

READING

INSTANT MEETING
AGES: 5 - 6

GOAL: To introduce storytelling and reading to kids as well as ways they can use their imaginations to draw the stories they create in their minds.

PROGRAM AREAS COVERED:
"Being Me" Keeper/Badge

PREPARATION TIME:
15-20 minutes for gathering supplies
Calling ahead to set up a Library Tour (optional)

MATERIALS REQUIRED

- Pencil Crayons
- Markers
- Blank sheets of white paper
- Coloured Chalk
- Coloured printer paper
- Scissors

OPENING

(Optional) Arrange a short tour at your local library. Ask the librarian to show the children around while talking about why reading is important as well as introducing them to the section where they can find books appropriate for their age level.

Hold your usual meeting at the library (if allowed), or a nearby area outside etc., where you can continue to talk about reading with your group.

Enjoy your usual Opening.

Afterwards ask everyone who their favorite character is either in a book, movie, or television show. Ask them what their favorite kinds of stories are whether about adventures, making friends etc. Let them know that today you will be reading them a story about friendship and afterwards you want them to draw a picture of what happens after the story is over.

ACTIVITIES

ACTIVE LISTENING

1 Read the following story to your group.
(Source: Girl Guides of Canada)

2 Ask everyone to listen carefully to what is going on as they'll get to create their own story after you're finished reading.



The new girl at Sparks had short dark brown hair and big brown eyes.

"Hi!" said Crystal.

But the new girl didn't say hi back. Their Spark Guider Sue introduced the new girl, whose name was Maria. Her family had just moved to Canada. Sue said Maria came from Mexico, a beautiful country, where one of the four WAGGS World Centres is. She explained that WAGGS stands for World Association of Girl Guides and Girl Scouts.

"Welcome to Sparks, Maria," said Sue. "I hope one day you'll teach us some songs and dances from Mexico. I hope you'll be happy at Sparks. All the girls want to be your friends."

But Maria didn't smile or join in the games. Nobody knew what to do. At the next meeting, Crystal was the special helper and brought her cat Cuddles to Sparks.

"She's so cute," squealed all the girls, trying to pet Cuddles. But Cuddles did not want to be petted. Cuddles ran under a chair and refused to come out.

"She's just shy," said Crystal.

The girls began to play snowflakes tag. They invited Maria to play with them but Maria shook her head.

"Maybe you'll join us later, when we cut paper snowflakes," suggested Sue.

After their game of tag, the girls began to cut up paper snowflakes. For a minute Maria watched them and then suddenly she called, "Gato! Gat!"

"Gato? What's that?" asked Sue, running over. "Are you hurt? Are you sick?"

"No! No! El gato," Maria repeated again pointing to the floor.

"Look!" said Crystal. "It's Cuddles! She's caught her tail under a leg of the chair and she can't get out."

Sure enough, Sue and the girls had been so busy playing, they hadn't heard Cuddles meow for help. But Maria had heard. Together Maria and Crystal helped Cuddles untangle her tail from the bottom of the chair.

"Thank you Maria," said Crystal.

Then Maria and Crystal brought Cuddles some water in a dish. "Meow," she purred happily at the girls.

Maria smiled. "Su gato es muy lindo," she told Crystal.

"She is," answered Crystal.

"How do you know what Maria's saying?" asked Crystal's friend Molly. "Do you speak Spanish?"

"No," laughed Crystal, "but I know Maria likes Cuddles."

Cuddles let Crystal and Maria stroke her. Then Crystal showed Maria how to cut a snowflake out of paper. Soon Maria cut her first snowflake, as Cuddles curled up in her lap. By the end of the meeting, Maria had taught the girls a Mexican song.

"We're glad you've come to Sparks," Crystal told Maria.

Maria smiled, and Crystal knew she was glad, too.

DRAWING IMAGINATION

1 Ask everyone to close their eyes and picture Maria and Crystal in their minds and think about what they would do after the story.

3 Hand out the paper and markers/pencil crayons and ask each child to draw a picture of what they see Crystal and Maria doing in their imaginations. Or alternatively ask them to draw a picture of themselves with their own friend and one of the things that they like to do together instead.

2 Use the following questions as prompts to get the group to think about the next part of the story:

- Does Maria have a cat too?
- What does the snowflake look like the girls created?
- Do Maria and Crystal visit Mexico together?
- What types of fun activities can Crystal do with her new friend Maria?



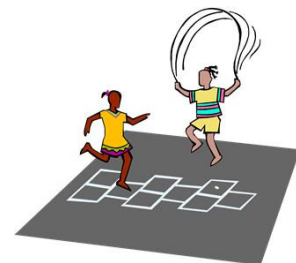
LETTERED HOPSCOTCH (OUTDOOR GAME)

1 If the meeting can move outside, or is already outdoors, use the coloured chalk to draw a regular hopscotch pattern on pavement. However, instead of placing numbers inside the squares put in letters instead.

3 Make sure everyone gets a turn.

2 Explain to the group that they will each take a piece of chalk and try to have it land on one of the squares. Wherever the chalk lands they must not jump on. For single squares they hop on one foot, and for side-by-side squares they must place one foot in each square.

4 Depending on the age of your group have them call out the letter as they jump on it as well.





FIND AND TELL (INDOOR GAME)

1 If the meeting cannot move outside, then cut out the images on pages 4-7 and hide them around the room before the meeting starts. (If it's possible, print these pages out on colourful paper to make them easier to find.)

3 Ask each child to search the room and try to find at least two pieces of paper in under 3-5 minutes.

2 When it is time to play the game let everyone know that you have hid pieces of paper around the room with letters on them.

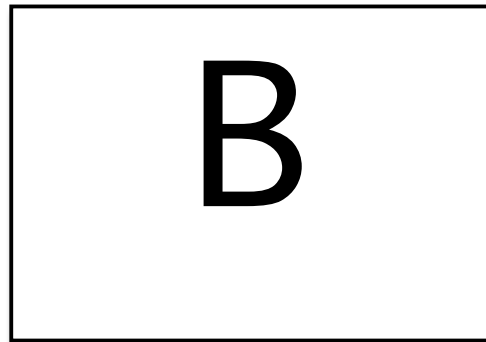
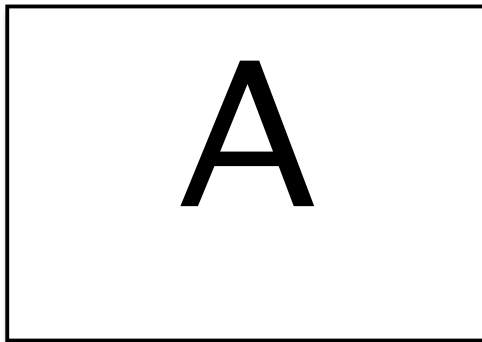
4 Once everyone has found at least two cards have them come and sit back down in a circle and read out the letter on their card. Also, depending on the age of each child, ask them if they can think of a word that begins with that letter. If they can't ask the other group members if they can help out by thinking of a word instead.

CLOSING

Congratulate the group on the wonderful pictures they drew and encourage them to take them home to place on their fridge or give to a special friend.

Enjoy your regular Closing.

FIND AND TELL ACTIVITY CARDS



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