



## Section 6: Recreation

### **In this section you will find:**

- ✓ Tips for the Leader
- ✓ Get Acquainted
- ✓ Wide Games
- ✓ Skits
- ✓ CGIT Crafts
- ✓ Pen and Paper Games

### **Tips for the Leader**

#### **Preparing the Program**

- Know the nature of the program required – number of people present, ages, interests, area/space, time available, weather
- Prepare the program in advance and know the games thoroughly
- Program should be well balanced and have variety – active games, quiet games, mental games, singing games.
- Visualize the game beforehand and any emergencies which could arise.
- Avoid a program requiring too much equipment.
- Plan a larger program than you can carry out.
- Plan to adjust the program if need be. Be ready to scrap any part of it.
- The first game should not be too highly organized. Shy people must be able to take part without embarrassment.
- Plan games for people as they arrive, a few at a time.



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### **Carrying out the Program**

- Be on time and have the program ready. The game's the thing – get started as soon as possible. If participants strike a snag, stop the game immediately and explain.
- Have an air of assurance and enter into the games with pep.
- Give directions carefully and simply, in a firm voice loud enough to be heard by all. Demonstrate, if necessary.
- Keep things moving, check that the group is having fun.
- Study the reaction of the group carefully. Watch closely for waning interest. Stop the game while people are still enjoying themselves so that they will be anxious to play it again.

### **Watch For**

- The poor sport – be patient. It may take a long time to overcome. Help her see that "fun is the thing". Make light of losing.
- The smart-aleck – Stop the game to give her the limelight. Wait a moment, then start without making comment.
- The wallflowers – Use them as judges, scorers and helpers.
- The rule breakers – Give those not used to discipline some responsibility. Enlist their services to help put the game over.

### **Afterwards**

- Evaluate your program with the girls.  
What were the strengths? What were the weak points?  
What improvements could be made?  
Which games are best?  
What games just did not take? Why? Were they too old for the group? Too young?  
Were they clearly explained?
- Write down the best of the games used so that you will know where to find them next time.



## Get Acquainted

The following games can be used as get acquainted games, at the beginning of the year, or during the year as a group building exercise.

### **Zip/Zap**

Zip/Zap is a game to make sure that everyone knows all the other group member's names. Everyone sits in a circle with one person standing in the centre. The person in the centre suddenly points to one person and says either "zip" or "zap". If "zip" is said the person must name whoever is sitting to her right. If "zap" is said the person must name whoever is sitting to her left. If she fails to do this before the person in the centre counts to three, she must take her turn in the centre of the circle. During the change of the centre person the group must move around so that they are sitting between two different people.

### **Part to Part**

Two lines face each other. Lines move in opposite directions; when a player reaches the end of their line, their next move is to join the end of the other line. Players are given 10 seconds to follow out instructions and answer questions with the person across from them, then they must move on to the next person.

hand to hand -- introduce yourself

knees to knees -- where do you live?

elbow to shoulder -- where were you born?

foot to knee -- how old are you?

finger to ear -- how big is your family?

hand to hip -- what's your favorite sport?

hand to elbow -- what's your favorite TV show?

back to back -- what's your favorite food?



wrist to chin -- what's your favorite colour?

heel to toe -- how many times have you been to camp?

cheek to cheek -- do you have a pet? What kind? Name?

ear to ear -- what's your favorite music? Group?

heel to elbow -- what's your favorite book?

finger to toe -- how long have you been in Guiding?

knee to nose -- what's your favorite campfire song?

chin to chin -- what, if anything, do you hope to learn this week?

nose to nose -- tell one thing that you've always wanted to do but have never tried.

### **Madhatter's Tea Party Game**

You will need an odd number of people in each group. We used 7, but 5 would work as well. Three would be too small.

Give each person in the group an open-ended question like... "the best thing that happened to me this week was..." or "I really hate it when...", etc. Be creative and make sets of questions for each group so each group has the same 7 questions, but each person only has one question. Now have them line up their chairs so there are 3 down one side facing 3 down the other side, and have one person at the top or "head" of the table, the Madhatter.

