



MEETING NEW FRIENDS

Project Skills:

- Youth will design and make a name tag that tells others about themselves.

Life Skills:

- Communication

Academic Standards:

- English C.4.3 Youth will participate effectively in discussion.

Grade Level: 3

Time: 60 minutes

Supplies Needed:

Campfire Activity

- Fan with orange crepe paper streamers

Shrinky Dinks® Activity

- Shrinky Dinks® (plain)
- Hole punch (1/4")
- Colored pencils
- Plastic string, colored
- Slips of paper
- "Hat" to pass
- Stencils (optional)

Baking Shrinky Dinks®

- Oven (off-site or on-site)
- Cookie sheet
- Oven mitt
- Brown paper bag (to line cookie sheet)

Do Ahead:

- Prepare the fan by attaching orange streamers. Turn the fan on its side to make the fire seem more realistic and evaluate it for air flow.
- Make slips of questions for "hat."

BACKGROUND

4-H camp has many benefits for youth. They learn important life skills, including communication, teamwork and accepting differences. Long after the summer is over, campers will likely remember the friendships made at camp. This series of activity plans emphasizes the life skill of communication in the context of friendship: how to speak to friends, listen to them and work together.

WHAT TO DO

Activity: Camp Alphabet Game

Sit in a circle and invite youth to talk about what they think 4-H camp is like. Reinforce their responses. Invite them to imagine with you that they are off to 4-H camp. Ask them to share what they will bring – by playing the Camp Alphabet Game. Many youth will be familiar with the original version of this game.

Leader begins with the letter "A" and the standard phrase: "I'm going to 4-H camp and I'm taking along ... (insert camp-appropriate item that begins with the letter A)." The next person in the circle repeats the phrase and then adds an object that begins with the next letter of the alphabet. For example, "I'm going to 4-H camp and I'm taking along an Air mattress and a Baseball." Continue through the alphabet.

If any youth (or adult!) has trouble remembering a portion of the phrase, give them the option of "phoning a friend." Emphasize that friends help other friends.

Activity: Shrinky Dinks® Name tags

Part of the fun of camping is meeting new kids and finding out all about them. In this activity, youth will make Shrinky Dinks® name tags and decorate them with things that tell others about them.

- Begin with the youth seated in a circle. Go around the circle and have each child introduce him or herself by name.
- Start a discussion with the youth by talking about camp as a great place to meet new people. Ask them what sort of things they like to know about new people that they meet. What sort of questions do they think that others would have about them? Pass a hat around the circle and have each youth, in turn, take a slip of paper out and answer the question. They then pass the hat to the next person. The hat should be filled with slips of paper with one question per slip. These questions should be non-threatening questions that youth will enjoy answering. Examples include:
 - What is your favorite color?
 - What do you like to do for fun?
 - What is your favorite board game?
 - What is your favorite thing to do at school?
 - What's the name of a book that you have read?
 - What is your favorite vegetable?
- Punch a hole in top for the string if using as a necklace, then have youth decorate their Shrinky Dinks® following package directions. Have a variety of colored pencils and stencils for them to use in their decorations. Encourage youth to decorate their name tags with things that others might like to know about them. Give each youth an opportunity to talk about their name tag. Note: Shrinky Dinks® need to be baked by an adult.

If you have an oven on-site, Shrinky Dinks® can be baked by an adult and returned at closing. If not, bake off-site and return next session. If you are using them as necklaces, have the youth string them with plastic string.

Sources:

- Created by Paula Rogers Huff, 4-H Youth Development Agent UW-Extension, Oconto County

Activity: Campfire

What would camp be without a campfire? Share with the youth the tradition of closing each day at camp with a campfire and songs.

Show youth the 4-H Afterschool “campfire” (fan turned on its side with orange crepe paper streamers). Explain the safety procedures with “fire” and the need to avoid touching the fire. Begin the campfire with the processing of the day’s lesson (see Talk It Over).

Part of camp is learning new songs. Teach the campers two songs. The first is a fast action “song” that is chanted. The second is a slow, closing song.

- **Shark Tale** (see page 3) - Teach the “chorus” of this song first (the “dos”), and practice until everyone has it. It should only take a couple of tries and then show them the actions for each portion before singing the entire song.
- **Friends with You** - The chorus of this old familiar song performed by John Denver can be neatly adapted to a 4-H campfire by switching a few words around (do a web search for the lyrics). A guitar adds a nice campfire touch if you or any of your “campers” are able to play. Try substituting “talk to you” to the lyrics to keep with the activity theme, and maybe using “and when our time at camp is through.”

TALK IT OVER**Reflect:**

- What new things did you find out about your fellow campers today?
- How did it feel to share things about you with others in the group? Was it easy or hard for you?

Apply:

- Do you think that everyone feels the same way about sharing things about themselves?
- What makes it easier to share? Harder?
- What can you do to help others feel more comfortable about sharing their thoughts and ideas with you? In what ways would that help you to be a better friend to others?

ENHANCE/SIMPLIFY**Enhance for Older Children:**

- Have youth help develop the questions for the “hat” as a part of the activity.
- Have youth share songs that they have learned during their own camp experiences.
- Encourage youth to create additional verses for The Shark Tale.

Simplify for Younger Children:

- Substitute paper name tags for Shrinky Dinks®.

HELPFUL HINTS

The song, Baby Sharks, is a great leadership opportunity for youth. Ask for volunteers to lead different portions of the song as Daddy Shark, Swimmer Guy, etc.

Reviewed by Wisconsin 4-H Afterschool Team: July 2005.



SHARK TALE

There are a million different versions of this song...
encourage your group to add their own
verses and actions!



LYRICS

Baby Shark, Do do do do do do
Baby Shark, Do do do do do do
Baby Shark!

Saw a Shark, Do do do do do do
Saw a Shark, Do do do do do do
Saw a Shark

Mama Shark, Do do do do do do
Mama Shark, Do do do do do do
Mama Shark!

Hungry Shark, Do do do do do do
Hungry Shark, Do do do do do do
Hungry Shark!

Daddy Shark, Do do do do do do
Daddy Shark, Do do do do do do
Daddy Shark!

Shark Attack! Do do do do do do
Shark Attack! Do do do do do do
Shark Attack!

Grandma Shark, Do do do do do do
Grandma Shark, Do do do do do do
Grandma Shark!

Lost a Leg, Do do do do do do
Lost a Leg, Do do do do do do
Lost a Leg!

Grandpa Shark, Do do do do do do
Grandpa Shark, Do do do do do do
Grandpa Shark!

Happy Shark, Do do do do do do
Happy Shark, Do do do do do do
Happy Shark!

Swimmer Guy, Do do do do do do
Swimmer Guy, Do do do do do do
Swimmer Guy!

The END! Do do do do do do
The END! Do do do do do do
The END!

Went for a swim, Do do do do do do
Went for a swim, Do do do do do do
Went for a swim

ACTIONS FOR EACH VERSE	
Baby Shark	Top four fingers open and close on thumb
Daddy Shark	Open and close arms which are held together, hinged at shoulders
Grandma Shark	Open and close arms which are held together, hinged at elbows, hands in fists
Grandpa Shark	Open and close arms which are held together, hinged at shoulders, hands in fists
Hungry Shark	Fin on head (with hand), rub tummy with other hand
Lost a Leg	Hop on one leg, other held up with hand
Mama Shark	Open and close arms which are held together, hinged at elbows
Saw a Shark	Scan horizon with hand above eyes
Shark Attack	Fin on back, swim in circle
Swim	Use arms to produce swimming motion
Swimmer Guy	Stand tall with hands over head in muscle-guy pose