



City of Calgary Calgary Neighbourhoods Activity Toolkit



An easy-to-read resource for parents to learn fun games and activities that you can play with your children.

Dear Families,

The City of Calgary, Calgary Neighbourhoods has put together activity kits that you can use with your children when they are at home.

It’s time to create, explore and have some fun! Included in this activity toolkit are simple, set-by-step instructions for games and activities children can play at home with limited materials. The booklet will explore the following topics and activities for children aged 6-12:

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Included in the kit you will find most of the materials you will need to facilitate these activities. Each topic has 4+ planned activities for children to participate in.

We’re hoping this booklet will provide some new and enjoyable opportunities to have some family fun at home!

Let’s begin!





FAMILY FUN WITH TOYS

Activity #1: Ice Excavating Adventure

Supplies:

- Deep bucket, baking pan
- Toys (included in the kit)
- Water



Directions:

Fill a cake pan, ice cube trays or a deep dish with small toys (included in the kit) and water. Freeze solid overnight and then empty onto the grass, in the sink or even in the bathtub! Get their imaginations going by keeping it a surprise and building a story behind it! Kids will excavate the treasures and have loads of fun freeing their toys.

Activity #2 – Build a Toy Trap

Supplies:

- Toys (included in the kit)

Activity can be played indoors or outdoors. Kids can brainstorm using household objects or rocks, sticks etc. to create a trap for their toys (e.g. if you have dinosaur toys create a dinosaur trap). This is a great way for kids to use their imagination! How would you trap a dinosaur? How could they get out?



Activity #3: I-Spy Bottle

Supplies:

- Empty water bottle/glass bottle
- Rice/grains or dried beans or sand
- Small toys, glitter, rocks, shells etc.



Directions:

Take the empty bottle and add as many small toys as you like. This can include rocks, pom-poms, glitter, stickers, shells etc. Add whatever you like to fill half of the bottle. Now fill the other half of the bottle with rice or sand. Shake the bottle to mix it up and try to find as many objects as you can. You can turn it and shake it if you want. Make a list to keep track and see how many objects you can find.





Activity #4: Toy Fossils

Supplies:

- 1 Cup Salt
- 2 Cups flour
- $\frac{3}{4}$ Cup water
- Small animal toys



Directions:

Mix the salt, flour and water in a bowl until dough is soft. When the dough forms, pinch off small fistfuls to shape into flattened circles (mini-pancakes), about the size of a cookie. Press your animal into the dough.

OPTIONAL: With a parent or guardian, you can bake your fossil at 200 degrees until dry (usually around 1 hour). Check every 30 minutes to test hardness. For extra fun, you can paint the fossils when they're dry!

Activity #5: Ice Painting

Supplies:

- Ice cube tray
- Food coloring
- Water
- Paper

Directions:

Fill up an ice cube tray with water and add different food coloring into each cube. After freezing overnight, kids can use the different colored cubes to paint a picture while it melts!



Activity #6 - Moon Sand Adventure

Supplies:

- All-purpose flour
- Baby oil
- Toys (included in the kit)
- Paint brushes (included in the kit)

Directions:

In a large bowl mix together 8 cups of all-purpose flour and 1 cup of baby oil (or another oil that you'd prefer). Put in a large container and bury some toys. Children will need to excavate their toys using a small paint brush. Moon sand is mess free and can offer hours of a free-play experience.





EXPLORING OUTDOORS

Activity #1 - Nature Bracelet

Supplies:

- Pipe cleaners (included in the kit)

Directions:

Using string, piper cleaners or anything you can find around the house for kids to create a nature bracelet! Explore the backyard for leaves, long wheat grass and/or any other interesting objects and attach it to the bracelet. Kids can even create a nature crown to match!



Activity #2 - Nature Scavenger Hunt

Supplies:

- Paper
- Colored markers or crayons

Directions:

Using a piece of paper and a marker, color a few squares using different colors. Kids must match objects they find outside to the color on the paper.

Activity #3 – Nature Painting

Supplies:

- Paper
- Paint or Mud paint

Directions:

All you need is paper and paint! Use sticks, leaves, rocks etc. to create a “nature paint brush.” Kids will learn how different textures and shapes create different patterns and cool shapes! If you don’t have paint, you can paint with MUD! All you need is dirt/water (mud) and food coloring to create different colors.



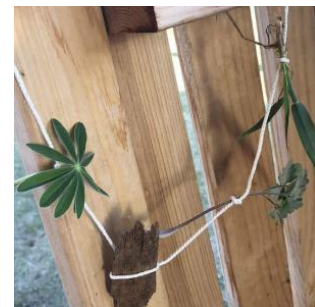
Activity #4 – Nature Garland

Supplies:

- String

Directions:

Collect nature treasures found outside and tie it to a string to create a garland.





FUN WITH RECYCLING

Activity #1 - Paper Relay

You will need 3 pieces of paper/cardboard from your recycling. Designate a START and END point somewhere in your room/house. Starting from the START point in your room, the goal is to get to the END point standing on only the 3 pieces of paper, without touching the floor. If you touch the floor at any point, you must start over! Too easy? Try increasing the distance from the START and END points! Still too easy? Try this as an obstacle course! Set up chairs/empty boxes/toys/etc. in the space. Try to get from the START point to the END point through the obstacle course!

Activity #2 - Movement Dice

You will need a dice or playing cards (cards with numbers 1-6). Begin by brainstorming with your kids 6 movement activities. (Need some ideas? Check out the examples below!) Assign each activity to a number from 1 to 6. Take turns rolling the dice or drawing cards! When a number is rolled or drawn, do the corresponding activity associated with the number. (e.g. Suzy rolls a 3. The activity for 3 corresponds to 10 jumping jacks).

Examples of movement activities: Jumping jacks, Squats, Wall sits, Plank, High knees, Butt kicks, Side-shuffle.

Activity #3 - Empty Can Crafts

You will need some empty metal cans (including the lids), masking tape, and small materials such as pebbles, buttons or beads, yarn/string, strips of colourful paper from your recycling. Begin by removing the paper wrapping from the cans. Line the sharp edges of the inside of the can and the can lids with masking tape.

Then:

1. To make a wind chime, tape strings of yarn around the rim of a can. Attach pebbles to some of the ends of yarn, and attach can lids to the other ends of yarn. Tape a string/yarn to the top of the can and make a loop. Hang your wind chime outside and enjoy! Try experimenting with different materials for sound! Feel free to paint or decorate your wind chime can!
2. To make a windsock, paint or decorate the can using paint, stickers, glitter, felt, or whatever material you have around your house! Cut half-inch-wide strips of colourful paper from your recycling (magazines, newspapers work great!). Once the paint is dry on the can, tape the strips of paper to the rim of the can. Tape a piece of string/yarn to the bottom of the can. Flip the can over, and holding the string/yarn, hang up your windsock!





Activity #4 - Keep your Junk out of my Backyard!

Gather a bunch of clean and soft recycling: paper, bags, egg cartons, milk cartons, empty toilet paper rolls, etc. Divide an open room or area in half using masking tape. Each side is a BACKYARD. Dump half of the recycling on one side of the room, and the other half of the recycling on the other side. This is the JUNK. Divide your family in half, with one half on each side of the room. Each team will have 5 minutes to remove as much of the JUNK from their BACKYARD and throw it into the other team's BACKYARD as quickly as possible. At the end of the 5 minutes, count how much JUNK is in your BACKYARD. The team with the least JUNK wins!

SIMPLE GAMES

Activity #1 - Building Forts

When building a fort, it is important to remember:

- Bigger is not always better
- Will I be warm/cool enough in my fort location?
- Where will I store my snacks?
- What entertainment can I do from or bring into my fort
- What will be comfortable for me to sit on?

Possible building materials:

- Couch cushions/pillows
- Bedsheets (ideal for the roof as it is light weight)
- Cardboard
- Do you have any other cool ideas from things you see at your home?

How can you support your fort?

- String/yarn, tape, paper clips, etc.
- The backs of chairs to provide structure (Use books to anchor)

You can also think of fun ways to decorate your fort to personalize it for you!

Activity #2 - Count to 10

Participants lay on their stomachs (or sit at a table) in a circle with their arms overlapping the person on either side of them. The game moves clockwise, and each person can tap each hand once or twice (if fast enough to do the 2nd slap) while counting to 10. The person who must say 10 loses that hand. If person 'A' tries to say two numbers with one hand slapping and person 'B' gets their number in before Person 'A' gets their 2nd count then it moves forward. Continue this process until only one person remains.



Activity #3 - Beaver tails

Participants lay on their stomachs (or sit at a table) in a circle with their arms overlapping the person on either side of them. The first person starts and slaps one of their hands on the ground. That is the direction the game goes in. The next person must react quickly. The catch is if the person slaps the ground twice the direction of the slapping is reversed. If a person gets mixed up or slaps at the wrong time, they must put that hand behind their back. When a participant loses both hands they are out and must cheer for the others.

Activity #4 - Rock, Paper, Scissor Splits

Rock, Paper, Scissors basics - Rock (make a fist) beats Scissors (a fist with the pointer finger and middle finger out to look like scissors). Scissors beats Paper (hand flat like you would to give someone a low 5 or handshake). Paper beats rock.

Have participants pair up and start the game by standing with your feet directly behind each other like walking on a tight rope. Your front toe should be touching your opponent's front toe and you will need a couple of meters space behind each of you. Play one round of Rock, Paper, Scissor (RPS), whoever wins takes their front foot and puts it directly behind their back foot. Whoever loses that round must slide their front foot forward to meet toe to toe with their opponent again. Each round the back foot should never move. Another round of RPS is played. Whoever wins takes their front foot and puts it directly behind their back foot. Whoever loses that round must slide their front foot forward to meet toe to toe with their opponent again. This continues until someone loses their balance and falls over or ends up in the splits! This game is a great time filler!

