on where the programs can be done, then put them in alphabetical order, and arranged them into tables. I print each section on corresponding colored card stock in black ink. But you can do it any way you would like.

Then cut them out on the **solid** colored line.



in the area on the left punch a hole, you can then put them on a metal shower curtain hook.

They can be worn on your belt loop  
or attached to your purse or anywhere that is convenient.

They are easy for the girls to flip through.

At the bottom of each page you will find  
navigation buttons to help you get around easier.

These buttons will not print out.

Check our website for updates - <http://www.fortunecity.com/millennium/puppet/989>  
If you have any questions or have additional Programs that we can add drop me a line at  
[JGST513@aol.com](mailto:JGST513@aol.com)

**BLIND HIKE**

Blindfold the girls or have them close their eyes. Have them form a line, holding hands. Lead them on a hike. They cannot talk while hiking, but they can find other ways to communicate if they need to step over something or around something. Have them listen to things they would not hear if they were talking.

**CLOUD PICTURES**

Have the girls lie quietly on their backs and watch the clouds go by. See what the girls see in the clouds.

**COLOR SWATCHES**

Cut small square of construction paper and hook them together. Give each girl a set of color swatches to use during a walk. They should try to find something in nature to match the colors. After the walk, talk about what each person found for the different colors.

You can also use paint chips from your local paint or hardware store.

**CRAYON HIKE**

Have each girl select 3 crayons from a box. Take a hike and try to find as many things that match the color of the crayons as possible.

**FOXES AND BEARS**

6 or more players, no equipment.  
Divide children in 2 groups, one foxes and the other bears.  
Groups stand facing each other about 30 feet apart. At signal, foxes turn their backs to bears. Bears then tiptoe toward other group, getting as close to foxes as possible without touching. Leader calls "RUN", foxes turn around and chase bears. Any bears that are tagged before reaching their starting line must join foxes. Groups switch roles and bears chase foxes.

**HABITAT SURVEY**

To find out whether insects can live in different places, you can do a habitat survey. A habitat is the natural home of a plant or animal. Take a notebook and pencil and write down the different places you can look in. Start with these; in the air, in long grass, in short grass, in trees or bushes, under rocks, in water, on plants, in dead leaves, in soil, in dead wood.

**LEAF LITTER**

When dead leaves collect under a tree, they form what is known as leaf litter. Find out what lives in the leaf litter or soil beneath your tree. Here are some creatures you might find; millipede, spider, wood louse, daddy-longlegs, springtail. They help to decompose the leaves and twigs that fall off your tree.

**LEAF TRAIL HIKE**

American Indians laid trails for others to follow by placing a single leaf with its stem pointing in the direction of travel at the base of a tree with different leaves. Under the leaf would be pebbles or a twig pattern indicating how far to travel in a straight direction to the next leaf sign or when to change direction of travel.

**MEET A TREE**

Pair the girls off by two. Blindfold one partner and lead her to a tree. Help the "blind" child to explore her tree and to feel its uniqueness. Specific suggestions are best. For example, can you put your arms around the tree? Is the tree still living? Animals signs, notches where branches have been. When the blindfolded partner is finished exploring, lead her back to the starting by an indirect route. You can lead them around imaginary logs, etc. Remove the blindfold and let the girl try to find her tree.

**NATURE DUPLICATION**

Before assembling children, gather 10 common natural objects from the area you are in. Put objects on a bandana and cover with another bandana. Call the children close around you - tell them you will show them 10 objects for 25 seconds, so take a good look and try to remember everything you see. Give the group 5 minutes to search on their own and collect identical items keeping their findings quiet. When they return, the leader takes out each item one by one telling interesting stories about each one. It's fun to see how many items the girls can remember.

**NOTE: REMIND THE GIRLS DO NOT PICK LIVE ITEMS**

**NATURE ON A PENNY**

Put a small piece of modeling clay on a penny. Select small items from nature and create an arrangement.

**NATURE SOUNDS**

Have a group of girls lie down on their backs with both fists in the air. Every time they hear a new bird song, animal sound, or any other sound from nature, they raise one finger. When they reach the count of 10 - - she can sit up. Girls choose the sounds/numbers they will listen for.

**ODORS IN NATURE**

Divide group into teams. Give them five minutes to go outside and find as many odors as possible. Some possible odors they may find.

