

ANCHORS

TASTER NIGHT PROGRAMME

THE BOYS'
BRIGADE
> the adventure begins here



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TASTER NIGHT SAFARI THEME

Head out on safari as you explore some of the most amazing animals in the animal kingdom.

Play some games with zebras and lions, create your own animal keyrings and listen out for the sounds of safari.



Arrival Activity: Safari Activity Sheet

Get Learning

Ready to Go

5 mins

Use our **'How Many Safari Animals' activity sheet** to help welcome members as they arrive, ensuring they have an activity to keep them busy and engaged before you get started.



Welcome!

Say hello to the group, welcome any new members & explain what there is to look forward to tonight. Make sure you are positive & enthusiastic with your welcome.



Get Active: Zebra, Zebra, Lion

Get Active

Preparation

5 mins

A safari twist on the classic game of duck, duck, goose.

- 1 Sit the children in a large circle, with enough room to run around the outside. Nominate one child to be zebra. They stand on the outside of the circle and walk around, tapping people's heads and saying 'zebra'. After a while they should tap one child on the head and say 'Lion'.
- 2 Immediately the lion should get on their feet and chase the 'zebra' around the circle and tag them. The zebra should aim to make it back to where the lion was sat and sit in that place.
- 3 If the zebra is caught, then the zebra remains as the child on the outside. However, if the lion isn't able to catch the zebra, then the child who was the lion is now the new zebra. Continue playing, trying to ensure all children get to have a turn at being the zebra and lion.



Get Creative: Safari Shrink Art Keyrings

Get Creative

Ready to Go

20 mins

Get creative with the group, by designing and making some safari themed keyrings.

- 1 Use the **Baker Ross 'Safari Shrink Art Keyrings'**, found inside your pack, to allow children a chance to create a special keyring
- 2 To create the keyrings, make sure to follow the instructions found on the packet. This will include how to design them, before placing them in the oven to shrink down into pocket-sized keyrings.
- 3 Children can then take home their keyring at the end of the evening, to place somewhere special at home.



Get into the Bible: An Elephant Never Forgets

Get into the Bible

Ready to Go

15 mins

Having a good memory, like an elephant, can be a good thing such as for remembering your times tables. However sometimes a good memory can make forgiving people really difficult.

- 1 Start by playing a memory game. This could be pairs (using safari animal pictures), the tray game (tray of items, secretly remove one and see who can spot it) or something similar. Use the activity to see how good the group's memories are. Trying to remember lots of things can be difficult!
- 2 Did you know that an elephant has a really good memory? They actually have the largest brain of any land mammal and that includes us humans! Elephants can recognise each other, can remember where to find food and watering holes as well as knowing how to navigate the areas they live in. The part of the brain that stores their memories is one of the best. That's why the saying 'An elephant never forgets' exists.
- 3 Having a good memory, like an elephant, can be a good thing such as for remembering your times tables. However sometimes a good memory can make forgiving people really difficult.
- 4 Who can remember a time when a friend said a mean thing to them or wasn't very nice? Were you able to forgive them and forget about it? In the Bible it tells us that we should forgive others when they do something wrong, in the same way that God forgives us when we do things wrong. We shouldn't be like elephants and remember everything, but instead be like God and agree to forgive and forget, so we can carry on being friends with those around us.
- 5 Finish in prayer, thanking God that he forgives and forgets when we do wrong and ask for his strength to do the same with our friends and family.

'When you are praying, and you remember that you are angry with another person about something, then forgive them. If you do this, then your Father in heaven will also forgive your sins.' Mark 11 v 2



Drink & Biscuit

Take a few minutes out of your programme for a quick drink and biscuit or snack. This could take place at the same time as your 'Get into the Bible' activity.



Get Adventurous: Animal Safari

Get Adventurous

Preparation

10 mins

Get ready to take on a safari around your meeting space, as you keep an eye out for lions, elephants, hippos and more! How many animals will you be able to find?

- 1 Print out the **Animal Safari** activity sheet and cut out the animals. Alternatively use animal toys/figures. (Printed animals and safari sheets supplied in your pack)
- 2 Hide the animals around your meeting space, but in visible places. Make some harder to spot than others.
- 3 In small teams walk the groups through your meeting space (ideally multiple rooms) pretending you are on safari. How many of the animals can the group spot? Like a real safari you'll need excellent observation skills and be paying lots of attention to your surroundings.
- 4 The group that manages to spot the most animals at the end is the winner.



Close & Goodbye

Finish by sharing any prizes won that week, an update to your points chart and give an award for member of the week. Ask new children if they have had a good time and hand them a welcome pack to take home (or email to parents within the next 24 hours).



TOP TIPS

Make sure you have plenty of leaders with you for your open night and they all have a role. Give each child and their parent /guardian a warm welcome. You'll need to make sure you have set up your activities in good time beforehand, so you can focus on welcoming new members as they arrive. Make sure to have a welcome pack (or similar) to give to new children, so they have something to take home with them, containing more information about your group and how to join.