Activity #5 - Push Game

1. Stand facing each other about 2 feet away (with your self-isolated people) with your feet shoulder width apart, and your knees slightly bent.
2. Hold your hands up like you are going to give each other a high-ten!
3. The only contact allowed in this game is to push each other's hands (no grabbing)
4. If your feet move or you accidentally touch any other part of your partner you lose and need to reset to try again.
5. You can move your hands to avoid a high-ten or fake people out, so your opponent may accidentally fall in towards you which would result in their feet moving or them touching you and you would therefore win that round.
6. Feel free to try new strategies, play everyone in your house, and find new challenges. Always try to end games while it is still fun, so people will want to play it again.

Activity #6 - Paper Airplanes

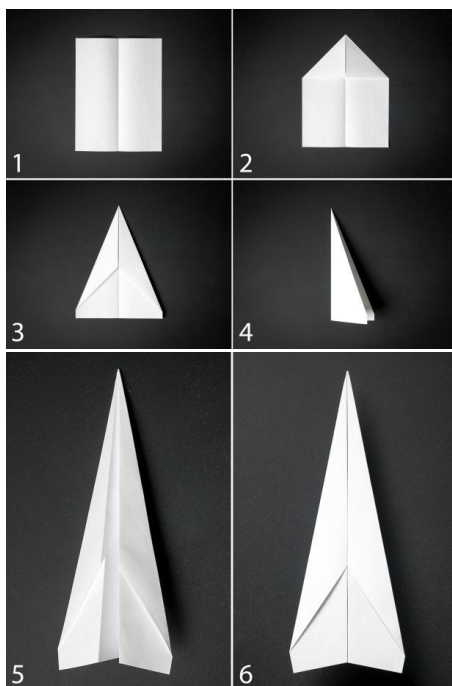
Test your paper folding technique with these paper airplane examples. Whether you are looking for a quick diversion from the grind of adulthood or are teaching a youngster DIY skills, these planes are a great way to add a little levity to your day. The examples below are all beginner or intermediate level. The materials are cheap and the only required material is paper, a pair of scissors, a ruler, and some double stick tape (optional) to complete.

For best results use a flat, thin-edged ruler. Make good creases along each edge. Adding double stick tape to the inside of the body keeps the wings from separating in flight.

The Dart

The most basic version. A simple standard that everyone should know how to make.

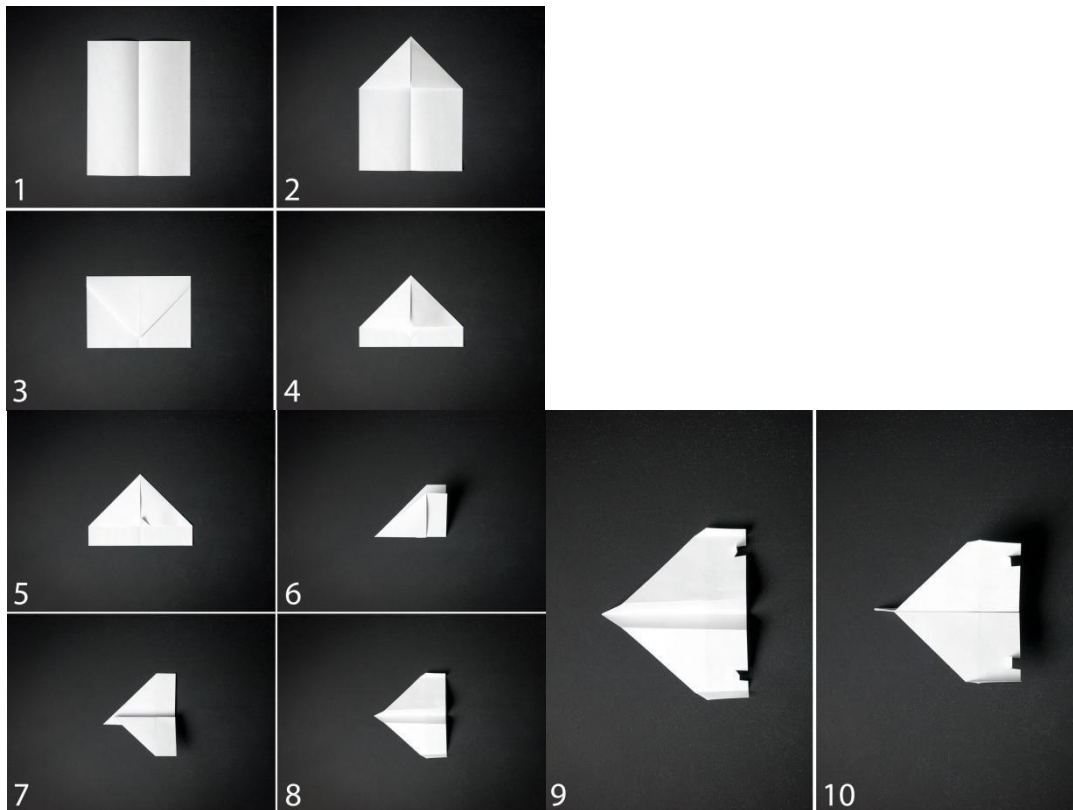
1. Fold the paper in half vertically.
2. Unfold the paper and fold each of the top corners into the center line.
3. Fold the top edges into the center line.
4. Fold the plane in half toward you.
5. Fold the wings down, matching the top edges up with the bottom edge of the body.
6. Add double stick tape to the inside of the body. The finished plane should look like this.



The Stealth

This one is built for distance, plus it just looks cool.

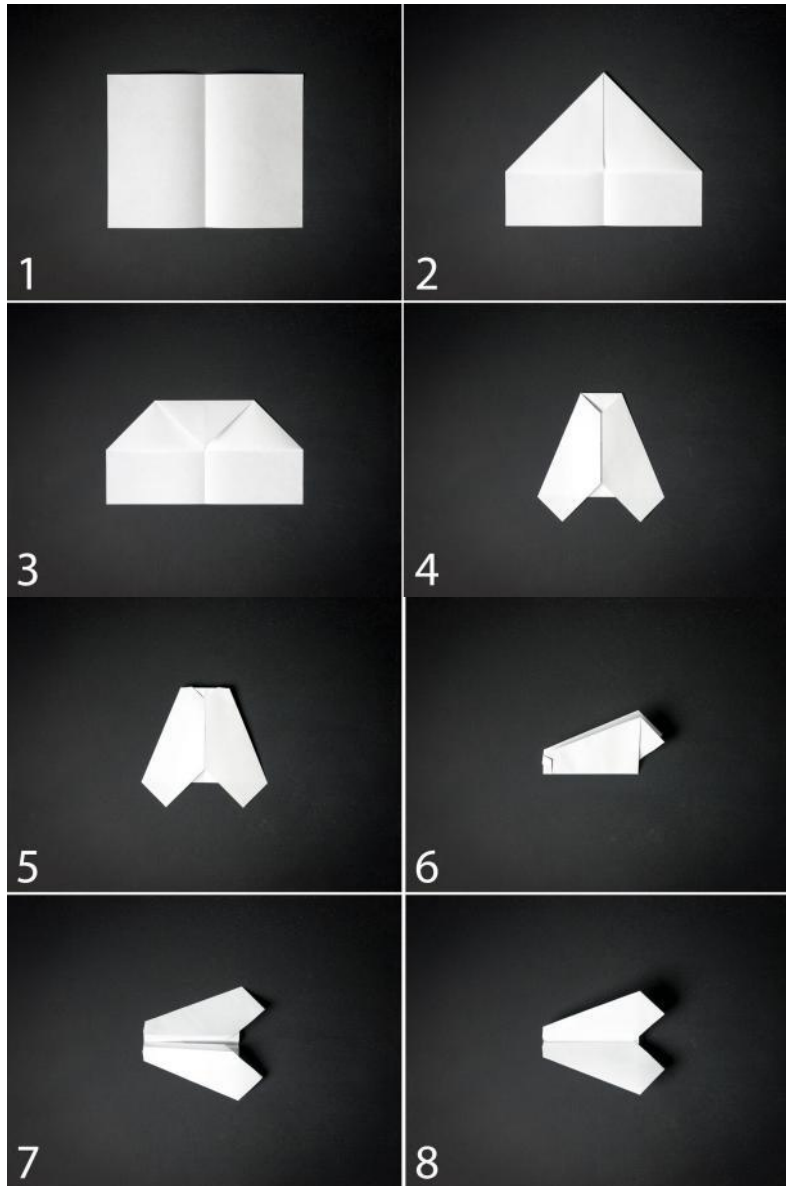
1. Fold the paper in half vertically.
2. Unfold the paper and fold each of the top corners into the center line.
3. Fold the peak toward you and 3/4" from the bottom of the paper.
4. Fold both top corners into the center line.
5. Fold the remaining tip over the two flaps at the center line to lock them in place.
6. Fold the plane in half away from you.
7. Fold the wings down 1" from the bottom of the plane.
8. Fold up the sides of each wing 1/2" tall.
9. Cut two small slits at the back of each wing. Fold up the tabs.
10. Add double stick tape to the inside of the body. The finished plane should look like this.



The Bumble

Built correctly, this bee-like beauty stays in the air for a long time.

