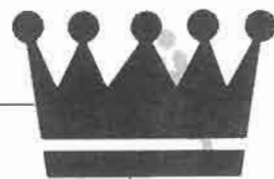


IDEAS

for
CRUSADER CHAPTERS



I *ACTIVITY* **IDEAS** *for* **CRUSADER CHAPTERS**



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Preface

Many persons have contributed time, talent, invaluable advice, and help, either directly in the production of this book or through practical experience of using activity ideas throughout the years. Its purpose is to help churches involve men, young men, and boys in missions.

Thanks to the curriculum writers whose experience in Royal Ambassadors and knowledge of boys helped make this a successful Activity Series.

Particular mention should be made of the many Brotherhood Commission staff members, state Brotherhood departments, seminary and college professors, missionaries, youth leaders, and counselors who contributed ideas and materials incorporated here. As a result of a two-year study by the Brotherhood Commission's Missions Impact 2000 Committee, this material has been revised, rewritten, and updated. Thanks to Tim Seanor for editing this book and to Mary Moore for artistic design.

Introduction

Counselors for Crusader Royal Ambassadors (in Grades 4-6) will find these ideas helpful in their planning. Specific suggestions, related to certain parts of a chapter meeting, are included. These parts are:

- While the Boys Arrive
- The Opening
- Meeting Feature
- Counselor's Time
- The Closing

Many other suggestions for chapter activities are listed under the headings "Brass Button Ideas" and "Acting Games."

Planning for chapter meetings and activities will be simplified by referring to this material. These ideas, along with others that may be collected, should be filed in your Royal Ambassador notebook for future reference. Weekly meeting plan suggestions based on missions-related subjects appear in each quarterly issue of *Royal Ambassador Leadership* magazine. This magazine also provides additional game, craft, and hobby ideas in its activity "Clips" sections.

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While the Boys Arrive

Missions Detective

A-1

Place a small amount of flavoring or spices from other countries (where Southern Baptist missionaries serve) in five or six small baby food jars or medicine containers (Example: pineapple, vanilla, coffee).

On yellow cards, write the country that produces each flavor (coffee-Brazil).

Prepare blue cards with names of missionaries who serve in each of these countries (Brazil-missionary name).

As each boy arrives, greet him and give him a sheet of paper and pencil. Instruct him to identify the scent in each container and go to the yellow cards to find the one with the scent and name of country which produces it. Have each boy select a blue card with a missionary's name and the matching country. Share the names in prayer time.

Number Trick

A-2

A player loses if he fails to call out instantly the correct next higher number for each of six numbers as they are called. For example, first player will say, "99." Second player, "100." First player, "999." Second player, "1,000."

The first player may try to trick the other. He can say "9,999," hoping the other person will not come back fast with "10,000."

Hands Up

A-3

Calmly state that you are gifted with strange powers. Ask someone to volunteer for a demonstration. Turn your back while you give directions. Ask your friend to hold one hand high over his head. Then ask him to cross his corresponding leg over the other one. In other words, if he raises his right hand, he crosses his right leg. When the volunteer indicates he is ready, ask him to put his raised hand on the table beside the other one, palms down. Then turn around and tell which leg he crossed. If he thinks it was a lucky guess, do it again...and again...and again. You will never guess wrong.

Solution: The secret is that the blood will rush away from the hand stretched aloft, making it paler than the other one. Of course, once you know which hand was raised, you also know which leg was crossed.

Cups and Pennies

A-4

Place three paper drinking cups in a row and a pile of 10 pennies nearby. The trick is to put the pennies into the cups so that each cup holds an odd number of pennies.

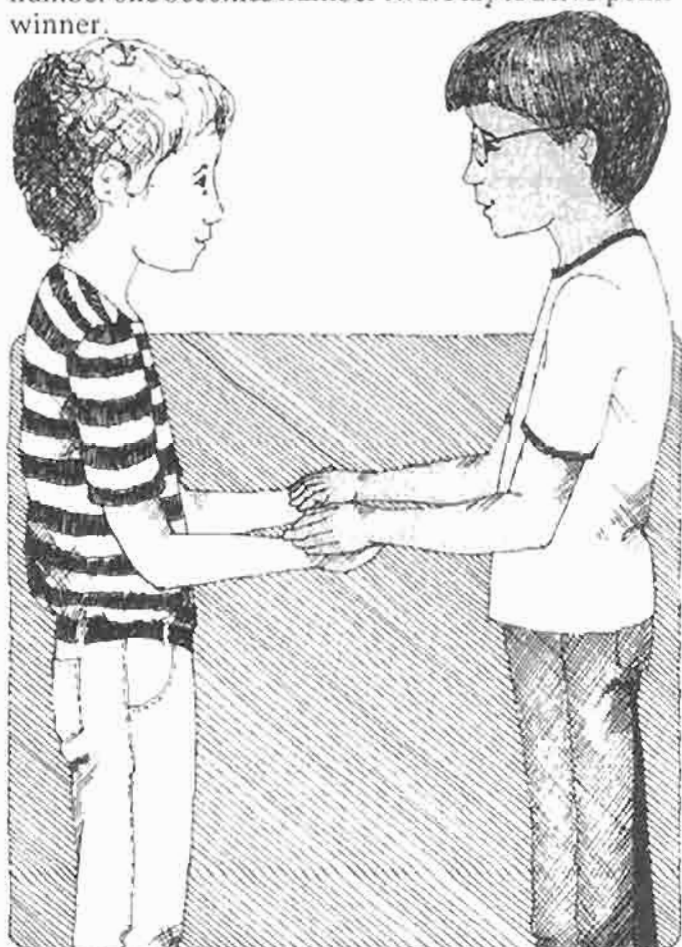
Solution: In cup A, three pennies. In B, three pennies. In C, four pennies. But wait, set cup B inside cup C. Now C holds seven pennies.

Hand Slap

A-5

One player holds his hands out with palms up. His opponent places his hands on top of them, also with palms up. No. 1 player, or the player with hands underneath, withdraws either hand and tries to strike number two's hand before he can withdraw it. Each successful "hit" scores one point.

After each attempt, the hands are reversed and number one becomes number two. Play to a five-point winner.



Poison Circle

A-6

Draw a 2-foot circle on the floor. Place a contestant on each side with instructions to hold hands. Each person tugs, pulls, and pushes to force the other to place a foot on or inside the circle. A player may jump the circle in order to avoid stepping on or in it.

The Untouchables

A-7

Hand a legal sized sheet of paper to two boys. The trick is for the boys to stand on the sheet for half a minute without touching each other. No part of their feet may touch the floor off the paper.

Solution: Place the paper on the floor in a doorway. Close the door. Have one boy stand on the paper on one side of door while the other stands on that half of paper which lies on the other side of door. This way, players will not touch each other. In order not to touch the floor beyond the paper, partners must stand on their toes. If both grasp the doorknob, they will be able to do it.



Try to Fold It

A-8

Give a player a small piece of writing paper and ask him to fold it in half eight times. He will be able to make only about six folds because the paper simply won't fold any more. Now give him a sheet of newspaper. The trick is that no matter how big the piece of paper, it cannot be folded in half eight times.

Learn the Special Bible Verses

A-9

Select one of the "Special Verses" from *Royal Ambassador Leadership* for the current unit. Write each word of the verse on a different 3x5 card and the Scripture reference on still another card. Mix the cards. Let the early arrivals sit on the floor and organize the words into the correct sequence. They may need to look it up in the Bible.

Another suggestion: Write the Bible verse and

reference on the chalkboard. Have the boys read it aloud. Erase several key words and have them read it again. Erase entire lines until they can quote the verse.

Toothpick Game

A-10

Place 15 toothpicks on a table. Two boys alternate in removing toothpicks, taking off either one, two, or three at a time. Whoever is forced to pick up the last toothpick loses. What's the strategy for winning?

Solution: The magic numbers are 13, nine, or five. Always leave one of these quantities of toothpicks on the table. Therefore, going first ensures winning.

Bottle and Bill

A-11

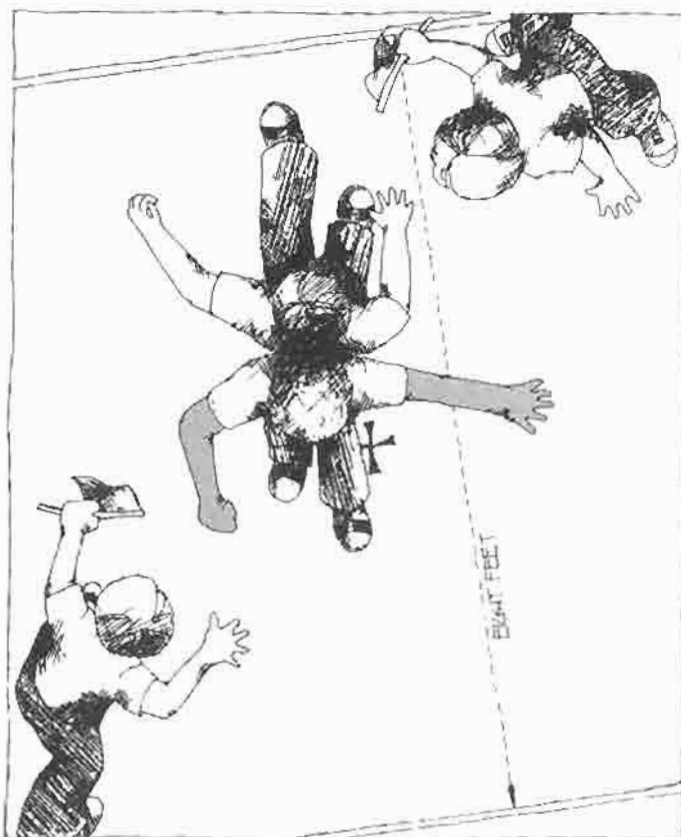
Place a dollar bill flat on a table. Turn an empty soft drink bottle upside down so that its mouth rests on the center of the bill. Remove the dollar bill without tipping over the bottle. Allow nothing to touch the bottle other than the bill or the table.

Solution: Hold bill at corners of one end and tightly roll it so that small roll pushes bottle slowly back. (Better practice a couple of times before springing this one.)

Back-to-back Push

A-12

Chalk a pair of parallel lines on the floor approximately 8 feet apart. The two combating players stand back-to-back midway between the lines. On a signal, each pushes backward in an attempt to win by pushing his opponent across the line.



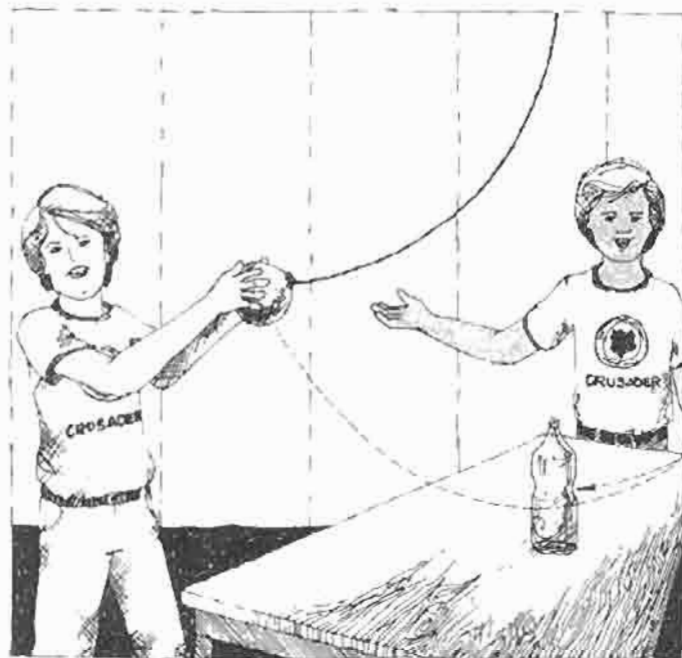
Hand Wrestle**A-13**

Two players face each other, grasp right hands, and place the outer edges of their right feet together. They brace themselves by putting their left feet back. At a signal, each player tries to throw the other off-balance. As soon as either foot is moved, a point is counted for the person whose feet remained stationary.

Knock the Bottle Down**A-14**

Place a soft drink bottle in the center of a table. Suspend a rubber ball on a string above the bottle so that it hangs midway along the side of the bottle some 3 inches above the table top.

Ask player to swing the ball so that it goes by the bottle on the forward swing but knocks it down on the return. Let each boy have as many turns as time permits.

**Bottle Nick****A-15**

Place three bottles in a close triangle approximately 5 feet from the toss line. Toss five rubber jar seals at the bottles. Score five points for each ringer.

Push Tug of War**A-16**

Draw a chalk line on the floor. Two players sit on the floor (one on either side of the line) back-to-back with their legs bent in front of them. The arms of each are interlocked. Without breaking the arm lock, each player pushes against the back of the other, attempting to push his opponent far enough back so that his own feet are across the chalk line.

Back-to-back Tug**A-17**

Chalk a pair of parallel lines on the floor approximately 8 feet apart. Players stand back-to-back midway between the lines with their arms interlocked.

In this position and without breaking the hold, each contestant tries to pull the other over the goal line. A rule should be established making it either legal or illegal to lean forward and carry the opponent over the line.

Deer Stalking**A-18**

A "hunter" and a "deer" are blindfolded and placed at opposite ends of a large table. The hunter makes a noise by slapping his hands on the table, while the deer avoids the hunter by walking around the table. Both must keep their hands on the table. Set a two-minute time limit. The deer wins if he escapes and loses if he is caught.

