

<b>Theme: Round the World - Brazil</b>	<b>Meeting Type: Hall</b>
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<b>Time</b>	<b>Activity Description</b>	<b>Leader</b>	<b>Equipment Required:</b>
4.30	Opening parade, Joey Scout Promise		Flags
4.35	Stop		Ball
4.45	Amazon jungle		Essentially fruit salad
4.55	Hit the coin		Stick – bottle top/small toy, tazos (instead of coins), rope/chalk
5.05	Story		Monkey story
5.10	Maracas		
5.20	Mardi-gras parade around the hall and yard, and onto parade		
5.25	Closing parade, Bindi,		Flags, Bindi, passports

<b>LEADERS AVAILABLE:</b>	
<b>HELPERS:</b>	
<b>BINDI:</b>	
<b>ANNOUNCEMENTS:</b>	
<b>COMMENTS:</b>	

**Games/Craft Information:**

**Stop**

The game is better if it is played with many children. To play Stop, you only need a ball. To start the game, one child, takes the ball. The rest of the children stand around that child, who has to throw the ball up and say one of the children's names. The rest of the children have to run away as far as possible. He has to say, "Stop!" The child who is named has to get back to catch the ball. If the named child catches the ball in the air, he can immediately say another name and run away. If he doesn't catch the ball in the air, as soon as he catches the ball, he has to say, "Stop!" Then all the other children have to stop running. The one who said stop looks to see which child is near him and walks 3 long steps, and tries to hit that child with the ball by throwing it at him. If the child who is trying to hit the other child doesn't hit him, he has to start the game again by throwing the ball up and saying another name. However, if he hits the other child with the ball, that child has to start the game.

**Fruit salad**

Using names from the amazon rainforest play a game of fruit salad  
 Jaguar, monkey bat, parrot, piranha, frog, Rhinoceros beetle, anaconda, turtle, iguana

## **Hit The Coin**

**Equipment:** Stick (about 30-45cm), chalk (or rope), tazos

**Method:** Hit The Coin is another popular game among Brazilian children that requires steady aim and concentration. Suggest playing in three groups. To play, fix a short bamboo stick or dowel (12 to 18 inches in length) into the ground so it doesn't move. Draw a small circle about 5 inches in diameter around the stick and place a small object (coin, bottle cap, toy soldier, etc.) on top of the stick. Players then take turns trying to knock the small object off of the stick by throwing coins at it. To win the player must knock the small object completely out of the circle

## **How the Monkey became a trickster**

Once upon a time there was a beautiful garden in which grew all sorts of fruits. Many beasts lived in the garden and they were permitted to eat of the fruits whenever they wished. But they were asked to observe one rule. They must make a low, polite bow to the fruit tree, call it by its name, and say, "Please give me a taste of your fruit." They had to be very careful to remember the tree's correct name and not to forget to say "please." It was also very important that they should remember not to be greedy. They must always leave plenty of fruit for the other beasts who might pass that way, and plenty to adorn the tree itself and to furnish seed so that other trees might grow. If they wished to eat figs they had to say, "O, fig tree, O, fig tree, please give me a taste of your fruit;" or, if they wished to eat oranges they had to say, "O, orange tree, O, orange tree, please give me a taste of your fruit."

In one corner of the garden grew the most splendid tree of all. It was tall and beautiful and the rosy-cheeked fruit upon its wide spreading branches looked wonderfully tempting. No beast had ever tasted of that fruit, for no beast could ever remember its name.

In a tiny house near the edge of the garden dwelt a little old woman who knew the names of all the fruit trees which grew in the garden. The beasts often went to her and asked the name of the wonderful fruit tree, but the tree was so far distant from the tiny house of the little old woman that no beast could ever remember the long, hard name by the time he reached the fruit tree.

At last the monkey thought of a trick. Perhaps you do not know it, but the monkey can play the guitar. He always played when the beasts gathered together in the garden to dance. The monkey went to the tiny house of the little old woman, carrying his guitar under his arm. When she told him the long hard name of the wonderful fruit tree he made up a little tune to it, all his own, and sang it over and over again all the way from the tiny house of the little old woman to the corner of the garden where the wonderful fruit tree grew. When any of the other beasts met him and asked him what new song he was singing to his guitar, he said never a word. He marched straight on, playing his little tune over and over again on his guitar and singing softly the long hard name.

At last he reached the corner of the garden where the wonderful fruit tree grew. He had never seen it look so beautiful. The rosy-cheeked fruit glowed in the bright sunlight. The monkey could hardly wait to make his bow, say the long hard name over twice and ask for the fruit with a "please." What a beautiful colour and what a delicious odour that fruit had! The monkey had never in all his life been so near to anything which smelled so good. He took a big bite. What a face he made! That beautiful sweet smelling fruit was bitter and sour, and it had a nasty taste. He threw it away from him as far as he could.

The monkey never forgot the tree's long hard name and the little tune he had sung. Nor did he forget how the fruit tasted. He never took a bite of it again; but, after that, his favourite trick

was to treat the other beasts to the wonderful fruit just to see them make faces when they tasted it.

### **Maracas**

**Equipment:** one small bottle with screw top lid, rice, lentils, split peas, one sheet of paper, textas, sticky tape, scissors, funnels for filling bottles

**Method:** JS decorate paper to form outside of maraca – lots of bright colours, or jungle themes. Tape paper securely to bottle. Fill about  $\frac{1}{4}$  with one of the “fillers”. Screw lid on tightly and shake.