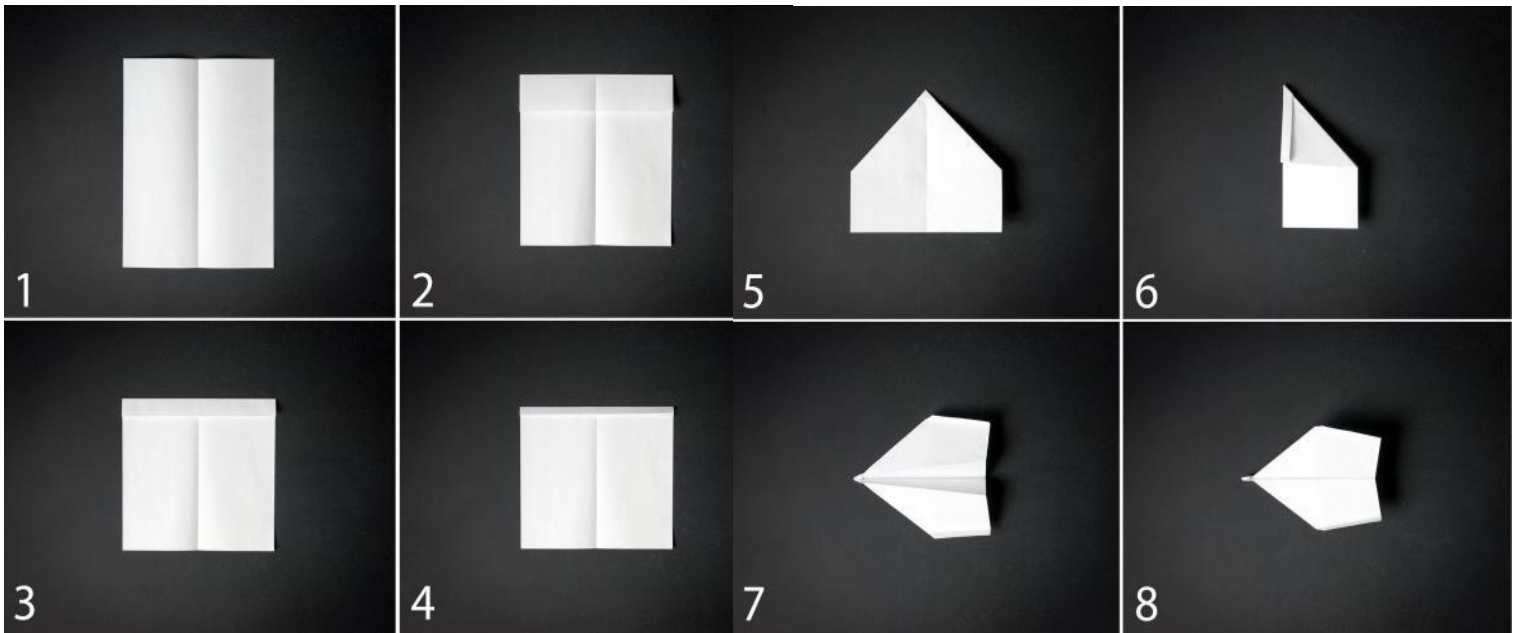
1. Fold the paper in half horizontally.
2. Unfold the paper and fold each of the top corners into the center line.
3. Fold the peak down to meet the edge of the previous fold.
4. Fold the upper sides into the center line.
5. Fold the top edge 1/2" away from you.
6. Fold the plane in half towards you.
7. Fold the wings down 1/2" from the bottom of the plane.
8. Add double stick tape to the inside of the body. The finished plane should look like this.



The Hunter

Count on speed and distance from this sleek plane.

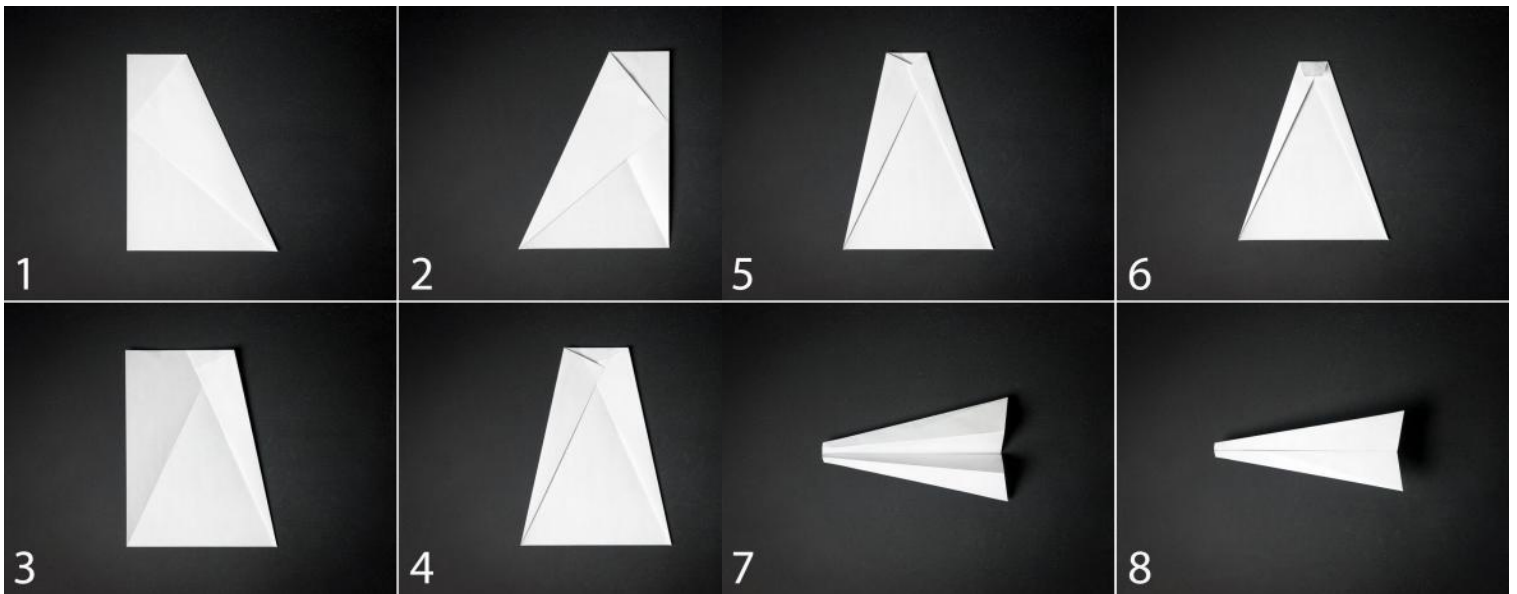
1. Fold the paper in half vertically.
2. Unfold the paper and fold the top edge down 2".
3. Fold the top edge down again to meet the bottom of the previous fold.
4. Fold the top edge down one more time to meet the bottom of the previous fold.
5. Fold the top edges down and away from you to the center line on the back of the paper.
6. Fold the plane in half towards you.
7. Starting at the top of the thick nose of the plane, fold the wings down 1/2" in the front and slightly angled to 1 1/2" in the back. Fold up the edges of the wings 1/2".
8. Add double stick tape to the inside of the body. The finished plane should look like this



The Bullnose

This plane is deceptively fast and stays aloft for quite a distance.

1. Fold the top right corner over to the left side, making a fold from the top of the paper to the bottom right corner.
2. Unfold the paper and repeat for the left corner.
3. Unfold the paper again and fold the top right corner over to meet the crease made from the first fold.
4. Fold the left corner over to meet the crease from the second fold.
5. Fold the top right edge over to meet the edge of the fold from step 3. Repeat for the other side.
6. Fold the top edge down and towards you to meet the point where the right and left layers cross.
7. Fold the plane in half away from you. Staring at the nose, fold the wings down at a slight angle, 1/2" in the front to about 2" in the back.
8. Add double stick tape to the inside of the body. The finished plane should look like this.



LEGO

Activity #1 - Ring Toss

Supplies:

- LEGO blocks
- Pipe cleaner

Directions:

Build between 5-10 LEGO towers, they can be tall or short if they can stand up straight without falling over! If you have a base, you can attach them there and spread them out. If you don't have a base, you can just stand them up about 3 inches apart. Using your pipe cleaner, cut each piece in half and shape them into circle. Throw the ring and try to get them over the towers! Keep track of how many you get.

If you want to make it more challenging, make the rings smaller.



Activity #2 - LEGO Maze

Supplies:

- 20-30 pieces of LEGO
- Car, marble and/or small ball

Directions:

If you have a LEGO base, you can use that to attach the pieces. If you don't have a LEGO base, you can just set up pieces on the floor or table. Set up your LEGO pieces to create a maze, as big or small as you want. See if you can go through the maze with a toy car, marble or small ball. Time yourself to see how fast you get through the maze.



Activity #3 - Fractions

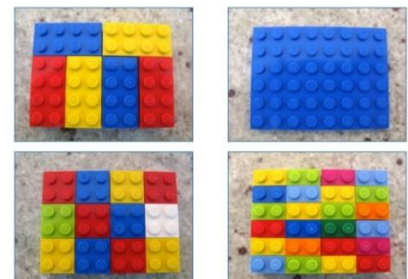
Supplies:

- LEGO
- Paper and pencil

Directions:

Take one big block of LEGO and observe how many small circles it has. See how many other pieces of LEGO it takes to make the same size piece as the bigger one. Use as many variations as you can and write down how many squares it takes. This will help to practice your multiplication!

For example: it took 6 squares of 8 circle LEGO's to make 1 48 circle piece, so $6 \times 8 = 48$!