The Madhatter starts by reading her question out loud to the group. Then one side of the "table" starts, and the 3 people on that side make eye contact with their partner opposite them, and answer the question out loud. You need one timekeeper for the whole room, who times one minute. The room can get pretty noisy. The timekeeper yells switch, and the other "side" of the "table" gets a turn to answer the question. Believe me, they haven't had any time to think about their answer, because they've been too busy listening!! After one more minute, the timekeeper yells, "Teacups" and everyone moves one chair clockwise, which puts a new Madhatter at the head of the table, and she reads her question, etc., until all of the questions have been read and answered.

**Lots of fun, very hectic, and VERY noisy.**



### Identification Card

Materials: 5x7 cards - one per girl, masking tape, pencils

This could be used on the first day. This is a good exercise for getting girls acquainted with each other because it gives them topics to talk about. Each girl is given an index card. In the centre of the card they are to put the name they like to be called by. Next the leader should ask four different questions to the group to fill in the card (the open four corners).

Sample questions:

Your favorite vacation spot

Your favorite food

A world problem you wish to change

Your childhood hero

One thing you like about yourself

What you expect from CGIT

Something you have never done that you would like to do

After this is done, have the group tape their cards to their chest. They should now pair up and discuss the contents of each other's card. At a prearranged signal, the girls switch partners, continuing until they have all met. A card diagram follows.

Question 1	Question 2
Name	
Question 3	Question 4



### Thumbs Up/Thumbs Down

Girls will signify their preference with their thumbs! Each pair is a choice – with only a few seconds between to decide, they must Approve/Disapprove quickly! No discussion is required, simply make a choice.

Are you a...

saver or a spender	mountain or valley
argue-er or agree-er	physical or mental
gourmet or fast food	country or city
line dance or waltz	breakfast or dinner
game show or soap opera	war or peace
intuitive or rational	early bird or night owl
motorcycle or bicycle	earth or sky
leader or follower	country or rock
sci-fi or love story	summer or winter

Alternately, if space allows, you can make this a more active game by assigning walls of the room or ends of a field to each set of questions where the girls must run to the answer that suits them.



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**Getting to Know You**

Walk around the room asking these questions to fill in the blanks. Try to get as many different names as possible!

	has been to Disneyland
	has had braces
	was at a waterslide this summer
	like turnips
	has a blue toothbrush
	has a birthday in May
	has fish for pets
	has travelled across Canada
	Mother is over 40
	has had an operation
	is wearing red socks
	sings in a choir
	has a pair of hockey skates
	plays the piano
	has worn a dress this past week
	likes to do crafts
	has a dog
	enjoys reading
	first year in CGIT
	rides horses
	has green eyes
	was not born in Alberta



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## **Time Fillers**

These games are just for fun, sometimes as a go between to energize the group between activities, or when you find yourself looking for a quick activity to fill the time. Many of these can also be used during campfire.

### **Hog Call**

Ask the group to pair up. Each pair chooses a matching set of words: peanut/butter, foot/ball, etc. Split the pairs, asking each girl to walk to opposite ends of the field or room with the instructions they are to put on blindfolds when they arrive. On a signal they are to try to find their partners by shouting their partner's word in order to pair up. If I am foot, I would shout ball over and over until I find my partner. After the blindfolds are on, have the girls mill around a bit to prevent them from locating their partner across the room. Have the girls walk with hands and palms forward to prevent injury, and watch so all girls stay within boundaries. If you are in a facility where loud noises are inappropriate, try the whisper method. Same rules as above, except the girls whisper the name of their partner.

### **Follow the Leader**

One person is chosen as "it" and leaves the area while the remainder of the group designates a leader. Players then sit in a circle and go through a series of motions. "It" returns, stands in the middle and tries to discover who the group leader is. All players follow the leader's motions: clapping hands, stamping feet, pounding legs, being careful not to watch the leader directly. When "it" correctly guesses the leader, a new "it" is chosen, a new leader designated, and the game continues.