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WEEK TWO

ALIENS & PLANETS

A themed programme that is guaranteed to be 'out of this world'. Explore the universe and its planets for alien life with a mix of games, crafts and activities.



Arrival Activity: Astronaut Says

Get Active

Ready to Go

5 mins

A simple arrival game, that children can join in with as they arrive. 'Astronaut says' is a twist on 'Simon Says', where children attempt to follow simple instructions being given by a leader. Make sure to regularly restart the game, so children aren't 'out' for too long.



Welcome!

Say hello to the group, welcome any new members & explain what there is to look forward to tonight. Make sure you are positive & enthusiastic with your welcome.



Get Active: Musical Planets

Get Active

In the Cupboard

10 mins

A musical planet searching games, themed around the classic game of musical chairs.

- 1 Spread a variety of balls in your playing area. These can be mixed sizes and colours as they will represent planets. Cones could be used if balls are not available.
- 2 Play some music, with children encouraged to 'fly' around in their spaceships pretending to be aliens.
- 3 When the music stops, children should quickly fly to a ball (planet) and sit on it. There should be one less planet than people playing. The person without a planet to land on is out.
- 4 Continue until only one person is left and wins the game. You could play a second round if time allowed.



Get Creative: Alien Hands

Get Creative

Preparation

15 mins

Get creative by making some extraordinary aliens using just some paint and your handprint.

- 1 Place dollops of paint onto paper plates, ready for the activity. You'll also need some small squares of sponges that children can use.
- 2 Children should use the sponges to dab paint onto their hands. Once covered, press the painted hand onto a piece of card / paper. Leave to dry for a couple of minutes and then stick on googly eyes.
- 3 Finish by drawing arms and legs around the handprint to help transform the handprints into aliens.



Get Learning: Search the Universe

Get Learning

In the Cupboard

15 mins

An active game which involves learning some interesting facts about our 8 planets.

- 1 Download and print the **'Search the Universe'** activity sheet (available on the Programme Hub). Cut out the planets and tape these to the underside of cones (or similar). Spread the cones out around your playing area. Make the game more difficult by adding lots of decoy cones to the mix too. These cones should have no planets taped underneath them.
- 2 Split the group into teams of roughly 4 per team. For each round, one person from each team should be nominated to play. A leader should call out a planet name and the nominated players should then 'search the universe' of cones looking for the hidden planet. The first team to find the planet should receive a point.
- 3 Once the planet has been found, share a fact about that planet from the factsheet on the activity sheet. Continue playing with new players being nominated for the next search.
- 4 If playing for a second time, when a planet is found see if the group can remember any of the facts about that planet from the first game. What will the group remember?



Get into the Bible: Prayer Stars

Get into the Bible

In the Cupboard

15 mins

Why wish upon a star, when you can pray to the one that created it? Create a prayer star, to remind us that we can pray to the God who created all the stars in the sky.

- 1 Sometimes in fairy tales you might see someone wish upon a star. As Christians we don't need to wish upon a star as we have a special relationship with God that means we can talk to him, including sharing our hopes and dreams. This is known as prayer. The more we pray to God, the stronger our relationship with him will be.

Activity continued on next page

- 2 Create a prayer star, to remind us that we can pray to the God who created all the stars in the sky. **‘Why wish upon a star, when you can pray to the one who created it?’**
- 3 To make the prayer star, cut out two star shapes from coloured card. Cut slits in both stars. One star should have the slit from the bottom to the centre and the other star should have the slit from the top to the centre. Slot the stars together using the slits to create a 3D star and fix into place (tape). Decorate the star and write some words to pray for onto it. (family, peace, love). Punch a hole in the top and attach some string.
- 4 Encourage children to take their prayer star home and hang it somewhere to remind them that they can talk to God in prayer and share their hopes and dreams with him.



Drink & Biscuit

Take a few minutes out of your programme for a quick drink and biscuit or snack. This could take place at the same time as your ‘Get into the Bible’ activity.



Get Active: Martian Rock Attack

Get Active

In the Cupboard

10 mins

Who can steal the most Martian rocks without being caught?

- 1 Split into two or more teams and sit each team by a cone at one end of the room. These cones will become the team’s ‘spaceships.’
- 2 At the other end of the room place 3 or more buckets filled with ball pit balls. These should be spread out along the width of the room. The balls inside the buckets are special Martian rocks. If you don’t have ball pit balls, use scrunched up paper balls instead.
- 3 Nominate one person to be the Martian alien. Their job is to stand by the buckets protecting the rocks. On go, one person from each team can leave their spaceship (cone) and make their way towards the buckets of rocks. Their job is to try and steal a rock from any of the buckets and make it back to their spaceship without being tagged by the Martian defender. If tagged, the player must drop the space rock and return to their team.
- 4 When a player is back to the spaceship, the next person in their team can leave the spaceship and attempt to grab a rock. Keep playing for a set period of time. The team with the most rocks in their spaceship at the end of the time wins.



Close & Goodbye

Finish by sharing any prizes won that week, an update to your points chart and give an award for member of the week. Ask new children if they have had a good time and hand them a welcome pack to take home (or email to parents within the next 24 hours).

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