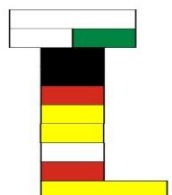
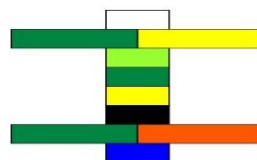
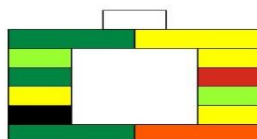
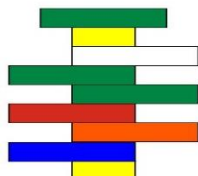
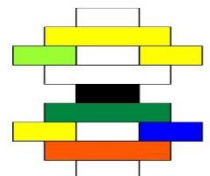
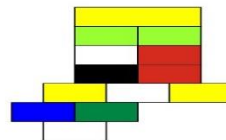
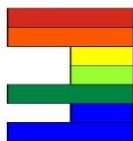
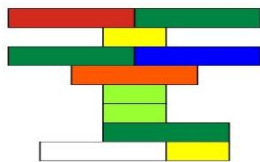
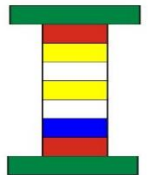
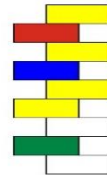
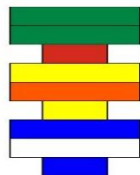
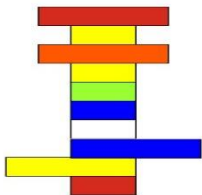
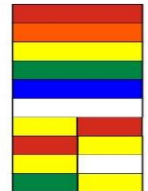
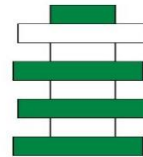
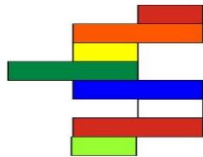
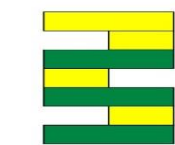
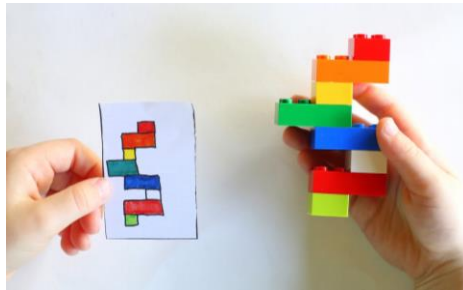
Activity #4 - Shape Matching

Supplies:

- LEGO
- Paper, pencil and pencil crayons
- LEGO shape templates attached

Directions:

Using the LEGO shape templates below, try to build and match the LEGO shapes. For an extra challenge, see if you can match the colours AND shapes. Try to draw your own!



FRIENDSHIP BRACELET

Materials:

- Four different colors of embroidery thread
- Scissors
- Tape



Step 1: Cut the thread

Cut approximately 60 inches of each of your four colors of embroidery thread. Fold the pieces in half, leaving you with a loop at one end.



Step 2: Tie a knot

On the looped end of the thread, tie a knot. The hole should be big enough to hold a pencil.



Step 3: Lay out your colors

Tape your knot down to a table. Alternatively, a clipboard works well. Pinning the knot to your jeans with a safety pin is also very popular.

Lay out your colors in an order that appeals to you.

This will decide the color sequence of your rows.

Imagine that the threads are numbered, 1 through 8.



Step 4: Make a '4'

To start your first row, begin with Thread 1 and knot it onto Thread 2. To do this lay Thread 1 over Thread 2 to look like the number '4'.



Step 5: Make the knot

Holding Thread 2 firmly down with your right hand, loop Thread 1 under it and pull it up tightly against the top knot.

Do this twice to make a nice, firm knot.



Step 6: Move on to Thread 3

You have now knotted Thread 1 onto Thread 2. You will need to continue knotting Thread 1 across all the other Threads.

Move Thread 2 off to the left and continue to Thread 3. Use the same 'Make a 4' technique and tie Thread 1 onto Thread 3. Remember to knot it twice.

Move Thread 3 off to the left and knot Thread 1 onto Thread 4.

Move Thread 4 off to the left and knot Thread 1 onto Thread 5.

Move Thread 5 off to the left and knot Thread 1 onto Thread 6.

Move Thread 6 off to the left and knot Thread 1 onto Thread 7.

Move Thread 7 off to the left and knot Thread 1 onto Thread 8.



Step 7: Start your second row

You have now completed your first row. As you'll see, it is made up of your Thread 1 color tied onto all your other threads individually.

Starting your second row, you'll notice that Thread 1 now resides way over on the right and that you will be working on this row by knotting Thread 2 onto all your other row individually.

Start by knotting Thread 2 into Thread 3.

Move Thread 3 off to the left and then knot Thread 2 onto Thread 4.

Move Thread 4 off to the left and then knot Thread 2 onto Thread 5.

And so on.



Step 8: Looking good!

In the picture below, 7 rows are complete. The rows are neatly defined and the threads order is easily discernible, making it simple to know which color is next.



Step 9: Completing the project

When the bracelet is long enough to fit your wrist, tie a knot using all the threads. To close the bracelet once it is on your wrist, this knot can be slipped through the loop on the other end. Before you trim the excess thread, check the size of the loop. If the loop is a bit big, simply tie 2 knots to make that end a little bigger too so that it stays on your wrist.





CARD GAMES

Activity #1 - Go Fish!

Number of players: 2+

Cards: Standard deck of 52 cards

How to play: Choose a “dealer” to hand out cards. If there are two or three players, each player is dealt seven cards. If there are more people taking part, each player is dealt five cards. The remaining cards are placed face down in a pile. This is the “fish pond.”

Each player sorts their cards into groups of the same number or suit, making sure not to show anyone. The “requester” (person to the left of the dealer) starts the game by asking another player for cards that will match his hand. For example, if the requester has two kings, he will ask the other player for kings. If the other player has these cards, he must hand them over. The requester continues asking the same player for more cards until the player does not have the cards he wants. If the player does not have the right cards, he can tell the requester to “Go fish.” The requester then must take one card from the “fish pond.” The player who says “Go fish” becomes the new requester. Anyone who collects all four cards of a set (i.e. all four eights or all four Queens) puts them face down in front of him. The winner is the first person to have no single cards left, only complete sets. If two people run out of cards together, the player with the most sets wins the game.

Activity #2 - Crazy Eights

Number of players: 2-4

Cards: Standard deck of 52 cards

How to play: In a two-player game, each player is dealt seven cards. In a game with three or four players, each player is dealt five cards. The rest of the deck goes face down in a pile, with the top card turned up beside it. This is the discard pile. The player to the left of the dealer discards a card from his hand that matches either the number or suit of the top card in the discard pile. For example, if the card is a five of hearts, he could play any heart or any five. If he does not have a matching card, he continues picking up cards from the deck until he gets one that is playable. Eights are wild and can be put down on any suit. For example, an eight could be played to match a heart. The next player must match their card to the number or suit that the eight was meant to cover. Play continues with players matching the card at the top of the discard pile. The first player to use up all his cards wins. If the deck runs out before the game is over, the discard pile can be used.

Activity #3 - Old Maid

Number of players: 3+

Cards: Standard deck of 52 cards is used, but with one queen removed. This leaves a pair of queens in one colour and a single queen (the old maid) in the other colour.

How to play: All cards are dealt face down to players. Some players may have more cards than others, but this is okay. Each player sorts their cards into matching pairs of the same number or suit, keeping them hidden from other players. Players holding pairs of matching cards lay them down on the table face up. If anyone has three matching cards, he only puts down one pair and keeps the spare card. If anyone has four matching cards, he puts down two pairs. The player to the left of the





dealer offers his cards to the player on his left, who cannot see them. That player selects a random card from his hand. If the new card he picks matches any of the cards he already has, he can put down the pair. If not, he keeps it. He then offers his cards to the player on his left. This continues until all the cards have been put down in pairs, except the Old Maid, which is left alone and cannot be paired. The person left holding this card is the old maid and loses the game.

Activity #4 - Concentration/Memory

Number of players: 2+

Cards: Standard deck of 52 cards

How to play: Older children can use the whole deck of 52 cards, but younger children may want to use fewer cards. Make sure the deck you use is made up of pairs.

Shuffle and spread cards face down on a table between the players. Cards can be laid in a random pattern or in a grid. The object of the game is to find matching pairs. Players take turns turning over two cards and letting all the players see them and study them. If they are not a matching pair, try to remember what and where they are, then turn them back over. The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn. When all cards have been removed from the table, each player counts the number of cards they have collected. The player with the most cards wins.

Activity #5 - Snap

Number of players: 2+

Cards: Standard deck of 52 cards. Two decks can be used for more than three players.

How to play: Choose a card dealer. This player deals all the cards around the group until there are no cards left. Some players may have more cards than others, but this is okay. Players do not look at their cards but keep them face down in individual stacks. To begin, the player to the left of the dealer turns his top card over and places it face up next to his own pile. The next player does the same. (Note: If a player runs out of face down cards, he can shuffle his face up pile and use them.) This continues until a player notices that two cards on top of the face up piles are the same, such as two jacks or two sixes. The first player to notice and shout out “snap!” receives all cards in both matched piles and adds them to the bottom of his face down pile. The game continues with a new player turning a card over. If two players shout “snap!” at the same time, they form a snap pool with the two matched piles of cards placed together in the centre. Play continues until someone turns up a card that matches the top card in the snap pool. Whoever shouts, “snap pool!” first takes the whole pool and adds it to the bottom of their face down pile. If a player mistakenly shouts “snap!” he has two options: 1) give every player one card from his face down pile, or 2) his entire face down pile becomes a new snap pool. If a player has no more face up or face down cards he is out of the game. The winner of the game is the player with all the cards.

Activity # 6 - Rummy

Number of players: 2-6

Cards: Standard deck of 52 cards

How to play: The object of the game is to get rid of your cards as you group them into “melds.” A meld is a set of three or four of a kind, or a “run” (three or more cards in order of the same suit, such





as the three, four and five of hearts).

The “dealer” shuffles the deck and deals the cards one at a time to each player as follows: Two players get 10 cards each; three or four players get seven cards each; five or six players get 6 cards each. The remaining cards are placed face down in the middle of the table and serve as the “stock” pile. The top card of the stock pile is turned face up and set next to the stock pile; this card begins the “discard” pile. Each player then groups all matching cards and runs together in their hand, which makes it easier to see the melds in their hand. Do not show the other players. The player to the left of the dealer plays first by taking the top card from either the stock pile or the discard pile. If the player has a meld, he will lay it down on the table so all cards in the meld are visible.