### **Mime Rhyme**

One player, called the poet, says "I'm thinking of a word, and it rhymes with free." Other players act out their guesses until they discover the chosen word. Someone stands and waves his arms like branches only to be told, "No, it's not a tree." Another buzzes around flapping wings and nuzzling flowers for nectar, but the poet says, "The answer isn't bee." A player stands and repeatedly points to herself. "Hmm," the poet says, "it's not me." The player who correctly mimes the poet's word becomes the next poet.



## **Beans**

Can be played with any number of players.

The leader calls out various types of beans and the girls perform the correct action.

Runner Beans	run around	Broad Beans	Stand with legs as far apart as possible
Jumping Beans	jump	French Beans	say "Oh La La!"
Baked Beans	lie out in the sun	String Beans	stand still, arms straight up.
Chili Beans	shiver	Dwarf Beans	squat down
Frozen Beans	Stand still	Has Beans	fall on the floor

## **Elephant/ Palm Tree/ Monkey**

Practice making the 3 characters...

Elephant - is middle person as the trunk and each side person large floppy ears

Palm tree – is middle person a tall trunk and each side person an arching branch

Monkey – 3 people take pose of hear no evil/ see no evil/ speak no evil

Game begins when one player steps into the center of the circle to be the spinner. He twirls around with his finger pointed. When he comes to a halt he calls out the name of one of the characters and the person pointed to must assume the central part of that character's pose, the players on either side must complete the picture. All three have to strike the pose before the rest of us can should, "Elephant, palm tree, monkey" Whoever gets most fouled up by making the wrong move or making a late move becomes the spinner.



## Wide Games

### **Stones**

Materials: 2 Hula hoops, 20 beanbags, 2 colours of face paint (red, blue) or pinnies

Divide the playing area in half. In each half, set one hula hoop as a Treasure Chest. In each Treasure Chest, place half of the beanbags (stones).

Split the players into two teams, and mark their faces with face paint or use pinnies. The object of the game is to get all of the stones as into your own team's Treasure Chest by stealing them from the opposing team. Girls trying to invade the enemy's territory must proceed with care, because if they are tagged by a defender, they are frozen! Girls can only be unfrozen by a free member of their own team. Beanbags can only be removed from each team's Treasure Chest one at a time and transported back across the border into their own territory.

Teams may not guard their Treasure Chests. Teams may also only tag invaders on their own side of the boundary line.

### **Sardines (Reverse Hide and Seek) Game**

Sardines is a fun game which is very much like Hide and Seek, except it is done in reverse. It can be pretty humorous, as many people end up hiding in interesting places, resembling a bunch of sardines jammed together!

One person is picked to be "it". This person is given some time to hide while everyone else sits in a neutral spot with their eyes closed for a specified amount of time. When the time is up, everyone searches for the person who is "It". When this person is found, instead of ending the game, one tries not to let other people know where the person is; instead, he or she joins the person at their hiding spot. The object is to not be the last one left. The first person that found "It" gets to be "It" the next time. Be sure to have proper guidelines in place for appropriate boundaries and hiding spots. Safety always comes first.



## **Other Ideas**

There are many other games that can be found on the internet. Predator/Prey is a great one for a larger group, but also requires a fair amount of prep work. Often a wide group game can be based on reality TV – Survivor, Minute to Win It, Amazing Race are all good places to start. Obstacle courses are also popular. And any camp theme can be turned into a game of tag.

## **Skits**



### **Crying**

The first person of the team comes on stage crying.

The next person comes out, asks the first one what's the matter and the first one whispers in her ear.

Then they both start crying, long and loud. Several others come out on stage, one at a time and repeat the same action.

When everyone is on stage crying, moaning, howling, sniffing and so on (using large handkerchiefs that were dipped in water before their entrance and wringing them out splashily) the last person comes on stage and asks aloud, "Why is everyone crying?"

The group answers, "We're crying because we don't have a skit!"



## **Energy Conservation**

Camp Counselor: "Today, let's take turns and tell how we can help to conserve energy in our homes."

Camper 1: "I know a good way. My mom doesn't use her clothes dryer as much as she used to. She uses a new solar energy device called a clothesline and hangs her laundry outside to dry in the sun."