**Leg Pull****A-19**

Draw a 10-foot circle. Two players stand in the center of the circle and a 3-foot rope is tied around each person's ankles. By backing, sidestepping, or pulling, each player works toward being the first to cross the circle line. A player also may lose by allowing a foot to get outside the rope.

Jerk Down

A-20

Two players squat facing each other, approximately six feet apart. Each holds one end of a 6-foot rope. At a signal, each pulls on or slacks off the rope in order to topple the other. The direction of the fall is immaterial.

In single combat games of this type, it is wise to play to the best two-out-of-three falls. A single fall handicaps the individual who catches on or coordinates slowly.

Kick Stick

A-21

Two players, holding hands by any hand-lock method, stand in the center of a 15-foot circle and on opposite sides of a liter-sized plastic bottle. Each attempts to make the other knock over the bottle by coming in contact with it. Each may push or pull in any direction in an effort to unbalance his opponent.

A player also may lose by breaking the hand hold.

Potato Fight

A-22

Each player holds a teaspoon in the hand he does *not* normally use. In the bowl of each spoon, place a potato, pingpong ball, tennis ball, or similar object. At a signal, each player approaches his opponent and, using his free hand (and only his hand, as use of hips or shoulders is not allowed), attempts by any method to dislodge his opponent's potato. He must defend his own potato with the same hand.



Lumberjack

A-23

Two players stand on each end of a 2x4 timber. At a signal, each approaches his opponent with his left hand behind his back. An opponent must slap with the open right hand anywhere on the rival's right arm. Each is attempting to make the other fall off the timber. All head or body blows are fouls.

Knock Hat

A-24

Two players wearing hats made out of newspaper spar open handed within a 6-foot circle. Each attempts to knock off his opponent's hat with either hand. Movement can be anywhere within the circle, but only hands may be used.

Reach

A-25

Two players stand holding left hands and with left feet braced sideways against each other. Beside each player place a small object on the floor at a point just barely within reach of his right foot.

The left foot cannot be moved by the player, which forces him to use his right foot to try to kick the object into a small circle just behind his left foot. At the same time, of course, he tries to keep his opponent from completing this maneuver first.

Slap Down

A-26



Players stand facing each other 12-18 inches apart with feet spread for a solid stance. Arms should be bent, with hands at shoulder height, palms extending outward, elbows held close to the side.

At the signal "go," each attempts to make the other move his feet by clapping the other's hand or hands. Either hand may strike either of the opponent's hands, or both may strike simultaneously. Striking the wrist or arm does not count. By faking and drawing back, an opponent is sometimes drawn off balance. Slap down also can be tried in a squat position with knees separated.

Opening

The Light of the World

B-1

Room Lights Off

First boy with lighted candle stands beside world globe and quotes John 8:12. He places candle before an open Bible.

Second boy lights candle from first candle and quotes Matthew 5:14-16. He places candle to right of Bible.

Third boy lights candle from first candle and says: "As a young cobbler, William Carey thought of multitudes in the world without Christ. He stirred the hearts of his fellow Baptists until they undertook missions work in India. The light of missions began to shine in a darkened world." He places his candle to the left of the Bible.



Fourth boy lights candle from the first candle and says: "During their journey to India as missionaries, Adoniram Judson and Luther Rice studied the Bible and decided to become Baptists. Their stand challenged Baptists of America. The light of the gospel became a flame seen around the world." He places his candle to the right of second candle.

Fifth boy lights his candle from first candle and says: "The light of missions among Southern Baptists glows ever brighter as we recognize the growing need for missionaries in today's lost world."

Compassion and Mercy

B-2

Choose eight Crusaders to read one verse each of Luke 10:30-37.

Have boys recite the Crusader Motto.

Go Ye!

B-3

Let a Crusader read Acts 1:8, pausing after each locality mentioned to let boys name a matching place. For instance: "...ye shall be witnesses unto me both in Jerusalem (Memphis), and in all Judea (Tennessee), and in Samaria (other states in our country), and unto the uttermost part of the earth (world)." Have a prayer for worldwide missions.

Witnessing for Christ

B-4

First boy reads John 3:16.

Second boy says: "Lost people live in our community. God loves them. Do we?"

Third boy reads Acts 1:8.

Fourth boy says: "Jesus said begin at home to witness, then go out into and around the world. Have we been faithful?"

Fifth boy says: "Let us say in unison the Great Commission found in Matthew 28:18-20."

After saying the Great Commission, each boy is given a slip of paper and instructed to write the names of one or two boys from his neighborhood or school. Each boy is asked to pray for and tell at least one boy about John 3:16 this week.

How Shall They Hear?

B-5

Six Crusaders line up across the front of the meeting room. The boy on the far left reads Romans 10:13 to the boy on his left. Each of the next four Crusaders will ask one of the questions found in Romans 10:14-15a. (Each should turn to the boy on his left as he reads the question.) The last boy will turn to the other five and read the rest of verse 15.

Wisdom

B-6

Divide the chapter into three reading groups and number the groups 1 through 3. Have them read as follows:

All: Daniel 12:3

Group 1: Proverbs 26:12

Group 2: Proverbs 3:25

Group 3: Proverbs 6:20

All: Daniel 12:3

Our Wonderful Country

B-7

First boy says: "Let us stand and salute the flag of the United States of America. Attention. Salute. Pledge."

All say the pledge.

Second boy reads three stanzas of "America the Beautiful."

First boy says: "Let us salute the Christian flag. Attention. Salute. Pledge."

All say the pledge.

Third boy reads three stanzas of "Onward Christian Soldiers."

All stand and have a prayer of thanksgiving for our country.

Loving Our Neighbors

B-8

First member reads Luke 10:25-29.

Second member reads Luke 10:30-35.

Third member reads Luke 10:36-37.

Fourth member says: "As a Royal Ambassador, I will do my best to become a well-informed, responsible follower of Christ, with Christlike concern for all my neighbors."

Counselor leads in prayer.

Who Are Christians?

B-9

First member reads Acts 11:26.

Second member says: "This Scripture passage tells us that it was years after the death of Christ before His followers were given the name 'Christian.' How do we know what a Christian is?"

Third member says: "...there is none other name...whereby we must be saved" (Acts 4:12b). "Believe on the Lord Jesus Christ, and thou shalt be saved..." (Acts 16:31b).

Fourth member leads all to say the Royal Ambassador Pledge.



Praying for Our Nation B-10

Have three boys help counselor read 1 Kings 8:56-58, 60. The counselor starts the reading with verse 56, omitting the words "Israel" and "which he promised by the hand of Moses his servant." The boys read, in order, verses 57, 58, and 60. Point out that these prayer verses by King Solomon for his nation, Israel, fit the United States today.

Ambassadors for Christ B-11

First member reads 2 Corinthians 5:20.

Second member explains who ambassadors are and what they do.

Third member then tells why Royal Ambassadors call themselves "Ambassadors for Christ."

Fourth member gives the Royal Ambassador Pledge.

Sharing Christ B-12

First member reads Matthew 28:19-20.

Second member says: "As a Royal Ambassador, I will do my best to learn how the message of Christ is carried around the world and to work with others in sharing Christ."

Third member leads in prayer for specific missionaries.

Who Am I? B-13

First member says: "I prayed earnestly to God that He not destroy the wicked city of Sodom. Who am I?" (Answer: Abraham)

Second member (or counselor) reads Genesis 18:23-26.

Third member says: "I prayed for God's protection from the anger of my brother whom I had wronged. Who am I?" (Answer: Jacob)

Second member reads Genesis 32:9-12.

Fourth member says: "I talked to God so long that my face shone with brightness. Who am I?" (Answer: Moses)

Second member reads Exodus 34:29-30.

Fifth member says: "I sinned against God and prayed earnestly for forgiveness. I also prayed many prayers of praise to God. Who am I?" (Answer: David)

All read Psalm 51:1 and 2 and Psalm 9:1 and 2.

Caring for the Needy B-14

First boy reads Psalm 41:1.

Second boy reads Isaiah 41:17.

Third boy reads Proverbs 25:21.

Fourth boy reads Romans 12:10.

Fifth boy reads Ephesians 4:32a.

Sixth boy says: "Then the righteous shall answer him saying, When did we see you in hunger, and fed you? When did we see you a stranger and took you in? When did we see you sick, or in prison, and came to you?"

Seventh boy says: "And the king shall answer, 'Inasmuch as you have done it unto one of the least of these my brethren, you have done it unto me'" (Adapted from Matthew 25:37-40).

Alphabet Verses B-15

Let each boy represent a letter of the alphabet and read Scripture verses such as the following:

A "...all things come to thee, and of thine own have we given thee" (1 Chronicles 29:14).

B "Bring ye all the tithes into the storehouse..." (Malachi 3:10). Use the entire verse. Since God is the owner of all things, we are to bring Him the tithes in recognition of that ownership.

C "Commit thy way unto the Lord; trust also in him; and he shall bring it to pass" (Psalm 37:5).

D "...do all to the glory of God" (1 Corinthians 10:31c).

(You may want to continue through the alphabet using two or three letters per meeting. A concordance will help you find the verses you need for each week.)



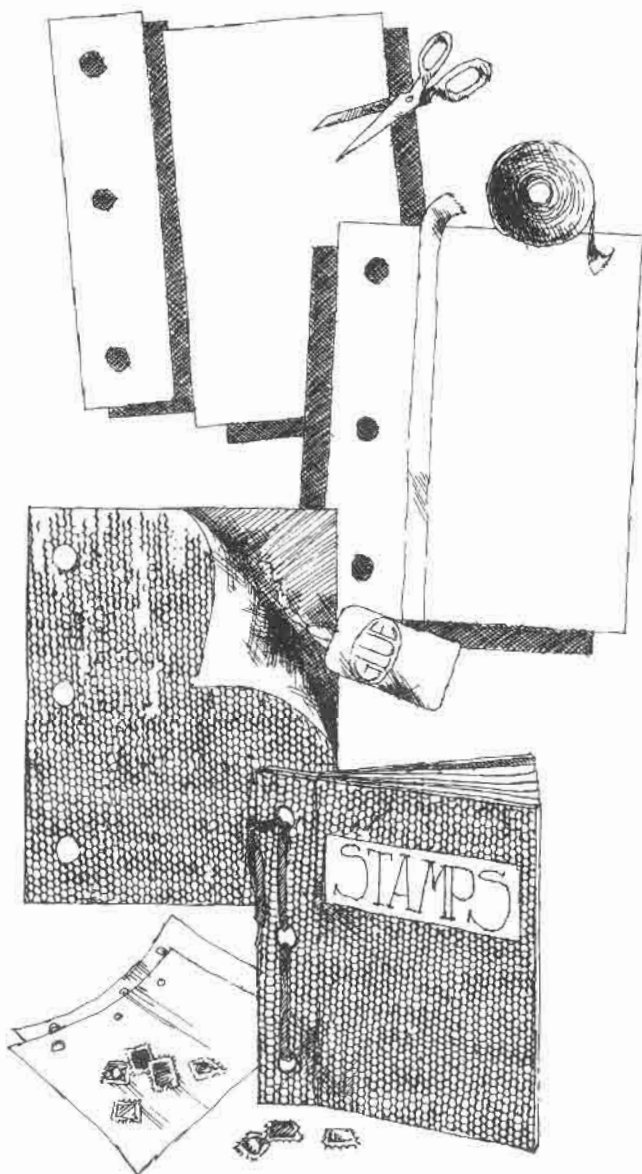
Meeting Feature

Hobby Album

C-1

Make an album for your collection of stamps, labels, matchcovers, leaves, etc. From pieces of light wood or heavy cardboard, cut two pieces 2 1/2 x 11 inches. Drill or punch three holes along the edge, as for a notebook. Fasten these with strong tape to two other pieces 6 x 11 inches.

Add desired number of pages between these front and back covers. Run a shoestring through the holes in the board and paper. Decorate cover as desired.



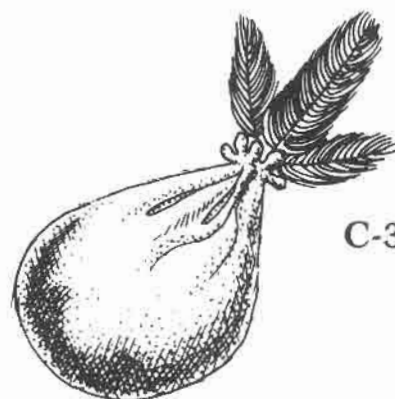
Stickball in Afghanistan

C-2

Using a soft ball (sponge, plastic, or rubber) and a suitable stick, the boy at bat tries to hit the ball thrown by any of the players. The object is for the batter to hit the ball and then run to a goal and return without being tagged or hit by the thrown ball. The batter continues as long as he can. The fielder who puts him out becomes the batter. The batter gets three strikes; after three misses the catcher takes his place.

A Peteca

leather or vinyl
sand, beans, or rice
feathers
needle
strong thread



C-3

Playing with a peteca (PEH-the-ca) is a favorite pastime in Brazil. It is like a large badminton birdie (shuttlecock), except it has weight in the bottom.

(1) To make one, use a piece of leather or vinyl about 6 inches in diameter.

(2) Sew strong thread or string around the edge of the circle and gather it up into a pouch.

(3) Put sand, beans, or rice into the pouch and tie it securely.