Then he will discard another card from his hand by placing it face up in the discard pile. Players can also place a card down on any existing meld if they have a card that matches the meld or if they draw a card that matches the meld. For example, a player could lay a queen down onto an existing meld of three queens. The game continues clockwise around the table with players drawing a card from the stock or discard pile, making melds and laying down a card in the discard pile. The first player to get rid of their cards wins the round. Win the entire game by being the first to win five rounds.

Activity #7 - I Doubt It

Number of players: 6-12

Cards: Standard deck of 52 cards

How to play: Choose a “dealer” to deal all cards, one at a time, to each player. Some players will have more cards than others, which is okay. Players can organize their hand of cards as they please, but do not show any other players. The player to the left of the dealer begins the game starting with aces. He places the card(s) face down in the centre of the table saying, “two aces” or whatever the desired number of cards are. Players can lay up to four cards of the card they are required to discard. The game continues clockwise to the next player, who will discard twos. The following player discards threes, and so on. Players announce their cards as they lay them. Start again with aces after kings have been played. Keep in mind that players don’t have to play the cards they announce. They can be lying. Even if you do not have the required card to discard, you must put down and name a card. After each turn, allow a moment to let anyone challenge the player by saying “I doubt it.” Remember to challenge a player only if you think he might not be discarding the cards he says he is. When a challenge is voiced, the challenger can look at the discarded cards. If they match what the person who played them said, the challenger picks up all cards in the discard pile and adds them to his personal pile. If the cards are not what the person said they were, the player who discarded them must pick up the entire discard pile. The player to lay down his entire hand of cards first will win the game.

Activity #8 - Slapjack

Number of players: 2-5

Cards: Standard deck of 52 cards

How to play: Choose a “dealer” to deal the cards face down to each player. Players cannot look at their cards, but instead put them into piles. Some players may have more cards than others, which is okay. The player to the left of the dealer begins by turning the card on the top of his pile face up in the centre of the table. The game continues with each player adding a card to the face up pile. When a





jack is turned, players try to be the first to “slap” their hand over the face up pile. Whoever slaps their hand on the face up pile first gets the entire stack of cards and adds it to the bottom of their pile. The player to their left starts a new face up pile and play continues. If a player has no more cards, they have one more chance to stay in the game by slapping the next jack that appears. If they miss this opportunity, they are out of the game for good. The last person in the game is the winner.

Activity #9 - Pig

Number of players: 3-13

Cards: Standard deck of 52 cards for up to 13 players

How to play: For each player, take four of a kind (cards of the same number or suit) out of the deck and put aside the remaining cards. For example, if there are three players, take three groups of four matching cards, such as four queens, four sevens and four aces. Shuffle all these cards and deal them so each player has four. Players can look at their cards privately.

To begin, each person discards one card from their hand and puts it face down on the table in front of them. When everyone has a card on the table, they will simultaneously pass their card to the player on the left and pick up the new card that has been passed to them. When a player collects four of a kind, he puts his finger on his nose. If another player notices this, they must also place their finger on their nose, regardless of whether they have four of a kind or not. The last player to put a finger on their nose gets a letter – first P, then I, then G. The first player to reach “P-I-G” is the loser.

DICE GAMES

For all the dice games, you will need pencil and paper for keeping score, a shaker for the dice, and a flat surface.



Activity #1 - Knock Out

Dice needed: 2

Object of the game: To avoid throwing certain scores and being knocked out of game.

Instructions:

- Each player chooses a “knock out number” – either 6, 7, 8, or 9. More than one player can choose the same number.
- Players take turns throwing both dice, once each turn. Add the number of both dice for the score.
- If a player throws a 6, 7, or 8, they are knocked out of the game until the next round.

Decide before the game a score to be reached for a win.

Activity #2 - Beat That

Dice needed: 2 for younger players and 7 for older players

Instructions: Each player takes a turn rolling the dice and placing them in order making the highest number possible. For example, if a player throws a two and a three, they have 23. A player who





throws a six and a four would win the round as they have the higher number. After each throw, a player challenges the next player, “Beat that!” Play this game in rounds, each round has a winner.

Variations:

- Try making the smallest number possible.
- Use three dice for play.
- Instead of playing in rounds, set a top score, that players must reach to win the game.

Activity #3 - Catch Up

A great game for groups of children as you need at least four and up to eight kids to play. You will need counters or small toys for each child.

Dice needed: 2

Object of the game: To be the first player to win three counters.

Instructions:

- Players sit in a circle around a table or on the floor with the oldest and the youngest players across from one another.
- Divide the dice so that these two players each have one. Put the counters in the middle of the circle.
- The children without the dice create a rhythm by first slapping their knees (or table) once and then clapping their hands once. Then the children begin chanting:

Note: The chant is marked with / showing every two beats.

Are you/ready? /Are you/ready?

If/ so, /let's/go!

Roll now! /Slap clap! /What have you got? /Slap clap!

Must you pass? /Slap clap! /Hope not! /Slap clap!

- The chant is repeated as play continues.
- Begin the play with the command, “Roll now!”
- The players roll the dice, hoping for anything but a six. If it is six, players must pass the dice to the player on their left and take up the chant.

A child wins the round when he is still in possession of a dice and receives another from the player on his right. The winner of the round collects a counter and the first to collect 3 counters wins.

Variations:

- For older children, increase the speed of the chant.
- For groups of 6 or 8 players, you may wish to increase the passing roll to two numbers – say a 5 and a 6, as this speeds the game up quite considerably.





Activity #4 - Going to Boston

Dice needed: 3

Instructions:

- Roll the dice and keep the highest. Then, roll the remaining dice and again set aside the highest. Finally, roll the last dice, and add up the total. Write down your score.

If a player rolls the highest total for a round, they win the round. Keep score and the player who wins the most rounds wins the game.

Variations:

- Keep totaling each player's score and the player who reaches 500 points first wins.
- Have older children multiply the dice to get their score.

Activity #5 - Run for It!

Dice needed: 6

Instructions:

Each player takes a turn rolling the dice and looking for runs starting with (1-2, 1-2-3, and so on). Each dice part of the run scores five points. A player can only have one run in each roll. The first who reaches 100 points is the winner.

Examples of play:

Hand 1: Player throws six dice and gets the numbers 1, 4, 2, 1, 3, and 2. The following sequences can be scored: 1, 2 (10 points) or 1, 2, 3, 4 (20 points). The hand is worth 30 points.

Hand 2: Player throws six dice and gets the numbers 1, 4, 6, 6, 3, 3. No sequences can be formed, so no score is recorded.

Variations:

- For older children, substitute specialty dice with higher numbers.
- Have players multiply the dice to get their score.

Activity #6 - Stuck in the Mud

The fun of this dice game is the unpredictability. Some turns end immediately and some seem to go on forever. Players can only score on a roll which does not include the numbers 2 and 5. Any dice, which show a 2 or a 5, become "Stuck in the mud!"

Dice needed: 5

Object of the game: To achieve the highest score

Instructions:

- The first player rolls all five dice. If any 2s or 5s are rolled, add up the total of the dice and write it down.
- The player sets aside any 2s and 5s, and throws the remaining dice. Again, if any 2s or 5s are thrown, no points are scored. If there are no 2s or 5s, add the total to the previous score.
- Continue in this way until all the dice are "Stuck in the Mud". After the score is totaled, play passes to the left.
- Agree on the number of rounds – five works well – and total up the score.





Activity #7 - Three or More

Dice needed: 5

Object of the game: To get the highest score

Instructions:

Players take turns rolling all five dice and scoring for three-of-a-kind or better. If a player only has two-of-a-kind, they may re-throw the remaining dice in an attempt to improve the matching dice values. If no matching numbers are rolled, a player scores 0.

Scoring:

- 3-of-a-kind: 3 points
- 4-of-a-kind: 6 points
- 5-of-a-kind: 12 points

Set the number of rounds for the game and the player with the highest total score at the end of a game is the winner.

Activity #8 - Round the Clock

Dice needed: 2

Object of the game: To be the first player to throw all the numbers from 1 to 12 in order

Instructions:

- Choose the first player with a dice throw; the player with the lowest total going first.
- The first player throws both dice, hoping to throw a 1. Players then take turns (in a clockwise direction) trying to throw a 1.
- On the next round, those players who threw a 1 will try to throw a 2. Any player who did not throw a 1 in the first round will try again this round. Players can do so by throwing a 2 or two 1s.
- Play continues round-by-round with players trying to throw all the numbers from 1 to 12 in sequence. Players may count the spots on just one dice or on both dice added together. For example, throwing a 3 and a 6 could be counted as 3, 6, or 9.
- The first player to go "Round the Clock" – throw all the numbers from 1 – 12 in order – wins the game.

Activity #9 - Pig

Even though the directions make this game sound easy, unless you are good at throwing 1s, this game may be hard for you to play. The game is called "Pig" because the first player "hogs" the dice in an effort to win the game.

Dice needed: 1

Object of the game: To score 100 points or more

Instructions:

- Have the players throw the dice to determine order of play. The lowest roll goes first.
- The first player rolls the dice and adds up the numbers after each roll. They may stop rolling at any time and end the turn.
- The player loses all points for the turn when a 1 is rolled.