- |                      |                               |
|----------------------|-------------------------------|
| 1. Smell of rain     | 2. Wood decomposing (rotting) |
| 3. Plants            | 4. Stagnant Water             |
| 5. Soil              | 6. Animal decomposing         |
| 7. Trash left behind | 8. etc.                       |

**ONE HUNDRED INCH WALK**

Assign each group of two or three girls a plot of land about 100 inches square (10 inches by 10 inches). Have them spend at least 10 minutes doing an intensive exploration and writing down what they found in their 100-inch area. Try to pick an area that will have a variety of conditions (anthill, plant variety, a tree, etc...)

**SEE IT HIKE**

One girl starts the game by naming something that she sees as the group is walking. "I see a bird." The next person calls out something that starts with a "D" (the last letter in the first word). The second person calls out "I see a daisy." The next player would find something that starts with a "Y" (yellow flower). The game would continue until the end of the walk.

**SUN SEEKERS**

The body temperature of many creatures changes to match the temperature of their surroundings. Snakes and lizards sun themselves to increase their body temperature. Try this experiment in the summer to find out which other creatures do this. Walk slowly along a trail on a sunny day noting how many insects there are. Do the same on a cool, cloudy day. Which creatures come out on the shady day?

**SUNDIAL**

Put a long stick in the ground (at least 1-foot in length). Each hour put a rock or a stick in the ground at the tip of the first sticks shadow.

**THE SURVIVAL GAME**

Mammals require certain things to survive the winter, food, shelter, water, and bedding. Choose a small area outside and become an animal such as a field mouse, squirrel, chipmunk, etc. Can you find all the things necessary to survive? Set a time limit. Sometimes you will not be able to find all the requirements.

Imagine what would happen to the animal if this happened in real life.

### **BACK TO BACK**

Divide girls into pairs and have them sit back to back. One girl describes an object while the other girl tries to draw it, based on what she is being told. Another variation would be to allow the girl drawing to ask questions about the object. Some ideas for objects: acorn, bone, oddly shaped rock, gumballs, seed pod, etc.

**VARIATION:** Gather items found on the ground near the campsite, such as rocks, sticks, or leaves. Pair the girls up and have them stand back to back. Give one girl an item and have them describe it to their partner. The partner guesses what the items are.

### **CENTIPEDE**

Divide players into two teams. Mark the starting and finishing line about 30 feet apart. Teams line up with one person behind the other, facing the finish line. Next, players sit down and wrap their legs around the person in front to form the body of the centipede. Players arms become the legs. When the leader says "GO", players lift their arms and begin to push the centipede toward the finish line. If players become separated, they must try and reconnect. The winning centipede must completely cross the finish line with all its players connected.

### **COLORS OF THE RAINBOW**

The world is a colorful place, so why not make a game of it. Divide into teams and set time limit--5 minutes. See how many colors each team can pick out from surroundings. Team that picks the most colors wins. You might want to work individually if girls are old enough.

### **CREATE A WORLD**

One person decides on place - acts out part of that place (for example, being at a beach). When anyone in the audience knows what that place is, she joins in but does not say what it is until many people in the have joined in. World examples: gym, beach, shopping, carnival, camp.

### **CROWD SQUEEZER**

Keep the entire group entertained. Spread a blanket on the grass and challenge everyone to pile on top so no part of anyone's body touches the ground beyond the blanket. If group succeeds, fold blanket in half and try again. Continue in this way to see how small a space you all can fit on.

### **FIND THE LEADER**

With at least 4 players, try to guess who leads the group. One player, the guesser, goes away while remaining players get in a circle and select a leader. Leader initiates series of motions (claps, stomps, so on) other players copy. Guesser is called back to watch group. Leader must change movements every 5-20 seconds. Followers try not to give away leader with their eyes. Guesser gets 3 tries to identify leader.

### **HAND JIVES**

Have girls sit in pairs to sing songs with jive hand motions; clap hands together, slap right hands together, clap hands together, slap left hands together, clap hands together, slap both hands of partner 3x's and then start over.

#### **EXAMPLE:**

Miss Lucy had a baby,  
She called him tiny Tim, Tim Tim.  
She put him in the bathtub,  
To see if he could swim, swim, swim.

He drank up all the water,  
He ate up all the soap, soap, soap.  
He tried to eat the bathtub,  
But it got caught in his throat, throat,  
throat.