(4) Take five or six large feathers and tie them together onto the pouch.

To play, throw the peteca into the air and try to keep it there by hitting it with the palm of the hand.

To play with a friend, bounce the peteca to him and ask him to bounce it back to you. Count the bounces with letters of the alphabet instead of numbers. If the peteca falls to the ground, you lose your turn and must start counting again.

Blind Man's Bluff (African Style) C-4

There are only two players, and both are blindfolded. The one who is being pursued gives the pursuer some sign of his location by striking together two flat sticks. As soon as he strikes the sticks he runs off. The pursuer tries to tag him with a cloth that he carries in his hand. If he succeeds, the two exchange sticks and cloth and the game goes on.

I Spy

One boy chooses an object in the room. Without telling what it is, he must give a clue about its color or size.

The other Crusaders look around, and if one of them thinks he knows what it is, he says, "I spy!" If he guesses correctly, then he chooses an object for the next try.

C-5

Snip

All players but one sit in a circle. That boy sits in the center. He points to anyone in the circle around him, says and spells a three-letter word, counts to 12, and calls "Snip." For example: "Dog. D-O-G. 1-2-3-4-5-6-7-8-9-10-11-12. Snip."

Before he finishes counting, the boy he points to must call out three words beginning with the three letters of the word he said. For "dog" he might call out "did, owe, and good." Any word that begins with the

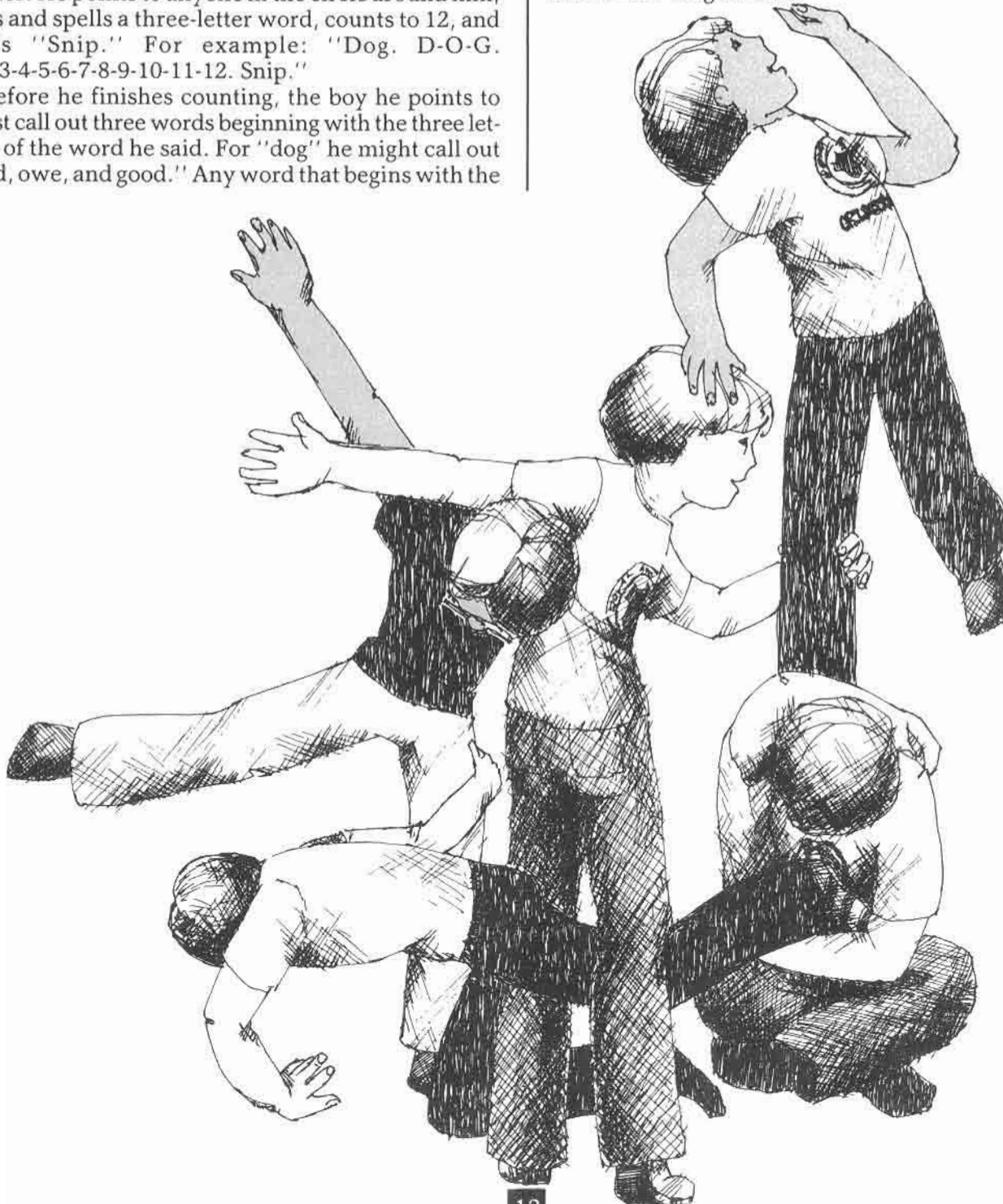
C-6

correct letter is acceptable if it is given in the proper order. The boy who fails to say three words must trade places with the boy in the center.

Contortion Contest

C-7

Divide the boys into two or more teams. See which team can form the most complicated tangle of arms, legs, and bodies in a given period of time. One, two, or three members from each team may compete in special events or see who can hold an unbalanced position for the longest time.



Sack Relay

C-8

Each runner, in turn, puts both feet in a sack and runs to a goal and back. Back at the starting line, the runner takes off the sack and helps the next player into it.

Hopping Numbers Change

C-9

Arrange players in circle and number them. One boy stands in the center of the circle and calls the numbers of three of the players. The players holding the numbers change places by hopping on one foot. The boy in the center, also hopping on one foot, attempts to get to one of the vacant places. If he succeeds, the player without a place must go to the center, if he fails, he remains in the center.

Stick and Can

C-10

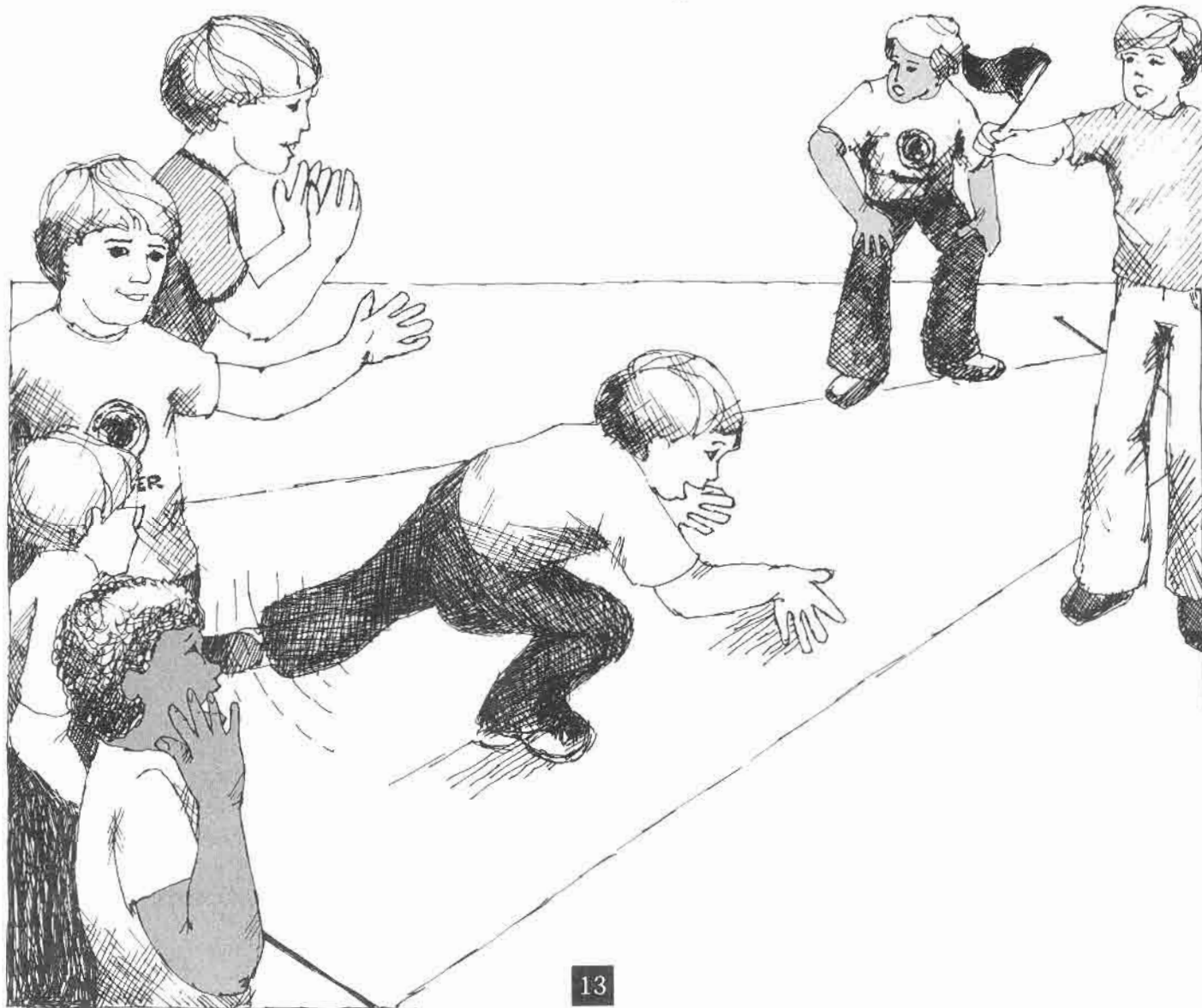
Run as a standard relay with two or more teams. Instead of touching off the next boy by hands, have each runner carry a stick with a can on the end. He touches off the next runner by handing him the stick and can.

Lame Dog Relay

C-11

Mark start and finish lines 15 feet apart. Form teams with no more than six members. Each should stand in a column formation behind the starting line. On a signal, the first boy on each team drops forward so that his body is supported by his hands and feet. Lifting one foot off the floor, he races in lame-dog fashion toward the finish line. The first to cross the line wins a point for his team. He must have "all fours" across the line to score.

On a second signal, the second boys run. The game continues until all have run. The team with the most points wins. Suggestion: Have judges at the finish line to help determine the first to cross.



Blackboard Relay**C-12**

List names of missionaries on the chalkboard. Use names of those who are listed in this week's *Missionary Prayer Calendar* (available from the Brotherhood Commission, 1548 Poplar Ave., Memphis, TN, 38104-2493) or people the boys study about in *Crusader* this month. List at least as many as the number of boys present.

The players are seated in rows and are numbered from the front to the rear. At a signal, each No. 1 player runs to the blackboard, puts his initials by a name, returns and sits in his seat, and then hands the chalk to the player behind him. That player takes his turn. This continues until the last player makes his initials, returns to his seat, and after being seated, holds the chalk high in the air with both hands. The row to finish first wins. At prayer time, each boy is asked to pray a sentence prayer for the person whose name he initialed.

Jack Rabbit or Jump-the-stick Relay**C-13**

Players are divided into two or more teams of equal number. Each team lines up in column formation behind the starting line. There should be about 10 feet between the columns and an arm's distance between the players in each column.

The captain stands at the head of his file facing forward. Each captain holds one end of a wand or a broomstick handle, with the other end resting on the ground behind the starting line. At a signal, each captain turns and hands the free end of the wand to the second person in his line. Then both, stooping, race to the rear of their line while members of the line jump over the wand as it reaches them. The captain remains at the rear of the file after the last member jumps.

The No. 2 player races back to the front, hands the free end of the wand to No. 3, and they race to the rear, causing all the file members to jump in turn. The No. 2 player now remains at the rear.

The racing is continued until the captain of one team is again at the head of his file behind the starting line. His team is the winner. *Suggestions:* Instruct players how to jump with ankles and knees relaxed. Teach players to keep the wand close to the ground.

Dozen-ways-of-getting-there Relay**C-14**

The players on each team are numbered from the front to the rear (column formation). Teams stand 10 feet apart and behind the starting line facing the line where they will turn to come back. Players are then told the manner in which they are to race. For example, No. 1 hops, No. 2 skips, No. 3 runs, etc.