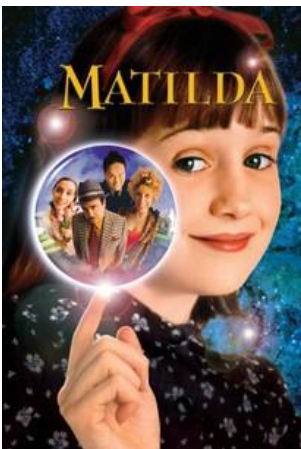
MOVIES AND ACTIVITIES

Here is a list of movies you can watch and discuss with your child. We have organized the movies by streaming service. After watching the movie, encourage your child to think deeply about the movie and discuss the plot. We have also included a craft related to each movie. These are some of the questions you can ask your child to spark their critical thinking and communication skills:

1. Did you learn anything from this movie? If you did, what was it?
2. What is the message of this movie? Do you agree or disagree with it?
3. Was there something you didn't understand about the film? What was that?
4. What did you like best about the movie? Why?
5. What did you like least about the film? Why?
6. Who was your favorite character in the movie? Why?
7. Who was your least favorite character in the film? Why?
8. Did anything that happened in this movie remind you of something that has occurred in your own life or that you have seen occur to others?
9. Who was the protagonist of the movie?
10. Who was the antagonist of the movie?
11. What were you thinking as you finished watching the film?
12. Would you recommend this movie to a friend? Explain your reasons.
13. What part of the story told by the movie was the most powerful? Why?
14. If you had a chance to ask a character in this movie a question, what would it be?
15. If you had a chance to ask the screenwriter a question, what would it be?
16. If you were writing the screenplay for this movie, would you have changed the ending? Explain your answer.
17. What feelings did you share with any of the characters in the movie?
18. Did any of the characters in this movie make you angry? Tell us why.
19. Did you come to respect any of the characters in this movie? Who was it and why did you come to respect that character?

Netflix Movies

1) Matilda – 1996



Matilda is a bright little girl who is very eager to learn. Eventually, her insensitive parents send her to a school run by Miss (The) Trunchbull. She is a cruel authoritarian that loathes children. ... This is the story of a sweet bright little girl named Matilda, who is a child of wondrous intelligence.



Craft: Bookmark

Materials:

- Paint
- Paintbrushes
- 2 Paper sheets (thick paper preferably)
- Glue
- Thick Black Marker
- Coloured Wool or Thread

Directions:

1. While you watch the movie, try to catch a line or quote you like and identify with.
2. Give your child a piece of thick paper, paint and paintbrushes and let them paint as they wish. You can look for images in the movie, or they can paint an abstract piece inspired by the colors or images they saw in the movie.
3. Once the paint is dry, trace the shape of a bookmark. There are 3 common sizes of a Bookmark: 2.5"x8.5" (also 2"x8" after cuts) 2"x7". 2"x6" (common for kids' small books or small paperbacks)
4. Ask your child to write his favorite quote/line from the movie on the bookmark. Assist your child as needed.
5. Using a hole punch, ask your child to make a hole in the middle at the top of the bookmark. Tie some thread or wool through the hole at the top for decoration.

2) Hotel Transylvania – 2012



In 1895, Dracula builds a resort in Transylvania, hidden from the humans, to raise his beloved daughter Mavis in a safe environment. In the present, the place is the Hotel Transylvania, where monsters bring their families to vacation far from the frightening humans.

Craft: Paint Splat Bat

Materials:

White Cardstock

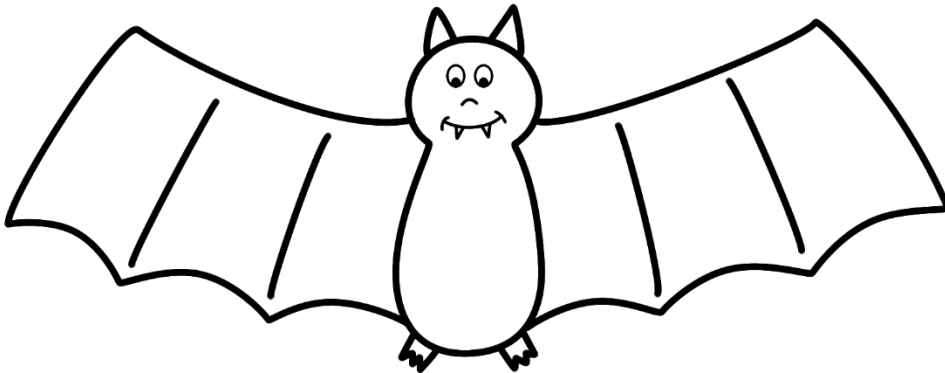


- Color Printer
- Gray Cardstock
- Craft Scissors
- Various Colors of Craft Paint
- School Glue
- Baby Wipes

Optional – glitter, sequins, rhinestones etc.

Directions:

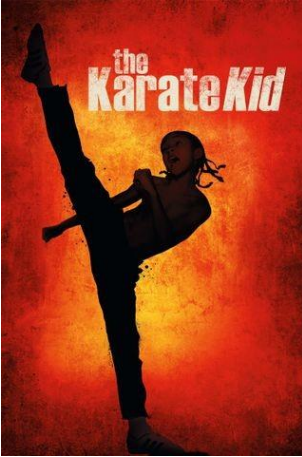
- 1) Draw a Bat and color it and cut it out. Here is an example:



- 2) Fold a single sheet of gray cardstock paper in half.
- 3) Unfold and squirt paint on one side of the gray paper. You can use 2-3 different colors. You do not have to make an elaborate design.
- 4) Once you have added the paint, carefully re-fold your paper together.
- 5) Carefully unfold your paper. You can add glitter before the paint dries.

Source: <https://www.gluedtomycraftsblog.com/2018/07/paint-splat-hotel-transylvania-3.html>

3) The Karate Kid - 2010



Work causes a single mother to move to China with her young son. In his new home, the boy embraces Kung Fu, taught to him by a master.

Craft: Popsicle Ninjas

Materials:

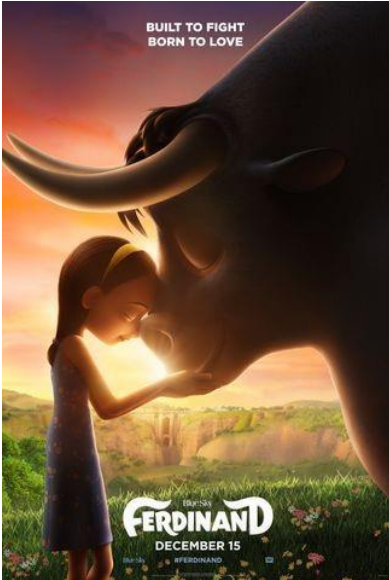
- popsicle sticks
- black paint
- paintbrush
- tape
- googly eyes
- glue
- cord for hanging

Directions:

- 1) Firstly, tape off the face area on your popsicle stick. Just place a piece of tape across the stick. Put it up fairly close to the top or your ninja will look like he's wearing a black top-hat.
- 2) Paint the entire length of the popsicle stick black.
- 3) When your paint is dry, peel off the tape to reveal your ninja's face. Now glue on a couple of googly eyes. And glue a loop of cord to the back of your popsicle stick.

Source: <https://happyhooligans.ca/ninja-craft-stick-ornaments/>

4) Ferdinand - 2017



Ferdinand is a giant bull with a big heart. He is mistaken for a dangerous beast and is captured and torn from his home and family. Determined to return to his family, he rallies a misfit team for the ultimate adventure. Set in Spain, Ferdinand proves you can't judge a bull by its cover.

Craft: Paper Bag Cow



Materials:

- a paper lunch bag
- some crayons

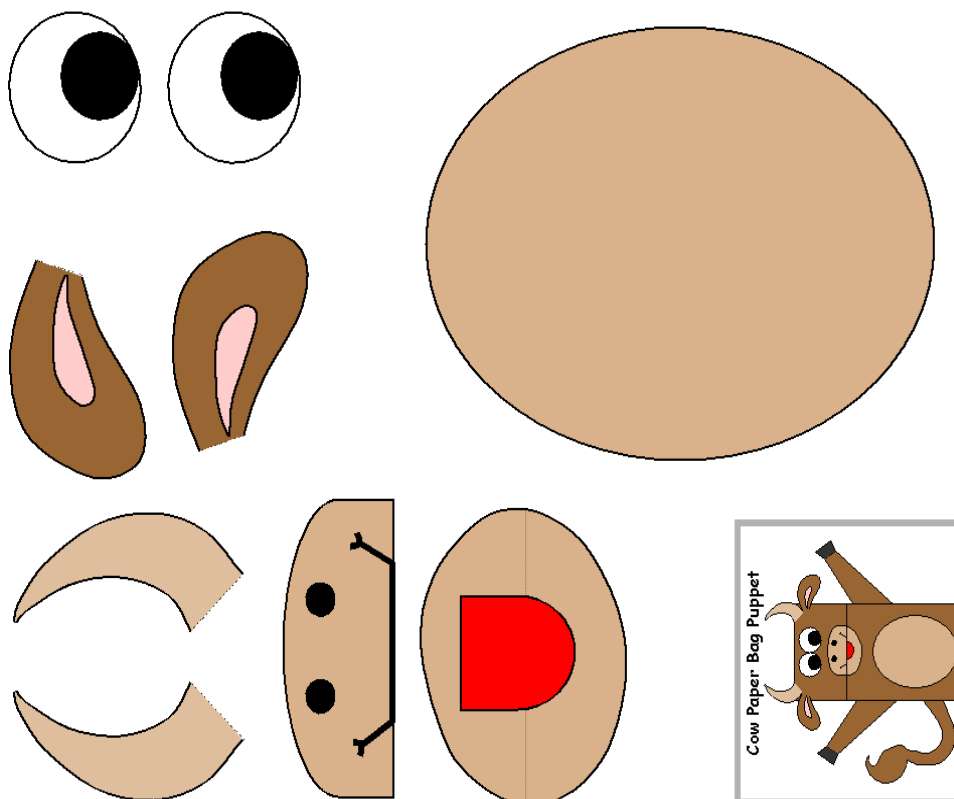


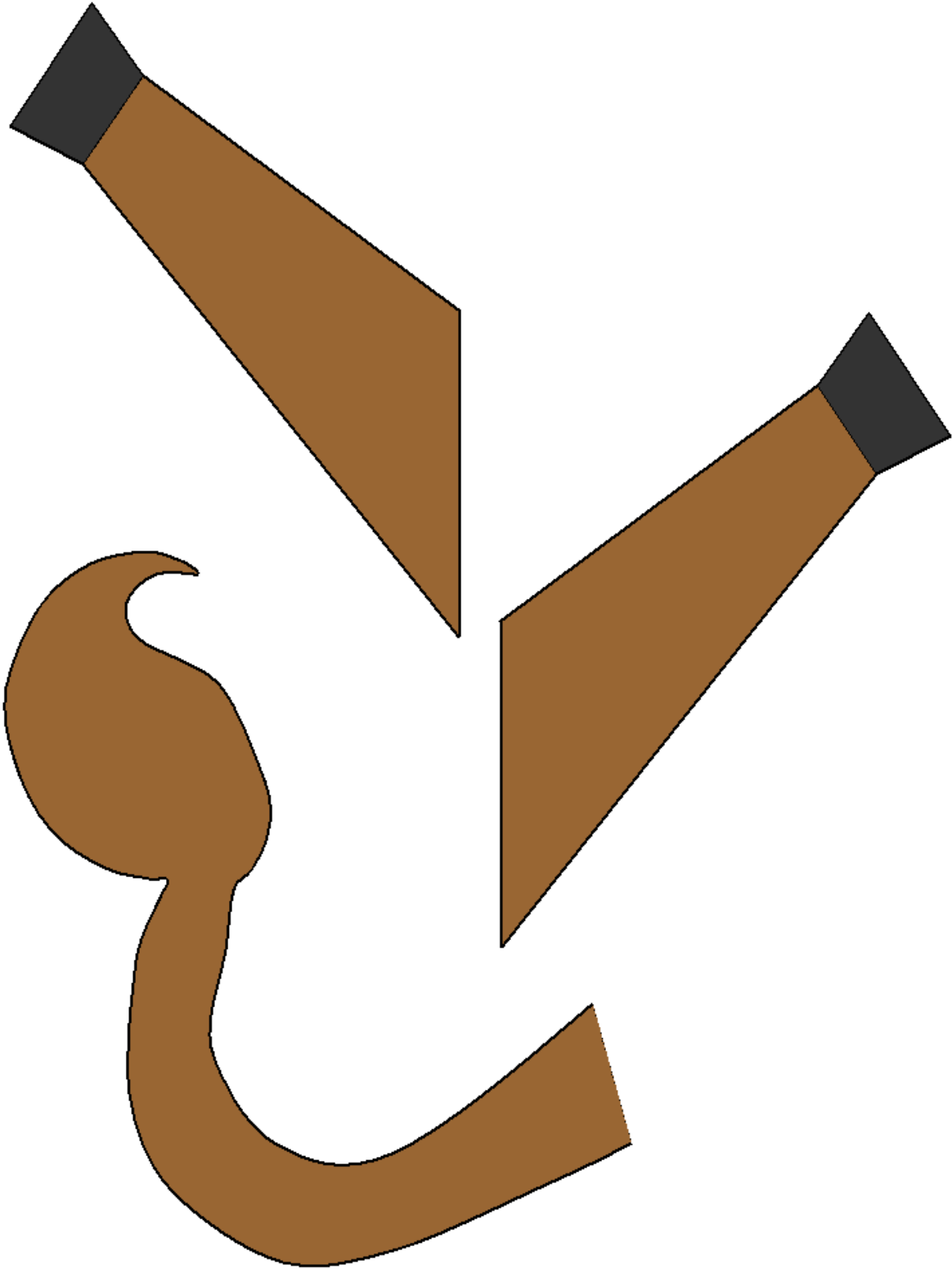
- scissors
- glue

Directions:

- 1) One side of the paper bag is smooth. This will be the BACK of your puppet
- 2) On the other side there is a flippy tab (which is typically the bottom of the bag when you're carrying your lunch around...)
- 3) This flippy tab will be the HEAD.
- 4) Lift the flippy tab up a bit. Underneath of the tab will be the mouth.
- 5) When the child puts her hand in the bag, she'll be able to make the puppet talk.
- 6) Look at the rest of the front of the bag. (The 3/4 or so of the bag below the part with the flippy tab) This will be the BODY.
- 7) Look at the sides of the bag. There should be a FLAP of paper.
- 8) We'll be slipping the arms (template 2) into this flap.
- 9) Glue the nose onto the HEAD. It should line up with the bottom of the flippy tab.
- 10) Glue the eyes onto the HEAD above the nose. If you like, you can use wiggly eyes instead of the paper template pieces.
- 11) Glue the ears onto the sides of the HEAD. Glue the horn onto the top of the HEAD.
- 12) Glue the tongue underneath the flippy tab so you can see part of the circle sticking out from under the nose.
- 13) Glue the tummy onto the body. Glue the arms into the FLAP. Glue the tail onto the BACK.

Templates:





Source: <https://www.dltk-kids.com/animals/mbagcow.htm>

5) The Incredibles – 2018



The Incredibles hero family takes on a new mission, which involves a change in family roles. Bob Parr (Mr. Incredible) must manage the house while his wife Helen Elastigirl goes out to save the world.

Craft: Superhero Handprint



Materials:

- Canvas or Paper
- Cardstock



- Paint
- Paint Brush
- Scissors
- Glue
- Black Marker

Directions:

- 1) Gather up all your supplies and pour out your paint colours into a paint tray or onto a paper plate.
- 2) Paint your child's hand for the bottom half of the superhero handprints .To start, paint your child's palm with red, black, and yellow paint as shown in the picture below, making sure they keep their hand open to avoid smearing any paint.
- 3) Then, have your child press their hand firmly onto the canvas towards the bottom. You may need to help them to make sure they press hard enough onto the canvas. Help them gently lift their hand off the canvas to avoid smearing the paint.
- 4) Paint your child's hand for the top half of the superhero handprints. To make the top half of your incredible handprint craft, paint your child's palm with brown, black, and khaki coloured paint as shown in the picture below. Make sure they keep their hand open to avoid smearing paint.
- 5) Now to add all the details to your superhero handprint craft! First, cut small half circles from white cardstock and glue them onto the face masks. Dip the end of the paintbrush into black paint and add an eye to the center of the half circle.



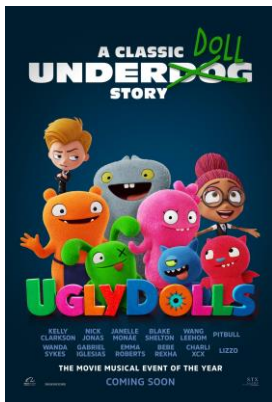


Source: <https://www.messylittlemonster.com/2018/07/superhero-handprint-craft-the-incredibles-2-activity.html?m=1>

*all movie descriptions are from IMDB

AMAZON PRIME

6) Uglydolls – 2019



An animated adventure in which the free-spirited UglyDolls confront what it means to be different, struggle with a desire to be loved, and ultimately discover who you truly are is what matters most.

Craft: Ugly Dolls

Materials:

- Old fabric
- Buttons
- String
- Yarn
- Markers



Directions:

With old fabric such as shirts, socks, rags make your own ugly dolls using materials found in your home. Give them a name and write your own story about them. What is your Uglydoll's favourite meal, favourite colour, or best friend?

7) Missing Link (2019)



Mr. Link recruits explorer Sir Lionel Frost to help find his long-lost relatives in the fabled valley of Shangri-La. Along with adventurer Adelina Fortnight, this trio of explorers travel the world to help their new friend.

Craft: Stop Motion Movie

Materials:

- A smart phone or camera
- Characters made in playdough
- Clay or other toys around the house

Directions:

This movie is Claymation and made using stop motion. This means that for every movement a single photo is taken. Some smart phones have stop motion as a feature! Create your own stop motion movie using supplies found around your house. If you have playdough or air dry clay you can even create your own characters.

Other character ideas could include LEGO figures and other dolls/action figures in the home.

8) Charlotte's Web (2006)



Wilbur the pig is scared of the end of the season, because he knows that come that time, he will end up on the dinner table. He hatches a plan with Charlotte, a spider that lives in his pen, to ensure that this will never happen.

Craft: Tangled Web

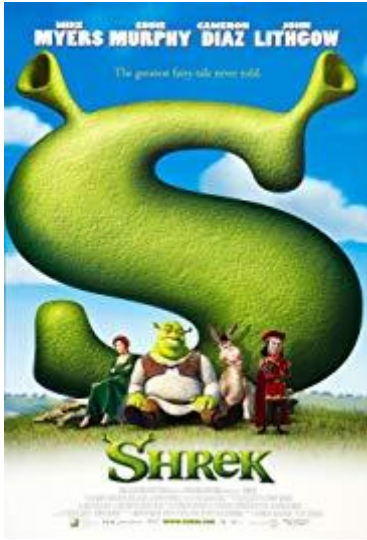
Materials:

- Paper Plate
- yarn
- hole punch
- acrylic paint if available, if not – markers/colours

Directions:

1. Using your paper plate colour the front and back any way you like.
2. Using your hole punch create holes along the edges and throughout the plate. With your yarn thread it through the holes all around the plate making a tangled web!
3. You can even create your own spider to add to the web.

9) Shrek (2001)



A mean lord exiles fairytale creatures to the swamp of a grumpy ogre, who must go on a quest and rescue a princess for the lord in order to get his land back.

Craft: Green Slime

Materials:

- ½ cup clear or white school glue
- ½ cup cold water
- Green food coloring
- 1 to 5 tablespoons borax
- ½ cup hot water
- 2 glass mixing bowls
- 2 spoons
- Plastic jar or sandwich bag

Directions:

1. Pour ½ cup of glue and ½ cup of cold water into a glass bowl. If the glue bottle says "4 oz" on it, pour the glue into the bowl first, then use the bottle to measure out the water. This will help get any extra glue out of the bottle.
2. Add a few drops of green food coloring. The more food coloring you use, the darker your slime will be. Remember, if you are using white school glue, you will end up with a pale green.
3. Stir everything together with a spoon. You want to end up with an even color. There should be no streaks, swirls, or globs.
4. Pour ½ cup of hot water into a new bowl. You will be mixing the borax into this.
5. Stir in one to five tablespoons of borax. Keep adding borax until it won't dissolve anymore. The more borax you use, the thicker your slime will be. The less borax you use, the thinner your slime will be.
6. Stir the borax water into the glue water. You will see a blob form. Keep stirring.
7. Pour out any extra water. After your blob forms, you see water at the bottom of the bowl. This water won't mix into the slime anymore. Pour that water out and keep the blob.