### **HULK**

Divide players into two teams. Define start and finish lines about 10 or 15 yards apart. Each team transforms into the hideous Hulk by interlocking arms, holding hands or by any other creative means. The only rule is that the number of arms and legs that may be used for walking is determined by subtracting two from the number of people that make up each Hulk. For example, if there are ten people on a team, only eight legs and eight arms may be used for moving. Both Hulks assemble on the start line. When the leader says "GO" both monsters creep toward the finish line. The first Hulk to completely cross over the line wins.

### **HUMAN KNOTS**

Five to ten girls stand in a circle. Each placing their hands in to the center and taking hold of two other players other than those standing next to her. The group must work together to untie the knot without releasing hands.

### **I AM A BALLOON**

Ask all the girls to shake loose and collapse as much as possible. Leader will slowly fill the "balloons" (children) with air. Let the girls work at becoming slowly filled with air. Let "balloons" float slowly for a while then develop a slow leak and finally begin to droop then collapse. Leaders can put patch on the "hole" and you can continue again.

### **JELLO JIGGLE**

Can you move like jello? Try it. Can you let your arms hang loose and shake like jello? Start hips moving. Can you be loose in the knees? Is your head easy and floppy? Can you wobble very slowly - a big slow motion wobble? Can you wobble forwards and backwards? Can you wobble in a circle, up and down? Do you feel loose? Can you wiggle with a friend?

### **LINKS**

Select one player to be IT. The rest of the group forms pairs (an extra person may form a threesome). Pairs link inside elbows and arrange into a single circle with IT in the center. To select the missing links, IT closes her eyes, turns around, and points to a pair of players. When IT says "GO", the pair breaks apart, and the two players try to link up with other pairs without being tagged. When a person links up, she shouts "GO", and the person on the other end of the pair must detach and run, trying to find another pair with which to link. When a missing link is tagged, she switches places with IT.

### **LIGHTHOUSE**

One girl is the lighthouse (at one end of the area), one girl is the ship (at the other end of the area) and the rest are the rocks (spread out in between) in the water. The lighthouse needs to be up higher to see over all the rocks. Rocks must be very still and careful not to trip the ship. The ship is blindfolded. The lighthouse gives directions to the ship to navigate through the rocks. Rotate the girls so all can be the lighthouse, ship and rocks.

### **LOOSE CABOOSE**

Select a player to be the Loose Caboose. Divide the rest of the group into "trains" of three. Each player is a train car and holds the waist of the person in front. The first player in a train is the Engine. The object is for the Loose Caboose to try to attach to a train. when all are aboard, the trains chug around the train yard (whistle blowing, engine chugging, and other sound effects are encouraged) trying to dodge and turn to keep away from the Caboose. When the Caboose attaches to a train, the Engine of that train becomes the new Loose Caboose.

### **THE LUCKY LETTER**

Choose a letter, any letter. Then challenge everyone to locate six objects that start with the letter you've picked. For example, "C" -- identify a car, a cow, a crane, a cat, a church, a coat. Whoever can name 6 objects first wins and selects a letter.

**MACHINE**

With 3 to 5 people, become a machine. Create a machine that already exists i.e. can opener, engine, or create one that doesn't exist i.e. a rotten banana peeler.

**MIRRORS**

One girl is the mirror and the other is the image. The mirror has to do what the image is doing -- brushing teeth, putting on stockings, combing hair, etc. - remembering to use the opposite hand of the image so it will be reflected in the mirror.

**NIGHT GAMES FLASHLIGHT TAG**

Need a flashlight for each Hider and each team of Seekers. Play in well defined boundaries. Hiders (buddies) are given a head start to find hiding places. When there they must blink their light once every minute. Teams of Seekers go and find the Hiders and tag them. Remember teams must stay together during the game. Captured Hiders can run and hide after being tagged. The winning team is the one with the most number of tags for the game. This is a game for older girls and should be played in safe terrain.

**NUMBER GAME**

Each girl numbers off consecutively (1,2,3,4,5,6,etc.) BUT using expressions as they are doing so. In other words, happy, sad, surprise, crying, whispering, etc.

**OBJECT TOSS**

Get in a circle. Throw an imaginary object to the next person telling them what it is. They use expression in catching the item such as bowling ball, feather, baseball, egg, golf ball, but, stone, basketball, etc.

**OPPOSITES**

Stretch your vocabulary with this quick game and help girls learn the meaning of opposites. Have the players form two lines facing each other. One side begins by calling out words that have an "opposite". The other side must give the opposite word before the first side can count to five. Go down each line, giving each player a chance to call a word.