Camper 2: "My dad said that if we filled a plastic bottle with water and put it in the tank in the bathroom it would cut down on the amount of water used for flushing."

Camper 3: "Did you know that if you take showers you use a lot less water than if you take baths? Mom even uses a timer, and we have learned to take 3 minute showers at our house."

Camper 6: Yawns, starts to slowly fall asleep.

Camper 4: "We keep the drapes closed on summer days and keep them open for light and warmth in the winter."

Camper 5: "We keep the damper in our fireplace closed whenever we aren't using it. If it's left open in the winter, the warm air in the house escapes up the chimney and that's a waste."

Camper 6: Is now completely asleep.

Camp Counselor: "Suzie, do you have anything to add about saving energy?" (Turns to see that Suzie is fast asleep.) "I guess Suzie is the best energy saver of us all."

## **Look What I Found Fishing**

One camper sits by a bucket on stage to start. She asks others what they found fishing. Campers walk on stage one by one. The camper drop bean bag/shoe/grocery bag, etc. into the bucket and saying what they found with disappointment/frustration. They all gather around the bucket. The last camper is dragging a leader behind her, and announces that all she caught was A CRAB!



### **Pebbles**

A counselor is standing alone on stage looking at their watch, when finally a camper comes along. The counselor asks where she has been, and the camper replies, "Throwing Pebbles in the lake." This occurs a few more times as more campers come along and say that they, too, were "Throwing pebbles in the lake."

A soaking wet camper comes in completely drenched clothes.

The counselor asks, "Who are you?"

"I'm Pebbles."



### **Musical Genius**

The announcer makes a flowery introduction about how fortunate the audience is to have the opportunity to hear a splendid vocal group about to perform. After the introduction, the group marches onto the stage and lines up across the front. The announcer states that their first number will be that appealing ballad "The Little Lost Sheep". Following a short musical introduction, singers open their mouths and produce a long, loud "Baa-a-a", bow and exit the stage.



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### **Water, water**

Before hand, place a glass of water at one front end of the stage, but visible to the audience. Have players on the other side, not visible to the audience.

1<sup>st</sup> person crawls on belly across stage slowly, going toward the glass of water saying “water, water”, but only goes a short distance and pretends to die.

2<sup>nd</sup> person, same motion, but goes a little further than the first person before collapsing.

3<sup>rd</sup> person, same as first two, but gets a little closer to the water.

4<sup>th</sup> person, same as first three, just about gets there.

5<sup>th</sup> person, same words and actions, but reaches the glass of water and instead of taking a drink, she takes a comb from her pocket, dips it in the glass of water and combs her hair!

### **Is it time, yet?**

Place chairs or a bench on stage facing the audience and have all girls sit on chairs and cross their legs to the left.

1<sup>st</sup> person, on one end, turns to the girl beside her and says, “Is it time yet?”

2<sup>nd</sup> girl shrugs shoulders, turns to the next girl and asks, “Is it time yet?”

3<sup>rd</sup> and 4<sup>th</sup> girl: same as second girl until it reaches the last girl on the end.

Last girl looks at her watch and says, “No it’s not time yet.”

Each girl in turn, turns to the girl who asked her the question with the same response.

This goes on a couple of times until the last girl responds by saying “Yes, it’s time!”

The whole group acts together and all cross their legs to the right.



### **Chicken Farmer**

The skit begins with 3 campers in a line and one camper, playing the hatchery owner, over on the other side of the stage.

Another camper, playing the farmer, pretends to start a truck. The farmer and his "crew" drive over to the hatchery. When they get there, the farmer gets out of the truck and walks over to the owner while the "crew" stays in the truck.

The farmer and hatchery owner greet, and the farmer announces that he would like to buy 4 dozen chickens, the owner says alright, and they agree upon a price. They both spit in their hands and shake.

The farmer then turns to his truck and shouts, "Hey, you guys – get on outta that truck an' load up these her chickens!" (For a good laugh, the farmer can slur all the words together so almost nobody can understand her.)