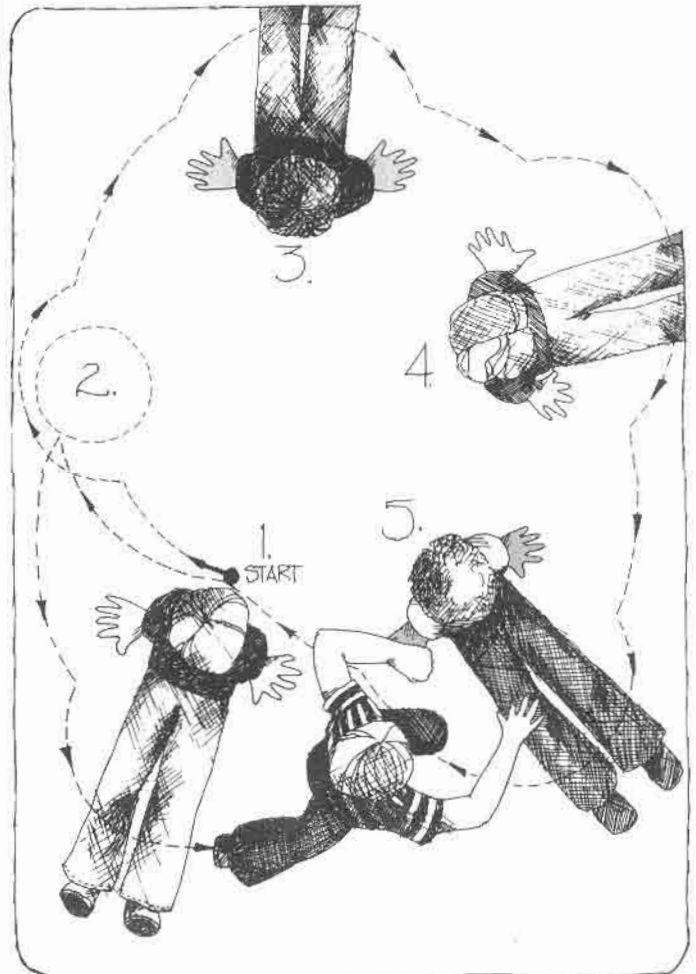
At a signal, all No. 1 players race forward in the manner designated. They race to their turning points and

back. After tagging the waiting player in their file, the No. 1 players go to the end of the line. No. 2 players race in the manner assigned them. The game continues until all on one team have raced. That team finishing first wins.

Suggestions: Have a player race twice but not in sequence if a file is short a player. Let boys help select actions to be performed. Insist that both feet be kept behind the starting line while awaiting the touch-off from an approaching runner. Do not permit a participant to go to the end of his file until he has actually tagged the waiting player.

Human Hurdle Relay**C-15**

Divide players into two equal teams, and number players in each team. Members of each team sit in a circle, facing outward, with legs extended forward and close together. There should be about 2 feet of space between each player. On a signal, No. 1 of each team stands and runs around the circle clockwise, jumping over the legs as he goes. When he reaches his own place, he tags off the No. 2 player who runs in the opposite direction around the circle. Each player, as his turn comes, goes in the opposite direction from his predecessor. The last player raises his right arm in the air as he sits after his run. The first team finished wins.



Variations: Players for each team compete head-to-head with a point being given to the winner's team. The team with the highest score after all the players have run is the winner. Or, as soon as No. 1 has jumped over the feet of No. 2, the latter immediately stands and follows No. 1; No. 3 follows No. 2 and so on until all have run.

Circle Jump Rope

C-16

Players form a circle with one boy in the center. This boy takes a fairly heavy 10-foot rope and swings it around so that it just skims the ground. The players in the circle jump over it as it swings past them. Any player the rope touches becomes the rope swinger.

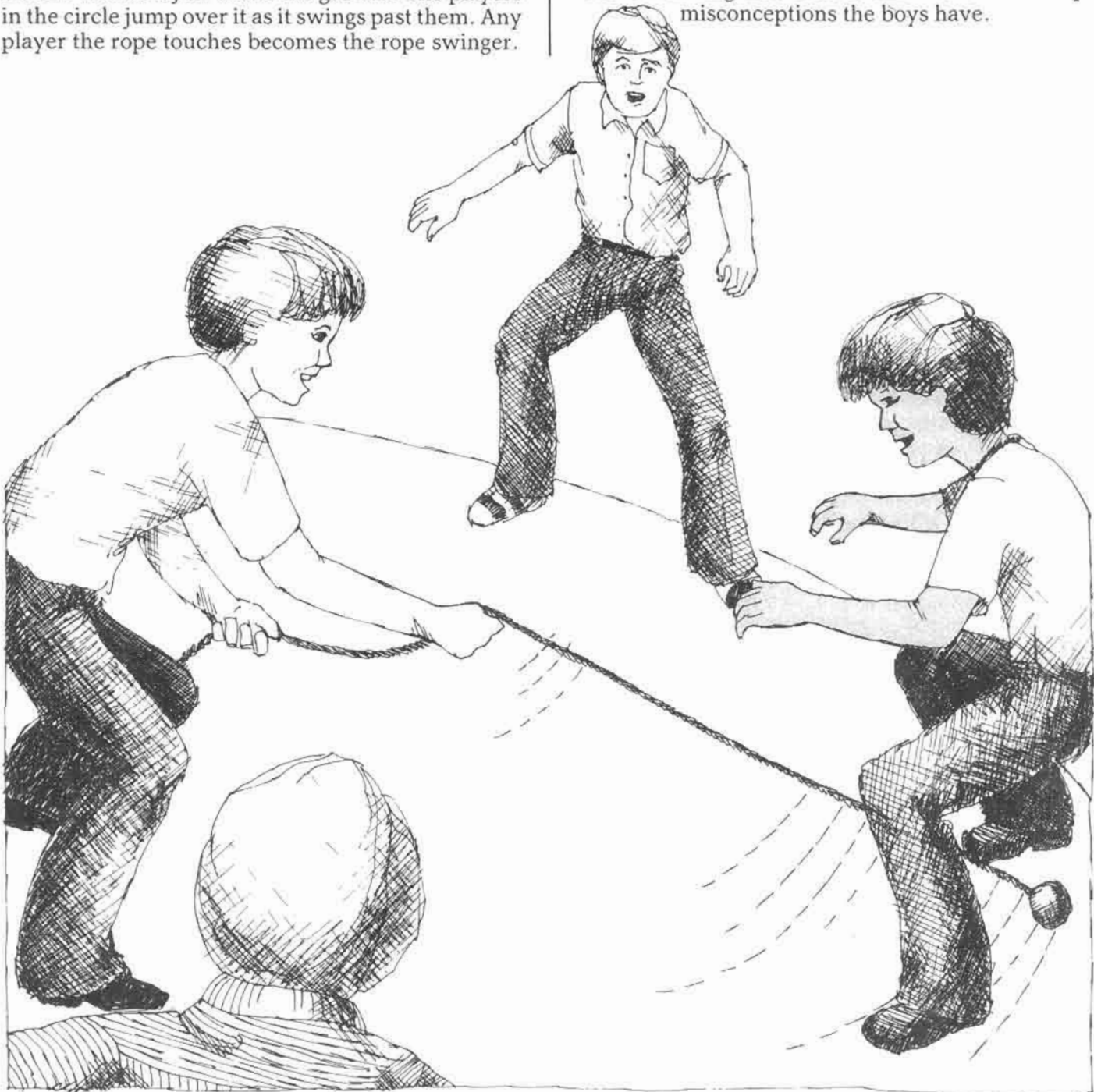
Camping Cautions

C-17

Camping season brings an awareness of certain cautions. Provide several reference books or brochures on poisonous plants, snakes, and scorpions. (*Brotherhood Campcraft* is a good reference.)

Provide boys with pencils and paper. Hide numbers around the room with the name of something poisonous on each piece of numbered paper. When a boy uncovers a number, he pretends he has been poisoned, finds the reference books, and writes down what he must do.

Have a sharing time after 15 minutes. Correct any misconceptions the boys have.



Counselor's Time

Witnessing for Christ

D-1

Say: "We are told that a person remembers only 20 percent of what he hears, but 50 percent of what he sees and hears." Draw a simple graph on the chalkboard with one line 8 inches long and a parallel line 20 inches long. Properly label each line.

Point to graph and say: "If 50 percent is remembered through seeing *and* hearing, then people can understand the Good News of Jesus better when they see it acted out in the lives of people." Close with a prayer that each Crusader may become a well-informed, responsible follower of Christ.

Christian Love

D-2

Read Matthew 22:37-39.

Say: "Permitting Christ to come into your heart affects your love for people. Do you love Christ with all your heart?"

Ask: "Is that love seen by others, including the unwanted, the hated, the indifferent?"

Lead a prayer that each boy may have Christian love for all people.

Read Matthew 5:43-48.

Giving All

D-3

Let each boy select a key from a bag. Each key should have a tag attached with a word such as HEART, MIND, INFLUENCE, MONEY, TALENTS, and TIME printed on it.

Let each boy read the word attached to his key and tell how it can be used for Christ. Suggest that if one gives all the keys of his life to Jesus, all his parts can be used for Christian service. If one holds back any, Christ cannot unlock that part of his life. This is to show that we each must give our whole life, with all the keys, to Christ. Conclude with prayer that each boy will give the keys of his life to Jesus.



Count Your Blessings

D-4

The owner of a small country estate decided to sell his property. He consulted a real estate agent in the nearest town about the matter. After visiting the place, the agent wrote an elaborate description of it and submitted it to his client for approval.

"Read that again," said the owner, closing his eyes and leaning back in his chair contentedly.

After the second reading, the owner was silent for a few moments and then said thoughtfully, "I don't think I'll sell. I've been looking for that kind of place all my life, but until you read that description I didn't know I had it! No, I won't sell."

God has given us so much! If we could see our own blessings and privileges as others see them, what a difference it might make. Surely it would make us want to pause more often to thank God for His gifts.

All Have Talents

D-5

Tell the story of Joseph as related in Genesis (Genesis 37-49). Remind the boys that Joseph climbed from slavery to a place of leadership. Help the boys see that God can use every Christian to carry out some part of His will and work in the world.

Living Water

D-6

Have one boy read John 4:1-15. As he reads, show on a map the location of Jacob's well and the route taken by most Jews traveling between Judea and Galilee. (They crossed the Jordan River north of the Dead Sea, traveled north through Perea, and then crossed the Jordan again into Galilee in order to avoid entering the country of the despised Samaritans.) The shortcut saved Jesus and His disciples three days.

Tell some facts about Jacob's well, such as: It was dug some 1,800 years before Christ was born. It still exists today. It is 100 feet deep and 9 feet across. Dur-

ing the dry season the well runs dry, but explain that the living water which Jesus promised will never run dry (Isaiah 41:17a). Ask boys to join in prayer.

The Real Winner

D-7

Tom was a Christian paratrooper in World War II. One night he and Jim, another soldier, selected the same place to swing their hammocks.

"You'd better move over," warned Jim. "This is my place!"

"Move nothing!" responded Tom. "I picked out this place, and this is where I'm going to sleep!"

The two men faced each other. Neither was afraid of the other and neither wanted to be pushed around. Other soldiers gathered to watch. Who would win?

Suddenly Jim grinned a little, picked up his hammock, and said, "Okay, fellow. If you want it that badly, I'll find another one."

Tom hung his hammock and crawled into it. But he didn't feel satisfied. He had been selfish. Jim had acted more like a Christian than Tom had. Who had really won?

Happy Birthday

D-8

Use the idea of contrasting the things of today with those in the days of Jesus. Use a Christmas light bulb, a bell, and a Christmas card. Tell the boys that Jesus did not have these when His birthday was celebrated in Nazareth. We use these at Christmas to celebrate His birthday by giving them religious significance. For example: The bulb may represent the coming of Christ as the light of the world; the bell announces that Christ has come as the angels told the shepherds; the Christmas card is a way of sharing with others the message that Christ has come.

Let the boys write a Christmas message as though it were a Christmas card to Jesus. Join hands and sing "Happy birthday, dear Jesus." This can be very meaningful to the boys and should be done in a serious way.



Honor Your Parents**D-10**

Believe it or not, your parents did not just begin life the day you were born. They had friends, pets, and hobbies long before they even met each other. They still have other interests in their lives which have little to do with the fact that they are your parents. Parents are people, and that is a good fact to remember.

Since parents are people, they sometimes make mistakes. But they aren't always wrong; and when they are, you can be sure they were trying to do their best for you. One of the oldest commandments in the Bible is to "Honor thy father and mother" (*Exodus 20:12*). Your home will be much happier if you remember that your parents love you and want to help you live a happy, useful life.

(Consider your boys' family background before using this example of parents.)

Being Missionaries**D-11**

James Nelson was pastor of an English-speaking church at Chagres River in the Canal Zone. He became interested in the remote village of Santa Rosa, located in the interior miles up the river from the church.

He and some RAs in his church noticed the village during an outing. The congregation, composed of

United States' citizens, had been praying that God would lead them to begin a mission.

Soon Nelson took Spanish tracts, love, and a smile to the people. Meanwhile, he started studying Spanish. Before too long, he could talk with them in their language.