### **PANTOMINE**

Do some pantomiming and have the girls guess what you are doing. Have other girls take turns doing the pantomime. Give younger girls some suggestions. Have the girls do pantomimes in pairs.

### **PRUI (PRONOUNCED PROO-ee)**

The Prui is a gentle, friendly creature that grows. All girls mill about with their eyes closed. When you bump into someone, ask "Pru?" If the other girl answers "Pru?" you have not found the Prui. The referee whispers Prui to one of the players. Since the Prui can see but cannot talk, the player opens her eyes. When someone bumps into her and asks "Pru?" There is no answer; you have found the Prui. That person opens her eyes and becomes part of the Prui. The line of girls will become long and it may take some time for the last players to find the end and become part of the Prui.

### **RAIN MAKERS**

The leader will explain to the group that everyone must follow her lead if they are to make good rain. The leader needs the girls to sit down, as she passes they are to do the motions she is doing at the tempo she is doing.

#### **The motions are:**

1. Rubbing palms forward/backward motion; slowly/softly; louder/faster.
2. Snapping fingers - slowly / softly; more loudly / swiftly
3. Slapping thighs - slow / softly, more loudly / swiftly
4. Snapping fingers - loudly / swiftly; slowly / softly
5. Rubbing palms - loudly / swiftly; more softly / more slowly
6. SILENCE

### **RELAXATION EXERCISES**

Have the girls relax like a rag doll. Start by rolling the head back and forth, next roll the shoulders, shake out each arm gently making the arms and fingers loose, sway the torso back and forth as if in a gentle breeze. have the girls slowly move to sitting position, shake out each leg gently till the legs and feet are relaxed. Slowly lay back, close your eyes and listen to the sounds around you as you relax.

### **ROW RACE**

Divide the group into pairs. Mark a short course with the start and finish lines 15 or 20 feet apart. Pairs line up. Partner A (P-A) sits on the starting line with knees together and legs extended straight out. Partner B (P-B) sits facing P-A with soles of shoes together, knees bent, and hands clasped. To move, P-B pulls P-A into a bent-knee position. P-B then pushes back to straighten her legs. Next, P-A straightens her legs and pushes P-B's legs into a bent position. This pushing and pulling motion resembles rowing and moves players along at about a yard at a time. The first pair to row across the finish line is the winner.

### **SIMON SAYS**

Try this variation of "Simon Says" to help girls learn to communicate their feelings. Start with "Simon says you're going to a circus." Ask the girls to express how they feel by showing emotions. Emphasize that no two emotions need to be the same. An event causes different feelings in people and people express these feelings in different ways through different emotions. Explain that a feeling is an inside through and an emotion is how it shows on the outside.

### **SPACE STATIONS**

5 round objects are placed on the ground to become Space Stations. One person is selected to be Ground Control. Everyone else are Astronauts floating through space. When Ground Control shouts "Red Alert!" the spaced-out players run to hook up with the nearest Space Station. Unfortunately the last player to touch a Space Station is lost in space forever and is out of the game. Two players cannot touch while hooking up to a Space Station or they are both out of the game. Until only one is left. The last person to survive a "Red Alert" is the next Ground Controller.

### **SPIDER'S IT (5 or more players)**

A circle 5 ft. in diameter makes a good spider web. Select a player to be a spider. The spider roams around the area trying to tag other players. Any player tagged must sit on ground in the spider web. Spider continues to tag other players and places them in the web. Remaining players may try to free players caught in the web by taking both hands of the captured player and pulling her to her feet so that the player can run away. The spider then can tag either the rescuer or the rescued captive before they can get away. The spider has the option of placing captive in web or exchanging places.

### **THE SPIRIT OF THE SEASON**

Each season has a different "feel". To capture the spirit of the season, go to your favorite outdoor place with a sheet of paper and pencil. Make yourself comfortable and then close your eyes and listen. Now look around. How do your surroundings feel and smell? Write down words as they come to mind. Now cut the words up and arrange them to make sense, adding, linking words to make a poem of the spirit of the season.

### **STATUE TAG**

Select one player to be IT. Draw a start line. The other players gather behind the start line while IT stands 20 yards away with her back to the group. IT counts to 10 out loud (fast) while everyone runs toward her. At 10, IT turns around and players stiffen into statues and may not move. Anyone caught moving is sent back to the start line. IT turns around and counts to 10 again. The first player to get close enough tags IT, and all players run back to the starting line with IT in pursuit. Players reaching the start line are safe. If a player is tagged by IT while running, he or she becomes the next IT. If IT fails to tag anyone, she continues to be IT for the next round.