The crew gets out and loads up the chickens. While the chickens are being loaded, the farmer and owner talk about the weather. Once all of the chickens are loaded, the farmer gets back in his truck, and she and the "crew" all drive back to the farm.

Narrator comes on stage, announces "One week later." The cast repeats the process two more times.

On the third time through, the farmer announces that she would like to purchase five dozen chickens. The owner whistles and says, "Wow, you must have a pretty good sized farm going on now!"

Farmer replies, "Well, I really can't tell yet, but I think I'm either planting them too deep, or too far apart."



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### **Attention, Attention!**

Stage left: A lone camper comes running until she is in front of the crowd.

Lone camper (running): "ATTENTION! ATTENTION!"

(repeating and and yelling this in front of the crowd)

(lone camper now stands in front of the crowd)

Person 1 in audience: "WHAT, WHAT, WHAT?"

Person 2 in audience: "What do you want?"

Lone Camper: "I just wanted some attention", shrugs and walks away!

### **Penguin Soup**

Four campers stand in a row, shoulder to shoulder.

In strides a "Leader", acting like a drill sergeant (DS).

DS: ATTENTION!

(Campers snap to attention, heels together and toes pointed away, arms folded short at the sides.)

DS: I'm gonna make this camp the best in CGIT, and to do that we need to have the best nutrition possible. Therefore we will eat penguin soup everyday for it's nutritional value.

DS walks up to camper 1 and asks: What did you eat for breakfast this morning?

Camper (SHOUTS): Penguin soup!

DS: Right! Penguin soup will make us the best camp in Alberta! Penguin soup for breakfast is a great way to start the day!

DS goes to camper 2 and shouts: What did you eat for lunch this afternoon?

Camper 2 (SHOUTS): Penguin Soup!



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2017 Edition**

DS: Good for you! Penguin soup will keep you going when we hike, and when we do our skippers every day.

DS goes to camper 3 and shouts: What did you eat for a snack today?

Camper 3 (SHOUTS): Penguin Soup!

DS: What a great snack! Nothing is more nutritious than penguin soup. It will keep us going when we have our craft time and prepare for campfire.

DS goes to camper 4 and shouts: What did you eat for dinner this evening?

Camper 4 (SHOUTS): Penguin Soup!

DS: Wonderful, penguin soup! It is the best thing to help young campers during Vespers! So, everyone – what do we eat for breakfast?

ALL: PENGUIN SOUP!

DS: For lunch?

ALL: PENGUIN SOUP!

DS: For snack?

ALL: PENGUIN SOUP!

DS: And for dinner?

ALL: PENGUIN SOUP!

DS: Wonderful! Let's go to campfire!

(Campers turn into single file line and waddle off like penguins.)



### **Lost Item Around Campfire**

First person searches the ground around the campfire.

Second person: What are you looking for? Maybe I can help you find it.

First person: I dropped my favorite marble.

Second person: Where were you standing when you dropped it?

First person: Over there. (Points into the darkness.)

Second person: Then why are you looking over here?

First person: Are you kidding? It's too dark over there. You can't see a thing!

### **Other Resources:**

These are just a few suggestions, you can find many skit idea online and of course, have girls make up their own (a time limit is a good idea!) Some sites you might want to check out:

<https://hubpages.com/sports/cubscoutskits>

<http://www.youthsource.com/skits-and-dramas/>

another good resource that you can collect great ideas in is to search in

<http://www.pinterest.ca>





## CGIT Crafts

### CGIT Crest

This pattern can be used for cross stitch, knitting or bead work. Cross stitch the CGIT crest onto evenweave fabric such as 14 count Aida or "waste canvas" to use on a blanket, hat, bag etc. Suggested DMC floss colours are 311, 336 or 803. You can also use the chart in duplicate knitting stitch to add the CGIT crest to a sweater.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
1								X	X	X	X	X	X	X	X	X	X								
2							X											X							
3						X													X						
4					X				X	X	X	X	X	X	X	X				X					
5				X				X								1/2	X				X				
6			X				X															X			
7		X				X				X	X	X	X	X		1/2	X	X	X	1/2				X	
8		X			X				X						X			X			X			X	
9		X			X			X			X	X	X					X						X	
10		X			X			X				X						X						X	
11		X			X			X				X						X						X	
12		X			X			X				X				X	X	X						X	
13		X			X			X				X				X		X						X	
14		X			X				X			X			X			X			X			X	
15		X			X					X	X	X	X	X				X			X			X	
16		X				X						X					X		X					X	
17			X				X				X	X	X					X					X		
18				X				X									X				X				
19					X				X	X	X	X	X	X	X	X					X				
20						X													X						
21							X											X							
22								X	X	X	X	X	X	X	X	X	X								
23																									



## Anni-Bear Sweater Pattern



This sweater pattern, used for CGIT's 90<sup>th</sup> Anniversary Teddy Bear. The original Anni-bears (pictured above) created for the 90<sup>th</sup> Anniversary had machine embroidered crests. You can use the CGIT emblem cross stitch pattern below, for your sweater. Use white yarn or 6-ply floss.



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2017 Edition**

Sweater uses:        4 ply knitting yarn, royal blue  
                             Size 8 needles  
                             one set Size 8 double point knitting needles

Front starting at waist edge:

Cast on 28 stitches

Rows 1-4 :Knit(K)1 Purl (P)1

Row 5: Knit 28 stitches

Row 6: Purl 28 stitches

Repeat 4 times (total of 8 rows of knit a row, purl a row)

Row 13: K1, K2 together, K until 3<sup>rd</sup> last stitch, K 2 together, K1

Purl next row

Continue to decrease on knit row until you have 8 stitches remaining

End with purl row. Slide remaining 8 stitches onto spare needle.

Repeat for back.

Sleeves:

Cast on 26 stitches

Rows 1 and 2: K1, P1

Row3: K 26 stitches

Row 4: P 26 stitches

Row 5: K1, K2 together, K until 3<sup>rd</sup> last stitch, K 2 together, K1

Row 6: Purl

Continue to decrease on knit row until you have 4 stitches on needle. Slide

remaining 4 stitches onto spare needle. Repeat for 2<sup>nd</sup> sleeve.

Using double pointed needles:

On 1<sup>st</sup> needle knit first 8 stitches 4 from sleeve, and 4 (of the 8)from the sweater back

On 2<sup>nd</sup> needle knit the remaining 4 from the back and 4 from second sleeve

On 3<sup>rd</sup> needle knit the 8 stitches from sweater front.

K1, P1 for 2 rounds.

Cast of loosely using K1, P1

Sew together.



## **CGIT FRIENDSHIP BRACELET**

Supplies: 1 leather strap approximately 18 inches

Pony beads: 1 Royal Blue, 2 White, 1 Green, 1 Clear, 1 Yellow, 1 Purple, 1 Sky Blue

1. Slip a Royal Blue bead onto the strap until it is in the middle. The Blue bead represents one of the two main colours of CGIT.
2. Slip a White bead on one side of the 1<sup>st</sup> bead. This White bead represents the leadership of Jesus in your life.
3. Slip another White bead on the other side of the Blue bead. This White bead represents the 2<sup>nd</sup> CGIT colour.
4. Next put a Green bead on the strap next to the white bead representing Jesus. This Green bead represents "Cherish Health". It is through good health that you will be able to enjoy life, resist disease and work efficiently.
5. Slip a Clear bead onto the strap beside the 2<sup>nd</sup> White bead (representing the CGIT colour). This Clear bead represents "Seek Truth". You will always be able to look for the truth through clear thinking, reasoning and knowledge.
6. Slip a Purple bead on next to the Green bead. This bead represents "Know God". This colour represents the power and glory of God and how Faith provides you with wisdom and strength.
7. Slip a Yellow bead on next to the Clear bead. The Yellow bead represents "Serve Others" Yellow is the colour of sunshine and when you serve others it is you shining through. This gives you the ability to be useful, helpful and skillful.
8. Centre the beads on the leather strap. Tie a knot at both ends of the row of beads to hold the beads in place. These knots represent how you will strive to keep the CGIT purpose.
9. To complete the bracelet, select a Sky Blue bead. This bead represents all your potential (the sky's the limit) as you become the girl/leader God would have you be. Slip both ends of the leather strap through the remaining bead, going in opposite directions. You may need a needle or sharp pointed object to help push the 2<sup>nd</sup> strap through the bead. Tie a knot at the end of each strap. It now forms a never ending circle which represents the love of God and the friends you will make in CGIT.