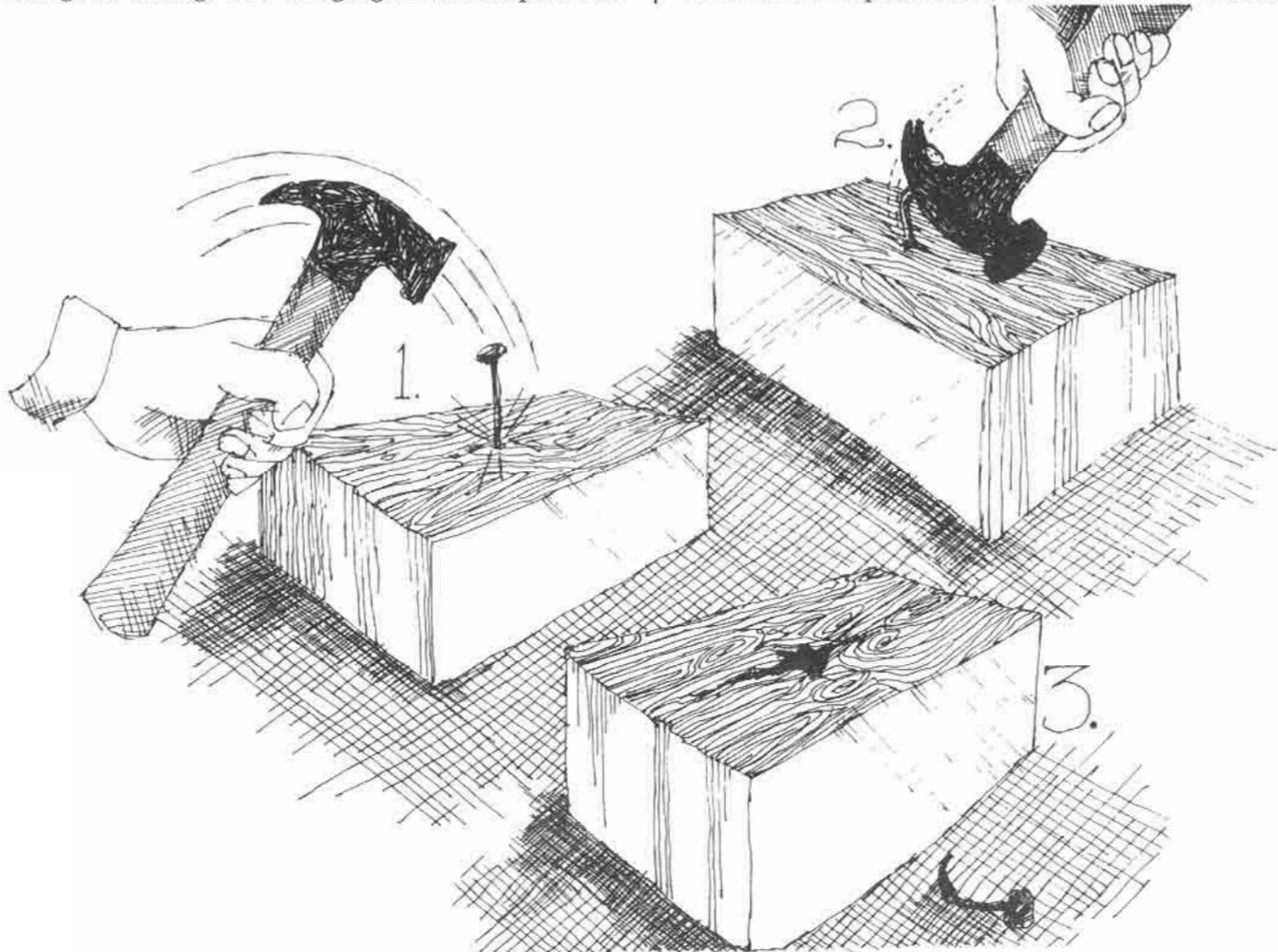
Every Sunday afternoon he went up the river in his motorboat to conduct Sunday School and worship services. Eventually land was purchased for a building, and many people accepted Christ as a result of services conducted there.

Habits Count**D-12**

Tell the following story and apply it to Christian attitudes. This story may be used as a demonstration with a block of wood substituted for the parlor table.

A father, wishing to show his son the effect of habits in his life, sent him for a hammer and nail. He drove the nail into the parlor table. It went in with ease. Then handing the hammer to the boy, he said, "Now, son, pull it out."

After a great deal of effort and much scratching of the table, the nail was removed. Then the father said to the boy, "Now, pull out the hole." He added, "Habits can be pulled out, but never their effects."



Working Together

Tell this story:

CRRAACK! SPLASH! The old church building collapsed and slipped into the creek. The members fished out a battered piano but that was all. How could a church of 28 members pay for a new building? They couldn't. They had to meet in the county courthouse.

Other Baptists in their state heard, helped, and gave. Only seven years later, that little church had a fine new building and had grown in members. And the members were passing on the help they had received by supporting 12 mission churches in other parts of the country! This is what working together in sharing Christ means.

D-13**Individuals Influence Chapters D-14**

Choose from the following Scripture verses: Matthew 6:28-29, 7:12, 20:26-27; Philippians 4:8.

Say: "Two things help determine whether a chapter is a good, active organization. One is the way members get along with each other (Matthew 7:12 and 20:26-27). Another influence on the chapter is the things members think about and do (Matthew 6:28-29, Philippians 4:8). No one else can live a member's life for him, just as no one could eat meals or draw his breath for him. Likewise, it is up to each member to determine whether we have a good, active chapter."

(Repeat in unison one or two of above verses.)

Friendship**D-15**

Tell the story of David and Jonathan from 1 Samuel 18:1, 4, 20, and read John 15:12-15.

Ask: "What is a friend?" After some definitions are given, suggest that a friend is one who knows all about you, but likes you just the same.

The only way to have a friend is to BE one. Friendship is very important. It is one thing we can all do something about. Many books are written about it. Thousands of sermons and lectures are made on the subject. Friendship usually happens when people have something in common—things to do and to talk about. Friends must spend time with one another and must trust each other.

We often sing "My Best Friend Is Jesus." What have you done lately to help that friendship grow stronger?

Be Courageous**D-16**

Tell the story of Daniel and the lions' den (Daniel 6:1-22) in your own words.

Say: "Daniel had unusual and great courage. We think of all heroes possessing courage. It doesn't take courage to follow the crowd. Courage has a lot to do with our choices and our successes in life."

Read Matthew 7:13-14.

Say: "The easy way is to follow the crowd, but the gang may not always be right. To choose against the way the crowd or gang goes is one of the hardest things we have to face in growing up."



The Water of Life

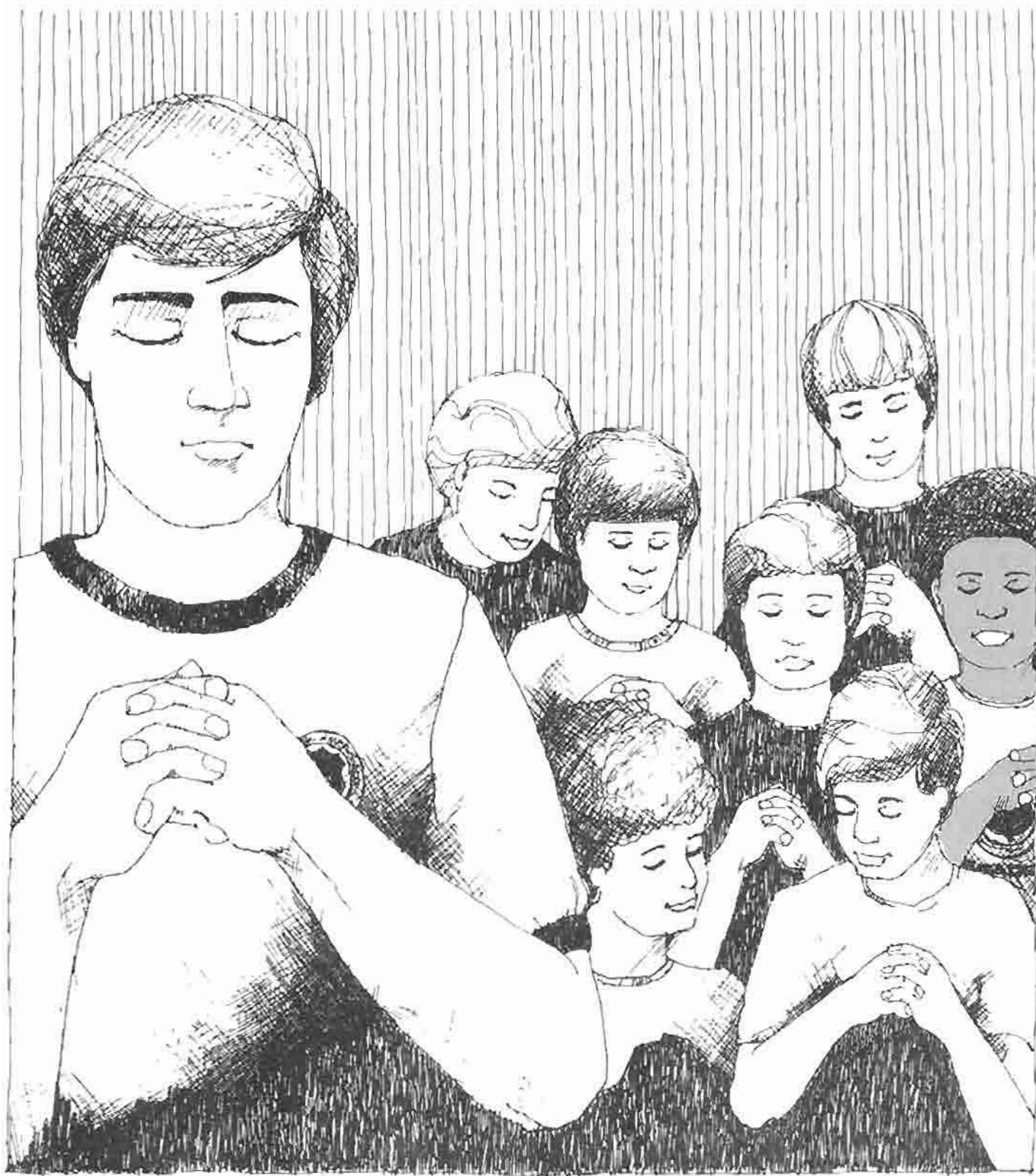
D-9

Tell the boys that hundreds of people died of thirst trying to cross Death Valley in California in 1849 because they didn't know water was nearby.

Explain that just below the desert sands are two

underground rivers that could have been reached with a little digging. Also, the ever-present spiny cactus stores life-giving water that can be reached with a pocketknife.

Read John 4:7-17 aloud. Join in prayer that each boy will tell someone about Christ each week.



Love Is the Answer**D-17**

Love is never rude and never selfish. A person might have "bad manners" because he was never taught "good manners." Rudeness, however, is more than bad manners. Rudeness means treating others with lack of respect or always putting one's self in first place.

Love is never irritated, never resentful. Irritation and resentment are hard to control in one's life. It is also a hard job to keep one's temper and control one's words. Resentment usually results in wanting to "get even." Here again is a big field of battle. It is hard to control the desire to get even with somebody you feel has done you wrong. Jesus had much to say about getting even. Read Matthew 5:38-48.

Going Forward for Christ**D-18**

Stephen was one of the greatest Christians who ever lived. He wanted everyone to know and love Jesus as he did. Nothing was too difficult for him to do for Jesus. No sacrifice was too great. He finally made the greatest sacrifice of all for his Lord—he gave his life. What are the ways in which Stephen went FORWARD in his service for Christ? Name the characteristics which made him willing to go FORWARD all the way in his dedication.

Give boys some Scripture verses listed below and ask them to study them. Then ask them which characteristics of Stephen are found in each verse. Write answers on chalkboard as boys answer. At the end of the list, show Stephen's progress forward from early Christian service to willingness to die. Ask boys how far they would be willing to go for Christ.

Scripture references: Characteristics

Acts 6:3 . . . Good reputation, full of Holy Spirit, wise
 Acts 6:5 . . . Full of faith
 Acts 6:8 . . . Full of power, doer of miracles
 Acts 6:15 . . . Goodness shown in his face
 Acts 7:55-56 . . . Very close to God
 Acts 7:59-60 . . . Forgiving, faithful to the end

A Christlike Concern**D-19**

A Southern Baptist missionary once told this story about an orphaned Korean lad. The boy was found by an American soldier who placed him in an orphanage where he lived eight years. He attended a revival one night and handed the missionary a letter written in the best English he knew. It said:

"I am very to sorry to write this letter. Last night your sermon is very beneficial to me. Sir...I am grown up from orphanage when I was a little boy. My family all killed...I want to kill myself because I think my life is no good. I looking for job every place and for



place to live, but it is not so easy for me. Sir, I have simple question to you. If you can, would you please help me? I don't know what shall I do from now without your help. From unfortunate human."

The next night the young man accepted Jesus as his Savior. He worked hard to finish high school and entered the Korean Baptist Seminary to train for the ministry.

We, as Christians, must have a concern for lost people—a Christlike concern.

Christian Soldiers, Too!**D-20**

Some American servicemen stationed on Guam missed having worship services like they had back home. In 1959 they organized a monthly Southern Baptist military fellowship, and by early 1960 the group had grown to 25.

Under the leadership of Jim Hildebrand, a Navy lieutenant and an ordained minister, they began Ardmore Baptist Mission, sponsored by Ardmore Baptist Church of Memphis, Tenn. The mission developed into a full program of worship, evangelism, and religious education.

The members wrote to the Foreign Mission Board about the prospect of getting a missionary couple to help continue the work. Dr. Winston Crawley, then area director for the Orient, visited Guam and made a careful study. He then suggested that missionaries be stationed on the island.

Christian soldiers, taking their faith with them to many parts of the world, have helped begin or strengthen churches in many countries.

Hope for a New Life**D-21**

On a small island in the New York harbor stands the Statue of Liberty. The flaming torch of the "Guardian of Liberty" is one of the first landmarks seen by weary travelers as they approach the harbor. The sight is so impressive that big, husky men have wept upon first seeing this symbol of freedom.