### **STICK UP**

Select one player to be Sticky Fingers. Start the game by saying "This is a Stick Up!" as players scatter around the playground. When Sticky Fingers tags a player, the tagged player must place a hand on the place touched while still continuing to run. As more and more players become "Stuck" on themselves, Sticky Fingers has a better chance to totally immobilize one player. Usually when both hands of a player are stuck, the third touch sticks her with being the next Sticky Fingers.

### **STRETCHING EXERCISE**

have girls stretch for a reason -- reach for an apple on a tree by stretching up towards the tree, part the branches, stretch past more branches to reach the apple.  
Other motivations might be: pushing a heavy desk or refrigerator, washing windows, hanging curtains on your clean window, pretend you're a rubber band, etc.

### **TELL A STORY**

One person gets in front of the group and tells a story in pantomime. For example, walk through a swamp, then walk through hot sand without the shoes.

### **TOUCH AND GO**

Divide the group into two teams. Both teams line up side by side in the middle of the play area facing the caller. Teams arrange themselves in a specific order, such as by height, age, alphabetical and so forth. The caller shouts the name of an object or thing found in the play area such as a tree or shelter. Players then break ranks, touch the object named, and reassemble rapidly in the same order. Callers should add their own creative touches and name things that aren't usually noticed such as the knot in a tree, a crack in the dirt, the broken limb. The team reassembling first most often after a specific number of rounds is the winner.

### **WAX MUSEUM**

Select one player to be the Curator of the museum. The rest of the players are the suspicious visitors. Suspicious players try to avoid the Curator. When a person is caught, he or she is instantly transformed into a hideous wax sculpture, twisted in a strange pose. One by one, the Curator catches players. Two players can free a wax prisoner by joining hands and encircling her. But players can be tagged while saving another player, and the entire trio is turned into wax. The game continues until everyone is turned into wax and put on display in the museum. The last player caught becomes the Curator.

**ZERO GRAVITY**

Select one player to be the earthbound mortal who cannot fly into space. This person is considered IT. Other players, with their magic zero gravity shoes, are safe as long as they can balance on a stone, hug a tree, stand on a log, anything to stay off the ground. The earthbound IT may guard closely any player who is losing her grip or balance and is soon to ball back to earth. Anyone tagged while on the ground loses her magic shoes and becomes the new IT.

**ZOMBIE**

Select one player to be the Zombie. The Zombie wanders the earth looking for victims to join her. When a person is caught, she becomes a Zombie and holds hands with the original Zombie. Together they hunt for others, and the chain becomes longer as more and more players are caught. The last player to be left alive is faced with a chain of pursers chanting "Zom-bie, Zom-bie, Zom-bie" At that time, the last remaining player becomes the Zombie and the other Zombie and those that were caught are now being pursued.

### **ANTONYM-SYNONYM**

Have the girls sit in a circle. The leader will choose the category and give out the first word for the next girl to give an antonym or synonym depending on the category. She then gives a word of the same category to the next girl.

**ANTONYM - opposites**

**Light**

**Dark**

**SYNONYM – similar meaning**

**engine**

**motor**

### **TELL A TALL TALE**

What's the wildest story you can think of? Choose a player to start the first line of a story. For example, "Once upon a time, there were three pink monkeys riding in a taxi." Next person adds to the nutty story, making it even more bizarre. Give everyone a chance to add to the story.

### **TWELVE DAYS OF CAMPING**

(Tune: 12 Days of Christmas)

On the first day of camping my leader gave to me:

A scrub brush for the latrine	7 slimy snakes
2 burned skilletts	8 rusty saws
3 logs to chop	9 muddy boots
4 cans of OFF	10 burned fingers
5 stinky socks	11 Gooney s'mores
6 leaky buckets	12 Excedrine headaches

### **WHO STOLE THE COOKIES?**

Girls sit in a circle and perform a rhythm sequence together. The rhythm that used is - clap hands on thighs twice then clap hands twice, then snap the fingers of the left hand once, following by once on the right hand, and repeat the whole process.

Begin by saying "Who stole the cookies from the cookie jar?" Another answers " \_ stole the cookies from the cookie jar." The named player says "Who me? Couldn't be." The accused player then gives the name of another player. " \_ stole the cookies from the cookie jar" and so on. All statements are made in time to the rhythm.

