Notes from the Crafts Discussions

Some questions to consider:

Is my student interested in doing craft activities?

What kinds of craft activities have I done or would I like to do with my student?

What materials would I need in order to do a craft activity with my student?

Could I find any materials at home?

What materials would I like the Coordinator to bring in?

Where can I find ideas for craft activities?

How can I relate a craft activity to student learning needs/objectives of the program?

What does/would my student do with a craft item once completed?

Craft ideas from volunteers:

- Origami
- Paper airplanes
- Make a journal or scrapbook incorporating stories, art work and photographs
- Use the Dollar Store to find inexpensive craft materials
- Do what your student likes: boys might enjoy making model airplanes or other 3-D objects; girls might enjoy more artistic activities such as creating cards or scrapbooking
- Teach what you know. If you're an expert knitter, bring in supplies for you and your student and share your expertise.

Resources for you and your student:

- Use the library to find books on seasonal craft activities for students
- There are LOTS of websites dedicated to all things "crafty". Here are just a few:

  http://www.busybeekidscrafts.com/ (has crafts organized by seasons and themes)

  http://crafts.kaboose.com/ (allows you to search for crafts by age, theme, and amount of time needed to complete the activity)

  http://www.grandparents.com/grandkids/activities-games-and-crafts/ (has a variety of activity ideas to enjoy with children of all ages)

Notes from the Games Discussions

How To Play Last Letter Game

Pick a category. Choose a word in the category. Take the last letter of that word and make a new word starting with that letter. Repeat.
By Zachary Collinger
Requires: 2 people or more

Game play:
Players agree on a category from which they will name words. Once the category is established, the first player says a word. For example if the category is U.S. cities, the first person might say "Los Angeles." The second person must begin the name of another city using the last letter of the first city, e.g., "Seattle." The game continues until a player is stumped and cannot continue the chain (in this example, if the next player cannot think of a city beginning with "E"). Players can play up to any predetermined point value.

Objective:
Work together to create the longest possible string of words in a given category. Or, stump your opponent by thinking of a word that ends in an obscure letter, e.g., Fort Knox.

Category Ideas:
Geographical locations are just one of the many categories that can be used in this game. Depending on your group's interests, you can use categories like Food, Animals, and Sports. Nothing is off-limits — for the youngest players you might even consider playing with ALL words, to improve their vocabulary skills.

How To Play Ghost

Add a letter to the chain, just don't finish a word!
Requires: At least 3 people, but more people make for more fun

Game play:
The game moves in a clockwise fashion, beginning when the first player says a letter. The second player must add another letter to the first, having a word in mind that they are trying to spell (e.g., "RQ " is not admissible as there are no words that begin that way). Player three continues the chain, always adding on to the word without wanting to finish it. The player who tacks on the final letter, ending the word (words must be at least 4 letters long), loses the round and earns a "G" — the first player to get 5 letters and spell G-H-O-S-T is out. For example, if the word chain is H-O-R-S, and if the next player puts an E on the end of the word, he loses because he's spelled the word HORSE.

The catch is that players must have an actual word in mind. If the next player does not believe the word -chain is creating an actual word, he may challenge the previous player to prove they were indeed spelling a word. Let's say the word chain is P-U-R-P-L and there is a challenge. If the previous player can prove there is a word that can be spelled with those letters (PURPLE), the challenger gets another letter added on to their G-H-O-S-T. If the player cannot prove there is a word that begins P-U-R-P-L, he gets penalized.

Objective:
Connect letters in a chain, one by one, until a word is spelled. Try not to be the player to finish a word, and do not get caught inventing a new word.

A Word on Strategy:
There are crafty ways to extend the word-chain. For example, if you have a word-chain like D-I-C-T-A-T, the previous player may have had the word *dictate* in mind. But you can tack on an "I" and stick the next players with *dictation.*

Other simple word-based games you may already know:

I Spy

Two Truths and a Lie

20 Questions (aka Animal, Vegetable, Mineral)

This is a What?