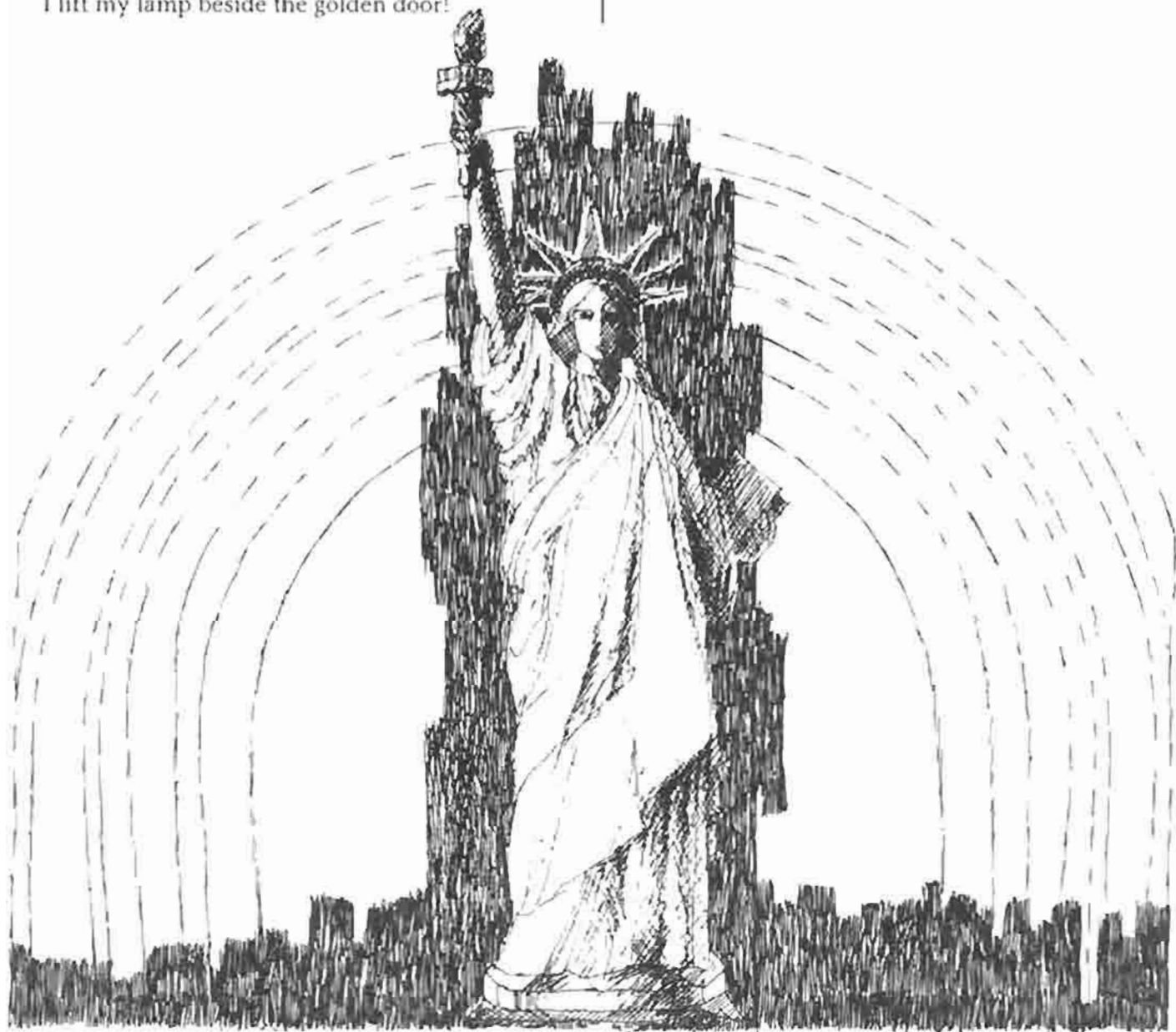
The copper statue, given to the United States by the people of France in a gesture of friendship, has represented hope and the beginning of a new life of freedom to immigrants from all over the world. The last words of the poem on the pedestal of the statue read:

Give me your tired, your poor,
Your huddled masses yearning to breathe free,
The wretched refuse of your teeming shore,
Send these, the homeless, tempest-tost to me,
I lift my lamp beside the golden door!

The Golden Rule**D-22**

Friendship has been called an art. That means friendship is something that one can learn and grow more skillful in. There are many things a person can do that hurt real friendships. Likewise, there are many things he can do to make friendships true and lasting. There is no more perfect rule for true and fine friendships than the "Golden Rule." (Let group read aloud Matthew 7:12.)

This is the foundation for all good, happy, and true Christian relationships between all people, all races, all nations. It is the answer to our prayer: "Thy kingdom come ... on earth as it is in heaven." All of us need to consider its meaning and let it work in our lives: "to have a Christlike concern for all people." (Additional Scripture verses: Matthew 5:3-11, 43-48, 7:1-5.)



Closing

Cooperation Is Important

E-1

Have five boys read in order Ecclesiastes 4:9, 10, 11, and 12ab (through the second "him"), and 12c (rest of verse), each in response to a question you will read:

1. Have you ever tried to do a hard job alone, then found someone to share your work? (4:9)
2. Have you ever had a buddy help you up when you tripped and fell? (4:10)
3. Have you ever tried to get warm in a cold bed by yourself? (4:11)

4. Have you ever had trouble with a bully until a friend helped you fight him off? (4:12ab)

5. Have you ever tried to break a three-ply rope? (4:12c)

Say: "As Christians we know that people working together can do much more than people working alone. Remember the fourth point of the Royal Ambassador Pledge is to work together in sharing Christ."

Builders

E-2

Ask one boy to read Matthew 2:23. This reference explains that Jesus lived in Nazareth.

Have another boy hold up hammer, nails, and saw. Have him explain that Joseph, the earthly father of Jesus, was a carpenter, and that as a boy Jesus learned the carpenter's trade. Let other boys name things mentioned in the Bible that would be made by a carpenter, such as doors, yokes, tables, and houses.

Close by explaining that Royal Ambassadors are builders for Christ. Their tools are love, prayer, missions, and faith.

Cooperation Counts

E-3

Give each boy a length of Manila rope. Ask them to examine it. Then suggest they look at the end of their ropes and notice that they are made of strings woven together. Remind the boys that William Carey, the Baptist missionary, said he would go to India if the people would "hold the ropes."

The rope also can be used to illustrate working together through the Cooperative Program. Through this lifeline of financial support, Baptists in the Southern Baptist Convention can have a part in missions programs none of them could ever do alone.



Keep Within the Rules

E-4

Supply each boy with a Bible. Read the Ten Commandments responsively (*Exodus 20:2-17*). Follow this with the boys repeating the Royal Ambassador Pledge.

The Light of the World

E-5

Say: "Let's form a circle around the table. Now I am going to put out the lights for a few minutes" (lights out). "While the lights are out, I want you to think how gloomy everyone feels in the darkness.

"Now I'm going to light a small candle (or match). Notice the light. It is warm and friendly.

"Just a little light can drive away the darkness. Jesus said, 'You are the light of the world.' Let us pray that each of us will reflect the light of Jesus through our lives." (After the prayer, turn on the lights.)

My Prayer

E-6

Ask the boys to say together the following prayer. (Give them mimeographed copies or write it on chalkboard.)

"Create in me a clean heart, O Lord. Give me the right spirit. Help me to have clean hands, clean words, and clean thoughts. May I stand for the right, even when it is hard. Keep me from habits that harm. Teach

me to work hard and play fair. Forgive me when I am not kind. Help me to forgive those who are not kind to me. Keep me prepared to serve others at some cost to myself. Give me chances to do some good each day. May I grow more like Christ."

Go Ye...

E-7

First boy reads John 3:16.

Second boy: "Lost people live in our community. God loves them. Do we?"

Third boy reads Acts 1:8.

Fourth boy: "Jesus said begin at home to witness, then go out into and around the world. Have we been faithful?"

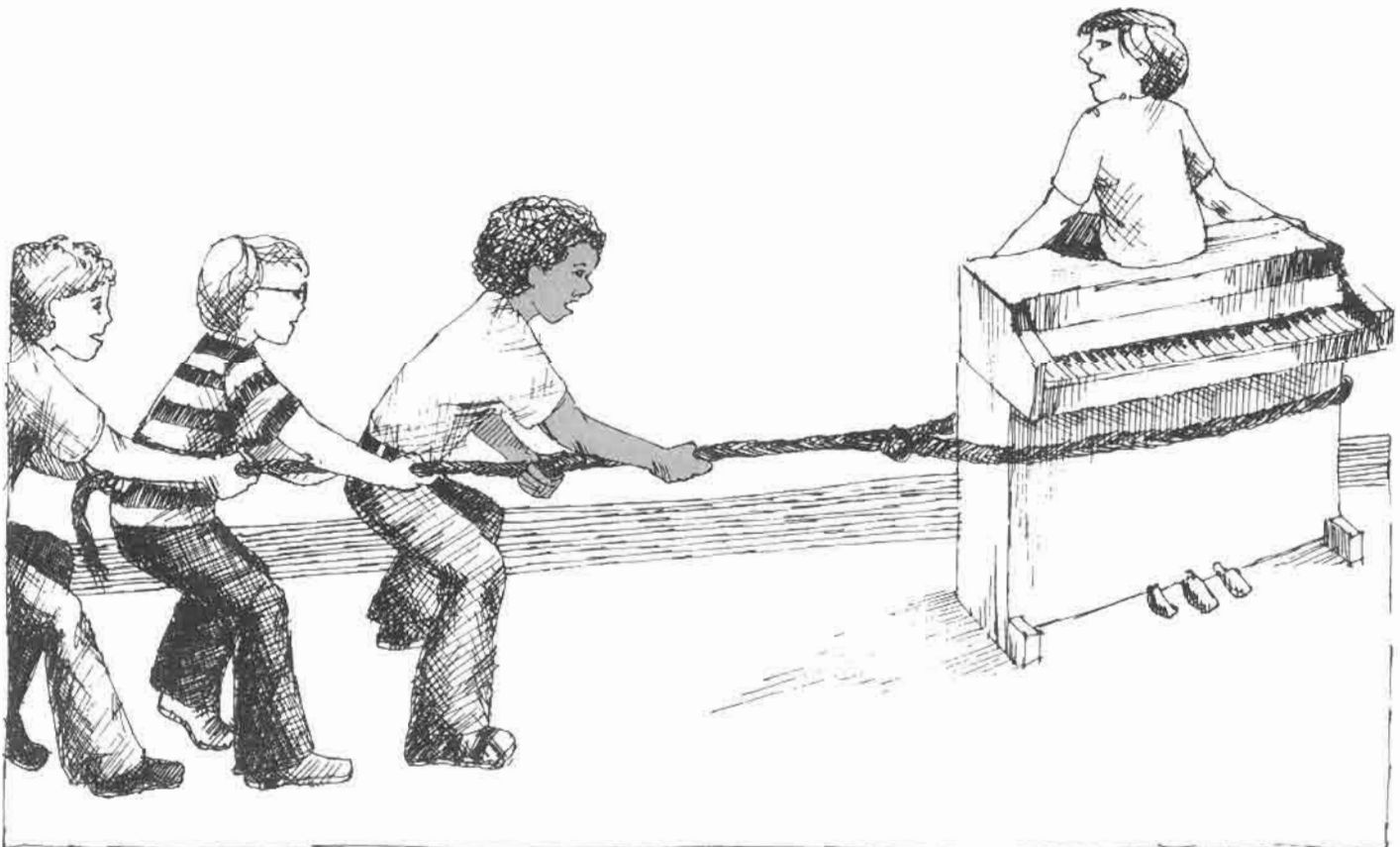
Fifth boy: "Let us repeat in unison the Great Commission found in Matthew 28:18-20."

Team Work

E-8

Let each boy take hold of a rope tied to some heavy, but movable, object. Then, while the boys are pulling on the rope, read Luke 9:62. Emphasize the importance of hard work and team spirit.

Cut the rope in pieces, and give each boy a piece. Tell him to take it home and put it on his dresser or somewhere in his room as a reminder that Christians should work together and that every person must share the load. Stress the importance of working together in sharing Christ. Then have sentence prayers.



Good News

Have four boys face four directions to represent north, east, west, and south. Station another boy in the middle with his arms stretched shoulder high in the form of a compass needle. Have four boys read Scripture references that include the words north, east, west, and south. The following are suggested: north—Isaiah 43:6, Jeremiah 6:22; east—Genesis 3:24, Genesis 13:11; west—Luke 12:54, Matthew 8:11; south—Genesis 12:9, Job 37:9. As each direction is read, the boy in the middle turns like a compass needle in that direction.

Read 1 Corinthians 15:1-2. Substitute the words "good news" for the word "gospel" in verse one.