### **MAKING A LANYARD**

Seniors wear a white lanyard of tightly woven cotton with an adjustable loop near one end.

This knot is commonly known as the Midshipmen's hitch—it has a slide and grip which will tighten when there is a weight to hold.

One end of your lanyard (with a knot and a loop at the end) goes into the pocket on the middy. If you find your lanyard doesn't stay in the pocket, use a safety pin from inside the middy to keep it in place.

Leaders wear a blue lanyard. It is easy to make a lanyard—finding tightly woven cotton cord and correct color can sometimes prove more difficult. Craft stores or fabric stores are your best bet.

For instructions on tying the Midshipmen's Hitch click [here](#)

### **CRAFT RESOURCES**

There are so many great resources for crafts. Your local library will have many books on crafts for different age groups. <http://www.pinterest.ca> will also give you enough craft ideas to keep your group busy for years to come. Here are a few more ideas you might want to try:



## **I ♥ U KIT**

This little package will fit into a plastic sandwich bag. Assemble the pieces required ahead of time—perhaps make the note cards and write out a simple quick recipe one week, and

have an assembly line the next evening. Or visit the dollar store. Along with the poem\* printed on a slip of paper, it is a great handout to give to the congregation after church.

You don't have to give every person one, single out a few and spend a few minutes with someone you don't know very well--explain about this caring package. They can in turn pass it on!

\**The World's Need* by Ella Wheeler Wilcox, *Yesterday is History* by Emily Dickinson *Fog* by Carl Sandberg are short poems for the girls to print. Or perhaps they have a favorite?

A tissue to wipe away a tear—yours or someone else's

A candy kiss—to say I love you in some sweet way

A smooth stone—a reminder rough times help refine & polish us for a smoother tomorrow

An eraser to erase any mistakes or misunderstandings that are troubling you

A note card—to send a long overdue greeting to a friend/relative or someone lonely

A recipe to make when you want to do something special for someone

A Band-aid to remind you of healing, perhaps hurt feelings-yours or someone else's

A poem to share the beauty of the words

A Bible verse to share God's LOVE.

## **PRAYER ROCK**

Find an egg sized stone, wrap in a square of fabric and attach these instructions tied with a ribbon:

Tuck me under your pillow each morning when you make your bed.

When you go to sleep at night, you won't forget to say a prayer or two.

At night, when you can't sleep with a rock under your pillow, just toss me onto the floor! When you get up in the morning and step on me, I'll remind you to count your blessings all day long!!