### **WONDERS**

Have girls complete these sentences spontaneously.

I wonder about .....

I wonder when .....

I wonder if .....

I wonder how come .....

I wonder why .....

Keep the completions moving quickly around the circle changing frequently from "wonder" to another.

**RAINY DAY ACTIVITY KITS**  
**Activity Introduction**  
**(Everything you need is in the Pringles Can)**

Oh, no! It's raining. The items in the Rainy Day Activity Kits are sure to be a big hit, and to provide enough instant program to keep the campers busy for a while (hopefully until the rain stops)! Remember that a positive attitude from the Leaders will help the activities be most successful!

We made each girl her own pringles can using the either the tall can or the small snack size cans. We put the following in each can:

one pair non-latex gloves  
film container with tight fitting lid full of bubble solution  
rubberband  
a few pinto beans  
ziplock snack bag  
sandwich or larger size baggie with twist ties  
paper towel  
paper clip  
cellophane - enough to cover the end of the can

Leaders can  
all of the above plus  
a few pennies  
string or yarn  
marker pen

**RAINY DAY ACTIVITY KIT**

**Birds Nest**

Gather leaves, straw, string and other items birds would pick up in the out of doors. Find the nearest mud puddle, put your gloves on and create a birds nest that any bird would call home.

**NOTE: Get non-latex gloves because of allergies.**

**RAINY DAY ACTIVITY KIT**

**Bubbles**

A film container full of bubble solution and a piece of string will have them laughing in no time. The sting can be looped and the ends held by the camper. Dip the loop into the bubble solution and blow!

**RAINY DAY ACTIVITY KIT**

**Just a Bean!**

Get out your pinto bean. Encourage her to look at it, smell it and feel it. Give these instructions in a way that encourages the girls to really get to know their bean. Ask leading questions what makes our bean different than any other? Is there a mark or other distinguishing feature that sets it apart? Ask the girls to place all their beans in one can and shake them up. Ask the campers if they can recognize their bean and pick it out of a crowd. Then, use the snack baggie with a wet paper towel and the beans inside, have her write her name in the corner of the bag. She can set it in the sun and watch the beans sprout and grow.

**RAINY DAY ACTIVITY KIT**

**The Knee Sit-Upon Circle**

For years Girl Scouts have cleverly been able to rest--even when the ground is wet and there are no sit-upons in sight. Everyone stand in a circle, touching shoulder to shoulder. To make it more interesting, have everyone hold on to a strand of yarn. Let's try to keep the yarn off the ground, while everyone turns left, and on the count of three, each girl gently sits down on the bent knees of the person behind her. If this is done right, you should have a self-supporting, sitting circle. Enjoy the rest...and keep the sting off the ground.

**RAINY DAY ACTIVITY KIT**

**Microscopic Metal**

Take an ordinary paper clip and bend the small part up from the large part to form a shape almost like an ornament hanger. Now bend the small hook into a tear drop shape. This drop can be used to pick up raindrops along the way. If you pick up a raindrop and look through it you will find that your view is magnified.

**RAINY DAY ACTIVITY KIT**

**Penny Hike**

Use a penny to take your campers on a hike they will long remember. Splash through the puddles as "heads" means turn right and "tales" means turn left. How often shall we flip the coin and how many different ways can we flip it--behind our back, with our eyes closed, etc

**RAINY DAY ACTIVITY KIT**

**Pond Scope**

Take the end off of your pringles can. Stretch a piece of cellophane over 1 of the 2 open ends of the can. Tighten the cellophane with a rubber band. Use the pond scope to explore small puddles or along a creeks edge if high water is not a danger. Tall cans work best for this.

**RAINY DAY ACTIVITY KIT**

**Spinning Yarns**

Use a ball of yarn to begin your story. The first person begins to tell a tale and tosses the ball of yarn to another "storyteller" while keeping hold of the lose end. The story continues around the group and each time the ball is tossed to a new person, while the previous person holds the yarn. Is it still raining? Reverse the process and keep the story going while you roll up the yarn back into a ball.

**RAINY DAY ACTIVITY KIT**

**Water in the Bag**

It's best to do this early in the day and to remove the bag mid day. Put the sandwich size or larger plastic bag over a branch of tree. Close off the bag with a twisty tie and leave the bag. The water collected is water for survival (to drink) or water to study for miniature creatures.