E-9

A Christian Welcome

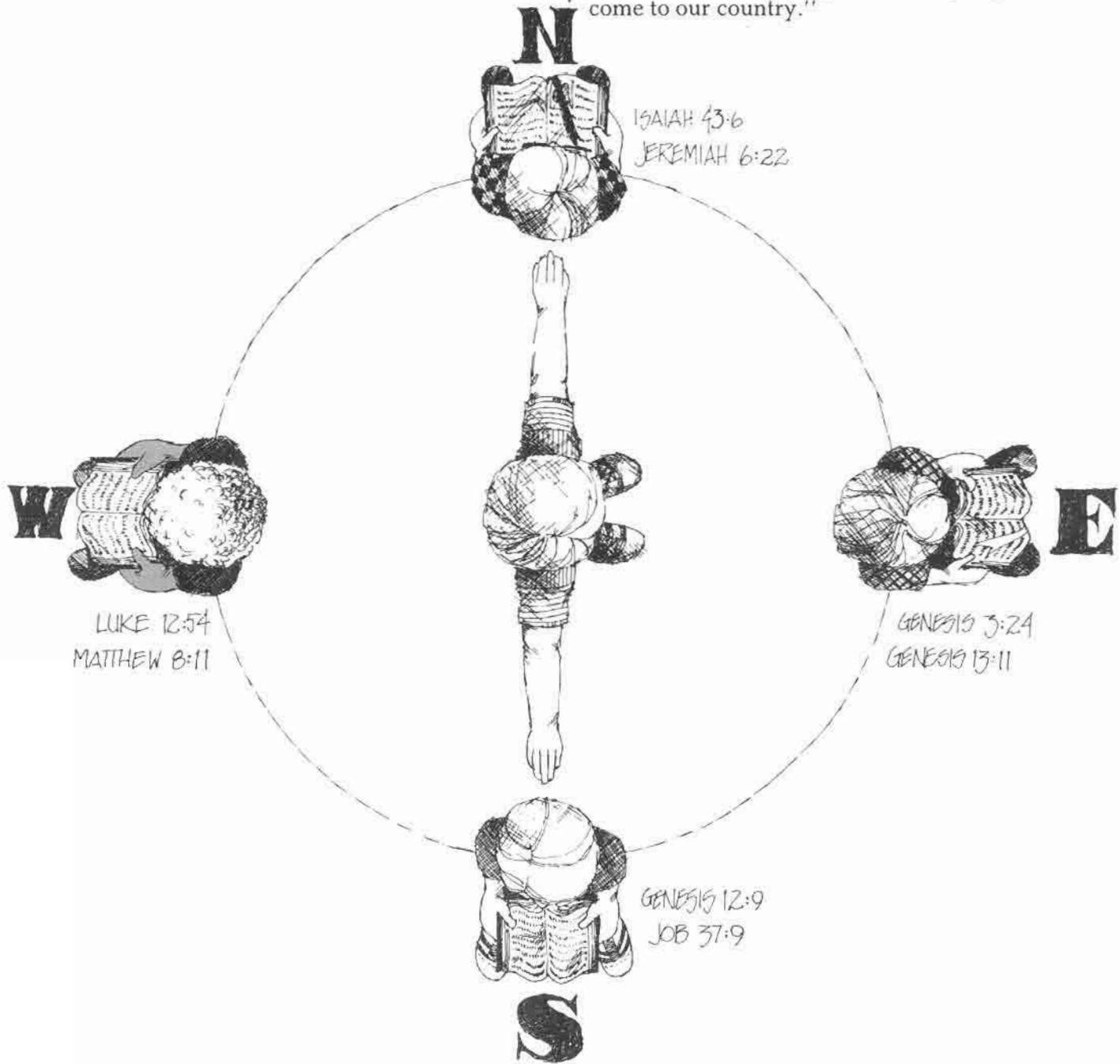
E-10

Place a world globe on a table at the front of the room and a short candle nearby to reflect light on the side facing the boys. Globe should be turned so light will shine on the United States. When the boys are seated, turn out all the other lights.

First boy: "The light of freedom and opportunity has been shining for many years in the United States."

Second boy: "Many have come to our shores. They have been peoples of all races, cultures, and creeds. Some have become champions of human liberty, skilled workers, great leaders, and experts in all areas of work."

Third boy: "Let us pray that we may help those who come to our country."



God's Handiwork

E-11

Have a Crusader read Psalm 19:1, "The heavens are telling the glory of God; and the firmament proclaims his handiwork" (interpret the meaning).

Hold up a real flower and say in your own words: "In the world of nature, God has given us many pictures of himself. This flower is one picture. Resort missionaries often point to the beauty of nature as one of the ways God has shown Himself to us." Lead Crusaders in prayer of thankfulness for the beautiful things of nature that God has created.

Thanksgiving for Life

E-12

Have the boys stand in a straight line facing the counselor. Tell them you are going to list common conditions and that you want them to take one step forward for each condition they feel God has helped them with.

Pausing after each phrase, say: "You have food to eat, clothes to wear, a place to live, parents to love, and friends to play with. Sometimes you are sick, hurt, or

someone you love dies, which is a part of life. In addition, you have a church to go to, and activities to help you have fun. Your heart beats; your arms and legs move.

"God loves us and wants us to live. Since He has given us life, we should thank Him for it."

Let a volunteer lead in a prayer of thanksgiving for life.

Step by Step

E-13

If possible, have a step ladder in the room and have boys take turns climbing to the top and climbing back down.

Tell the boys that following God's call is similar to climbing a ladder—you must use the lower steps in order to reach the upper ones. The lower steps are just as important as the higher steps. Remind the boys that the things that happen to them now are helping to prepare them for things that will happen in the future.

When a person prepares himself and completes a step God has put before him in life, God will have another step (or place to work) for him to take.



Brass Button Ideas

Demonstrations, Exhibits, and Reports

F-1

Developing physical strength: Invite a physical education instructor to demonstrate a variety of exercises.

Bible character quiz: Have the boys develop clues.

Develop map games on capitals and principal cities in countries of the world.

Great men reports: Have boys report on great men in missions during the week of the men's birthdays.

Demonstrate a chapter program for Baptist Men, Baptist Young Men, or High School Baptist Young Men in a church that is organizing a Royal Ambassador chapter.

Have a hobby and handicraft exhibit of items constructed by the boys that demonstrate some phase of missions work. Or, exhibit a prop used in a program.

Learning About People

F-2

Meet such exciting, adventurous Christians (at their homes or in the chapter room) as: home, foreign, or associational missionaries; a pilot, boat captain, or railroad engineer; a coal miner; or a farmer.

Meet Christians who are friends of nature, such as woodsmen, foresters, or conservationists.

Meet such people in the community as a fireman, policeman, coach, mayor, editor, teacher, pastor, librarian, minister of education, park director, or bus driver. Meeting these people can precede a trip to their place of work.

Show and tell. Suggest that boys bring items of missions interest and tell about them.

Make a list of missions prayer requests for family use.

Have an impromptu speech night. Draw subjects on missions from a hat for discussion. Use *Crusader* magazine articles.

Foreign flag identification. Have boys identify flags and report on what they know about each country.

Have a favorite missions Bible verse night.

Discuss boys of other lands. Invite foreign students attending school in your area to speak to your chapter.

Games of other lands. Teach and play games typical of other countries.

Plan family missions services that each boy can lead in his own home.



Chapter or Interchapter Activities

F-3

Cookout. Make tin can stove and buddy burner at chapter meetings. Have breakfast or supper cookout using stove and burner. Use paper plates and cups.

Bike ride. Take a bike trip to learn about your community.

Go to court. Visit a juvenile court. Make arrangements in advance with the judge.

Kite flying. Let boys make kites and have a flying contest.

Water contests. Have a water carnival or swim meet. Do a "swap-up" with a neighboring chapter by having members as guests for a complete program. Perhaps they will invite you to be their guests.



Service Projects

Outside the Community:

F-4

1. Use the "brother chapter" idea for one year with a chapter in another city, state, or country. Exchange items such as scrapbooks, pictures, chapter diaries, and souvenirs. Write the Brotherhood director in new work states for names and addresses of chapters that may need your help. (See inside back cover for addresses.)

2. Plan to help people in need in other areas. Collect inexpensive items that others can use. (Contact a missionary in that area to determine what those items are.) Package and send them to the missionary.

3. Earn money for home, foreign, and state missions offerings.

4. Write pen pals in other areas or countries.

Service Projects

Within the Community:

F-5

1. Develop a plan for chapter members to welcome newcomers to the community. Inform Baptist newcomers about your church and its organizations.
2. Help landscape or clean church property. Clean vacant lots for play areas.
3. Distribute posters or announcements for church or community projects.
4. Help handicapped or aged people by cutting their grass, shoveling snow, running errands, or raking leaves.
5. Take shut-ins a list of future church activities and share with them what is happening in the church.
6. Secure names of the blind in your community. Boys can read to them or run errands for them.
7. Make and distribute posters for a cleanup or safety campaign.
8. Plan a hike, camping trip, or some other activity with a group of underprivileged boys in your community.
9. Plan and carry out a conservation project, such as planting trees or grass seed in an eroded area, feeding birds, and building and erecting bird houses.
10. Help care for rural church cemeteries when care is needed.
11. Assist by running errands and handing out pro-

grams when large gatherings such as associational or district meetings are held in your church. (NOTE: For dozens of other ideas, see *Missions Activities for Men and Boys*, available at Baptist Book Stores.)

Enlist the Dads

F-6

When a boy joins a chapter, invite his father to review a checklist of ways he can help the chapter. Have him check those suggestions with which he would be willing to help. Here are some suggestions:

Go on hikes with the chapter.

Help provide supervision on overnight campouts.

Provide transportation for RA activities.

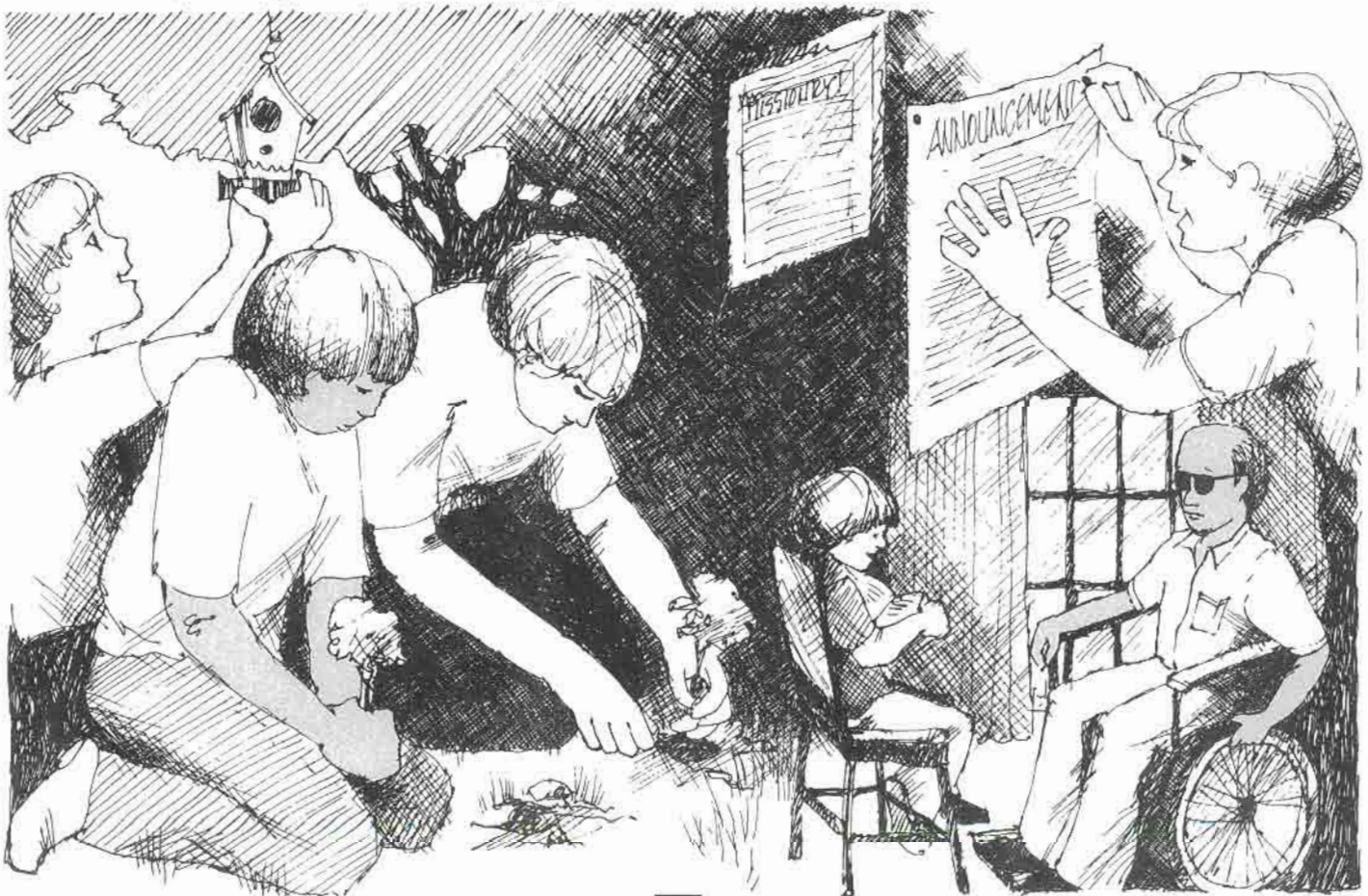
Share hobby, interest, or skill by serving as a special assistant counselor.

Serve on the Royal Ambassador Committee.

Honoring Mothers

F-7

Hold a special Sweetheart Dinner on Valentine's Day. Royal Ambassadors invite their mothers to attend as their sweethearts. Personal invitations to mothers may be signed by their sons and mailed directly to the mothers. Plan a program for the dinner to honor the mothers. Involve dads in helping with details of the meal or program. (NOTE: This could be scheduled close to Mother's Day in May or Royal Ambassador Week in November.)



Family Activities**F-8**

Have a family talent night—any two or more family members performing for everyone's enjoyment.

Plan a family party complete with invitations, decorations, games, and projects.

Have a family potluck supper. Invite families of chapter members.

Each boy can make a family missions bulletin board for his home.