8. Squish and knead the blob with your hands. The more you work with the blob, the less sticky and icky it will be. If it is too slimy, let it sit for a few minutes.
9. Keep the slime in an air-tight container. You can use a plastic jar with a lid. You can also use a zippered sandwich bag. Make sure that no air gets into the bag or jar, or the slime will dry out.

Source: <https://www.wikihow.com/Make-Green-Slime>

DISNEY PLUS

10) Frozen II (2019)



Anna, Elsa, Kristoff, Olaf and Sven leave Arendelle to travel to an ancient, autumn-bound forest of an enchanted land. They set out to find the origin of Elsa's powers in order to save their kingdom.

Craft: Crystals

Materials:

- Epsom salt
- Food coloring
- Beaker, cup, or small bowl

Directions:

1. In the beaker, stir 1/2 cup of Epsom salts with 1/2 cup of very hot tap water for at least one minute. This creates a saturated solution, meaning no more salt can dissolve in the water. (Some undissolved crystals will be at the bottom of the glass.)
2. Add a couple drops of food coloring if you want your crystals to be colored.
3. Put the beaker in the refrigerator.
4. Check on it in a few hours to see a beaker full of crystals! Pour off the remaining solution to examine them.

Source: <https://learning-center.homesciencetools.com/article/crystal-growing-science/>



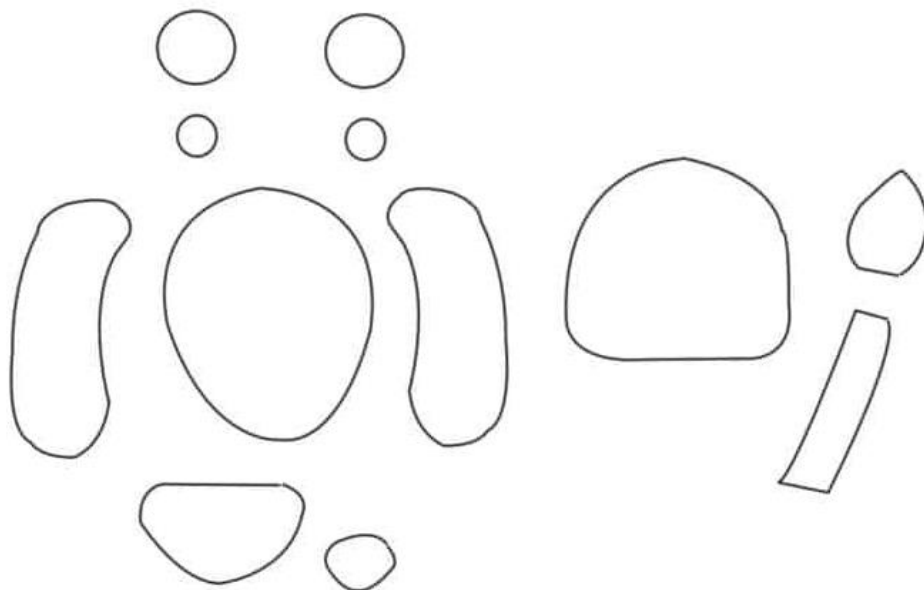
11) Any of the Toy Story movies (1995-2019)



Craft: Slinky Dog

Materials:

- Brown Paper/Paper bag
- Dark Brown Paper
- White Paper
- Black Paper
- Paper Glue
- Scissors
- Black Marker



Directions:

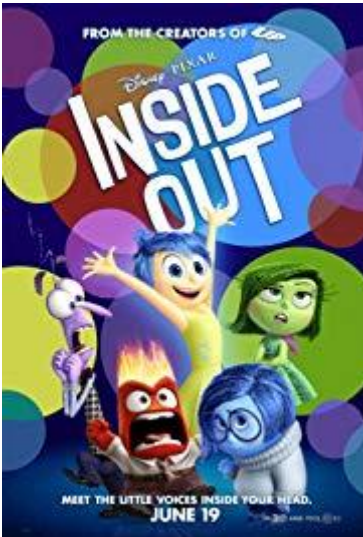
- 1) Use the template to cut out the body pieces for the slinky dog.
- 2) First glue the black circular pieces to the white circular pieces for the eyes. Then glue the ears on the head. Glue the black piece on the bottom of the cream triangular piece as the nose for the dog. Then glue the tails pieces together.
- 3) Now glue the mouth and the eyes on the head, then glue the tail to the bottom.
- 4) Now take 2 strips of brown paper. The length should be about 24 inches or more and the width should be around 1 inch.
- 5) Place one strip horizontally and the other one vertically. Then glue one of the ends of the both strips together by giving it an "L" shape.
- 6) Now bring the bottom strip (the horizontal one) all the way over the upper one to the right side.
- 7) Similarly bring the vertical one all the way over the horizontal one and downwards.
- 8) Keep doing this process until you reach the end of the strips.
- 9) Glue the end of the strips to secure the folds. This is how the spring should look like.
- 10) Now take 2 pieces of the brown paper with same width and about 2 inches then fold them in half.
- 11) Glue one of the pieces on front of the spring and the other one the bottom of the spring.
- 12) Then glue the head of the dog on the front one and the dog's bottom on the end of the spring.

Example:



Source: <https://www.seasonalmemories.com/toy-story-slinky-craft-for-kids/>

12) Inside Out (2015)



After young Riley is uprooted from her Midwest life and moved to San Francisco, her emotions – Joy, Fear, Anger, Disgust and Sadness – conflict on how best to navigate a new life.

Craft: Stress Balls

Materials:

- Red, green, blue, yellow and purple balloons. You will need 3 or more of each colour.
- Scissors
- Flour
- Bottle
- Funnel
- Black Sharpie

Directions:

- 1) Fill a balloon with flour. First fill an empty bottle with flour using a funnel and then blow up a balloon and twist the end three times.
- 2) Slip the end of the balloon over the flour filled bottle and then let it untwist. Turn your bottle upside down and empty the flour into the balloon. Then let the excess air out of the balloon very carefully, a little at a time.
- 3) Once you have all the air out of the balloon, cut the neck of the balloon off.
- 4) Take a second balloon and cut the neck off it and place your first filled balloon in to it (hole first), then repeat until you have at least three balloons.
- 5) Now comes the time to draw the faces on the balloons of Joy, Fear, Anger, Disgust and Sadness.

Source: <https://www.muminthemadhouse.com/pixars-inside-out-stress-balls/>

13) The Good Dinosaur (2015)



In a world where dinosaurs and humans live side-by-side, an Apatosaurus named Arlo makes an unlikely human friend.

Craft: Paper Dinosaur Hat

Materials:

- 3 sheets of construction paper
- Scissors
- Tape/glue

Directions:

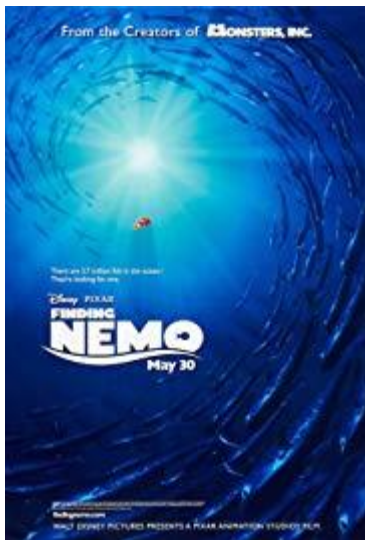
- 1) Cut 4 strips about 1" wide along the *long* side of a sheet of paper. Two of these strips will be the headband, and the other 2 will be cross pieces that you will attach your spikes to.
- 2) Take your two other sheets of paper and cut them into strips about 2" wide along the short side of the paper. Basically, divide these sheets into 5 strips each. Eyeball it. These will become your spikes.
- 3) Fold each of your spikes pieces in half. You'll want to cut these to be like a diamond, but with a 'flat' area in the middle. So, the point of your spike is on the 'open' edge of your folded piece of paper, and you'll cut diagonally down to about 1/2" above the folded edge. Cut out all your spikes.
- 4) Glue the spikes, in a row, down the 2 longer narrow strips that are your cross pieces.
- 5) While the glue dries, take your two headband pieces and measure it to fit around your child's head. We used tape to secure it in a circle. It doesn't have to be tight, because a cross piece will go over the top of the head and help keep it on.
- 6) Now back to your spikes. Flip the cross piece over, so that the spikes are underneath. Fold each of the spikes up and around along the cross piece to get a good crease. Then add glue to one side and bring the two sides together to meet in the middle. Use paper clips to hold the two sides together while they dry.



- 7) After the glue has dried, simply tape the cross pieces to the headband. One should fit nicely from the front to the back, and one should trail down below.

Source: <http://www.paper-and-glue.com/2014/09/diy-paper-dinosaur-hat.html>

14) Finding Nemo (2003)



After his son is captured in the Great Barrier Reef and taken to Sydney, a timid clownfish sets out on a journey to bring him home. Friendly but forgetful blue tang Dory begins a search for her long-lost parents, and everyone learns a few things about the real meaning of family along the way.

Craft: Ocean Jar

Materials:

- Empty jar
- Small pebbles
- Aquarium decorations (not required)
- Seashells
- Plastic sea creatures
- Blue food colouring

Directions:

Create your own underwater sensory jar. Use any underwater toys in the home. Start with pebbles and small rocks for the bottom and place other items around the jar. Finish with water and add a few drops of blue food colouring to the jar.