## Pen and Paper Games

### Word Search

E	Z	K	R	M	N	O	S	E	I	L	K	C	I	R	P	D	L	O	C
V	X	L	A	N	P	Q	R	C	A	M	P	W	O	H	E	L	O	Z	N
O	Y	A	L	D	P	R	P	E	I	X	Y	J	W	W	F	Q	I	O	H
L	O	S	L	J	E	F	R	M	C	D	K	N	O	W	G	O	D	U	G
S	U	R	I	R	N	A	O	W	L	B	G	P	Q	V	H	N	A	G	N
E	U	Y	E	W	E	J	C	F	R	I	E	N	D	S	H	I	P	A	I
Z	A	S	S	W	Q	X	E	Y	P	L	X	V	Z	G	Y	C	B	T	G
U	X	N	E	V	W	V	Q	S	E	U	S	S	O	Y	A	W	M	F	N
N	O	R	P	J	O	Y	V	Q	U	D	S	M	T	O	D	A	U	F	I
U	E	W	V	T	N	O	P	H	M	S	Q	Z	L	P	E	A	C	E	S
H	A	P	P	I	N	E	S	S	K	I	T	S	A	L	H	Z	M	L	E
T	O	D	A	Y	K	Y	G	F	C	Y	E	S	I	G	T	I	Z	L	I
U	T	R	B	Z	I	H	X	O	Z	I	S	C	E	L	S	K	Q	O	Z
R	O	S	R	E	P	S	E	V	P	I	N	H	U	N	I	P	Q	W	Z
T	X	H	O	Z	X	N	D	P	T	U	T	C	M	N	H	E	R	S	U
K	B	A	C	Q	D	F	J	O	O	U	T	A	G	I	T	M	H	H	F
E	S	R	T	A	P	S	N	C	W	J	P	N	Q	I	P	R	T	I	M
E	G	I	S	U	V	L	P	W	X	X	Z	D	L	T	T	U	K	P	R
S	X	N	C	Y	O	M	Z	A	C	S	B	L	D	N	F	H	E	Z	A
A	G	G	H	F	A	J	J	Z	K	L	M	E	K	N	L	D	Y	M	W
O	R	P	F	C	H	E	R	I	S	H	H	E	A	L	T	H	P	M	A
B	R	Q	U	S	T	Y	V	Z	A	S	E	R	I	F	P	M	A	C	N

<b>THIS IS THE DAY</b>	<b>KNOW GOD</b>	<b>CANDLE</b>
<b>CGIT HYMN</b>	<b>HERE WE ARE</b>	<b>LOVE</b>
<b>VESPERS</b>	<b>TODAY</b>	<b>CAMP COUNCIL</b>
<b>RALLIES</b>	<b>FRIENDSHIP</b>	<b>PASS IT ON</b>
<b>CAMPFIRES</b>	<b>CAMP WOHELO</b>	<b>SINGING</b>
<b>JOY</b>	<b>CGIT</b>	<b>SKITS</b>
<b>HAPPINESS</b>	<b>JESUS</b>	<b>WARM FUZZIES</b>
<b>FELLOWSHIP</b>	<b>SHARING</b>	<b>SEEK TRUTH</b>
<b>PEACE</b>	<b>CHERISH HEALTH</b>	<b>COLD PRICKLIES</b>



**Word Search #2**

L	A	T	S	C	O	M	M	I	T	M	E	N	T	D
A	M	A	J	H	L	P	U	R	P	O	S	E	G	F
N	I	P	J	K	O	W	O	R	S	H	I	P	C	L
Y	D	S	E	R	V	E	O	T	H	E	R	S	H	S
A	D	S	S	P	E	D	O	S	I	U	H	T	E	K
R	Y	I	U	C	O	Y	T	H	M	T	Y	F	R	I
D	G	N	S	O	G	R	E	A	U	W	M	A	I	T
Q	I	G	F	Z	P	I	N	R	S	X	N	R	S	S
F	R	I	E	N	D	S	T	I	I	B	V	C	H	C
N	L	N	M	A	S	K	D	N	C	F	G	H	H	J
P	S	G	A	M	E	S	L	G	B	I	B	L	E	K
O	I	Y	T	E	R	L	E	A	D	E	R	S	A	E
W	G	N	S	C	A	M	P	Q	W	R	A	L	L	Y
F	U	N	A	K	N	O	W	G	O	D	S	D	T	F
V	E	S	P	E	R	S	L	M	E	I	T	N	H	G
G	S	U	C	A	N	A	D	I	A	N	C	X	U	D

Unscramble the words below and then find in the puzzle

PISOWRH	DIDYM	SERPPOU
ERADSEL	SPVRSEE	KUTHEERTS
ISUMIC	RGISL	UNF
IDNESRF	PSTA	ACTFSR
INIGGNS	MHNY	TIKSS
NDAICANA	VLEO	SSUJE
HTSELAHREHCI	WGDOONK	TRRSVSEEOEH
EMGAS	TGCI	RGIHSAN
PCMA	NPI	ETI
MIMMTCENO	DOFO	NDRAYAL
LBBIE		



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