Man and Boy Activities**F-9**

Conduct a Man-and-boy sports night. Boys and their fathers have fun playing games.

Have a Man-and-boy night at the Royal Ambassador meeting with dad "going through" the meeting with his son.

Father-and-son Understanding Night. Fathers write down "What I wish my son would not say or do anymore" and "What my son does that pleases me." Also, "What I wish my son and I could do together more often." Conduct discussion.

Chapters in Action**F-10**

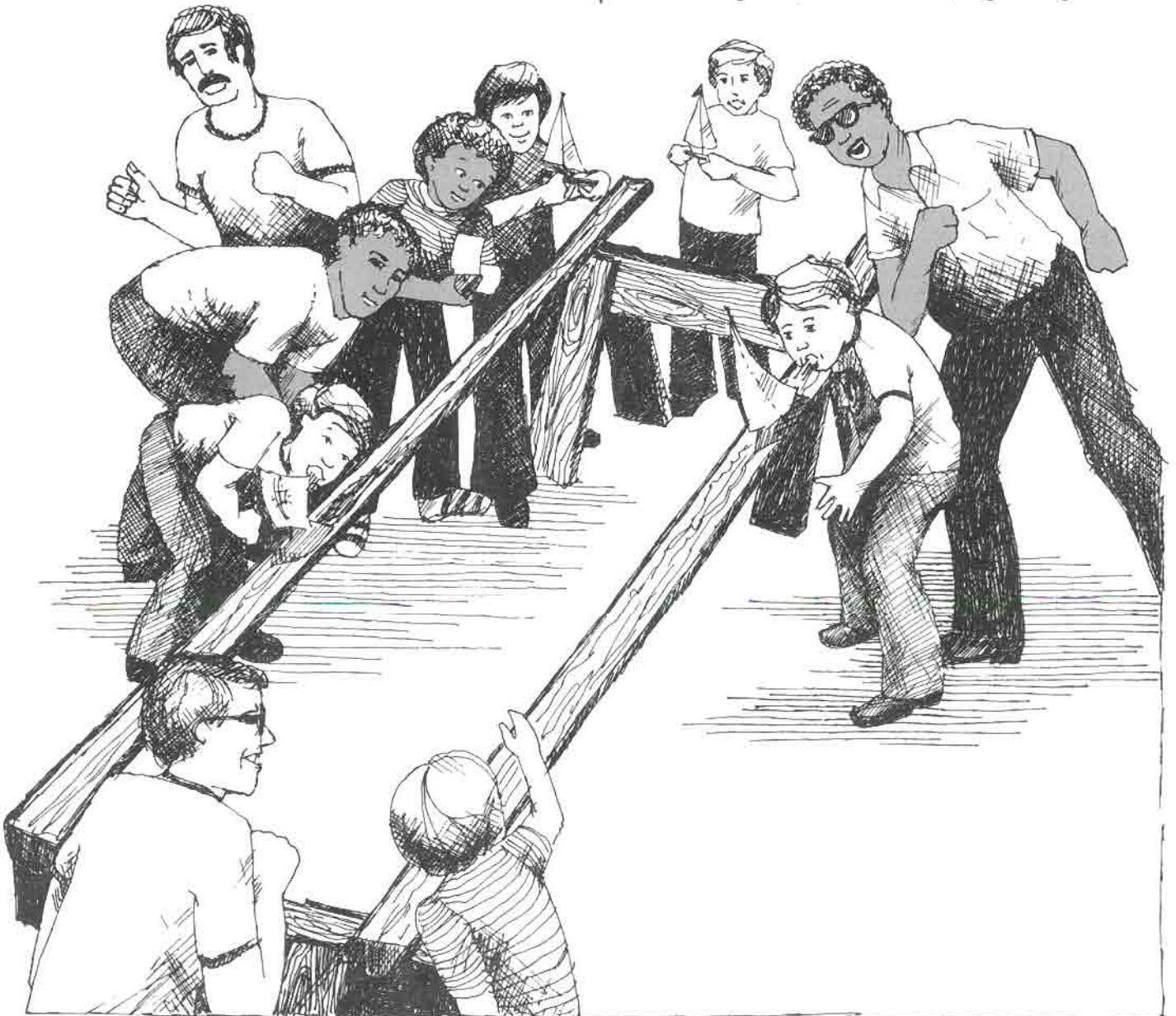
Chapter fellowship banquet. Each member brings a boy of another race or one who is different from the group in some way.

National origin. Boys tell where their forebears are from and other interesting details of their families.

Athletic trips. Attend athletic contests. If possible, arrange in advance to meet a player.

Visit poorer areas of community. Meet some of the people there in order to help build better understanding.

Take a trip to the airport, docks, historic spots, state or national parks, water works, or power plant.



Acting Games

African Hunt (with sound effects) G-1

Assign boys to give the following sound effects when they appear in the story. Pause for the sound after each word is said:

Lion—Roar	Army—Feet marching
Rain—Hand clapping	Horse—Neigh
Snake—Ssss	Gun—Bang

I served with the Third Army in Africa recently, and I promised myself that someday I would return. So, when I received my discharge from the Army, I jumped on my horse and galloped off to hunt lions in the wilds of Africa. We had many adventures. To begin with, it rained for the first week, which of course reminded me of my life in the Army. The rain finally stopped, and we set out on our trip. At first the horse shied at the snakes, but it soon forgot about them when we heard a lion in the distance. I might not be here now if it had not been for my gun practice in the Army,

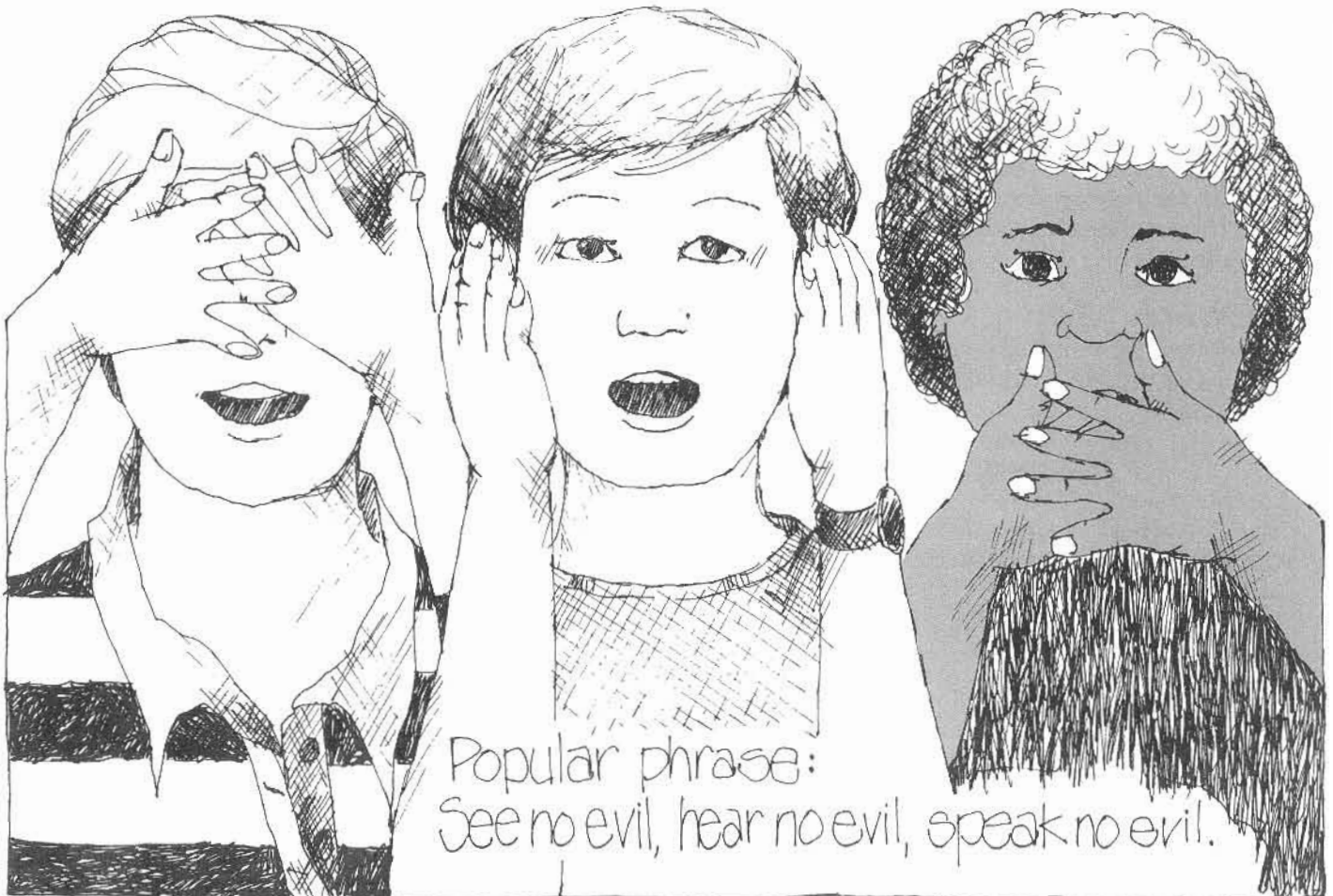
because suddenly a big lion crashed through the bushes near us, causing the horse to buck. But I quickly shot the lion with my gun. Then in my best Army style, I leaped from my horse, just missed landing on a snake, and prodded the dead lion with my gun. Now as I sit by my fireside on a rainy evening, gazing at the lion rug, I am reminded of Africa. (Source unknown)

Can You Guess It?

G-2

Divide chapter into two teams. Each team chooses a word, song title, popular phrase, proverb, fairy tale, or comic book character. Either singly or in groups, each team acts out the chosen story or character. The other team tries to guess what is being acted out.

Most of the time people play this game in pantomime. Speak only when necessary to make the meaning clear.



Noise Guessing

G-3

Each boy is given the name of a bird, animal, or vehicle. At a signal, all boys try to imitate the sound of their object. After a few moments, another signal is given and the imitations stop. Each boy is given a piece of paper and asked to list the names of the things whose sounds he heard. The boy with the best score wins.

A Melodrama

G-4

Give each boy a black pocket comb and a napkin. Instruct the boys to follow the steps demonstrated:

- First step:* Place the comb as a mustache and say in your meanest voice:
"I am the villain! You must pay the rent! You must pay the rent!"
- Second step:* Place the napkin as a hair bow and in a high voice say:
"I am the heroine! I can't pay the rent! I can't pay the rent!"
- Third step:* Repeat the first step.
- Fourth step:* Repeat the second step.
- Fifth step:* Place the napkin as a bow tie and say in a deep masculine voice:
"I am the hero! I'll pay the rent! I'll pay the rent!"
- Sixth step:* Place the napkin as a hair bow and say:
"My hero! My hero!"
- Seventh step:* Place the comb as a mustache and say:
"Foiled again! Foiled again!"

An interesting variation is to divide the chapter into four groups: the villains, the heroes, the heroines, and the sound effects. At each step, the proper group stands and speaks its piece. The sound effects group boos and hisses the villain, cheers the hero, and sighs for the heroine.

One Winter Night

G-5

Assign boys to give the following sound effects when they appear in the story. Pause for the sound after each word is said:

Wind—Ho-o-o-o-o	Grandfather's clock—{click tongue}
Cat—Meow-oo	Horse—Neigh
Dog—Arf-arf-arf	Cow—Moo-oo
Baby—Cry	Loud noise—Yell
Asleep—Snore	Rain—Hands slapping on knees

It was a stormy winter night. The *wind* whistled down the chimney of the little farm house, and the *rain* beat against the windows. Inside, the family sat around the fireplace. The *cat* and *dog* played on the hearth, Mother held the *baby* in her lap, and above the sound of the *wind* and *rain* could be heard the ticking of the old *grandfather's clock*. Out in the barn the *horse* and the *cow* grew restless as the *wind* blew harder, and harder, and harder. Hearing a *loud noise*, the man and his *dog*, leaving the warm fireside to the *cat* and the *baby*, hurried to the barn to see what the *loud noise* could be. The *wind* had only blown the barn door open and the *horse* and the *cow* were all right. The man and his *dog* returned to the warm fire, where the *baby* and the *cat* were sound asleep. The sounds of the *rain* and the *wind* grew softer and softer, and above all could be heard the ticking of the old *grandfather's clock*.

The Story of the Beautiful Girl

G-6

Select boys to act as: the beautiful girl, the grandmother, the handsome cowboy, a bus, some tires, a horse, some cows, and some wolves.

When each word is said, each group will perform as follows:

Girl—Jumps up and down and screams	
Grandmother—Laughs	Tires—Bang
Cowboy—Rides horse	Wolves—Howl
Horse—Neighs	Bus—Honk honk
Cows—Moos	

Pause for the sound.

Once upon a time there was a beautiful *girl*. The beautiful *girl* and her *grandmother* went to town on the *bus*. As they went along the road in the *bus*, they could hear the *wolves*. Many *cows* grazed in the field cared for by the handsome *cowboy*. As they journeyed along, they had a flat *tire*. The *grandmother* ran to the handsome *cowboy* for help, and as she ran she heard *wolves* and saw the *cows*. The handsome *cowboy* fixed the *tire* on the *bus* and drove the *bus* home through the herd of *cows* and the *wolves*. The *wolves* were seen no more and the handsome *cowboy* and the beautiful *girl* married and lived happily ever after.