

CHIEFS: These recreation ideas are presented as suggestions and are not intended to be requirements toward Skill completion. They will, however, make your boys' experience that much better and you are encouraged to consider them. Their order corresponds to the Lesson activities. So, be sure not to introduce them too early. However, repeat any favorites and ensure that your boys have the best possible time in your crew meetings!

First Aid activities will require props (bandages, boards for splints, etc.), usually the same items used in teaching the lesson. Some Sites may have difficulty obtaining certain supplies. Use your resourcefulness and creativity to 'substitute' where necessary. Remember, Lifebuilder Boys is about 'fun' as much as it is about learning. The ultimate goal is making each boy a little better in many ways each time he comes.

ACCIDENT ALERT

For LESSON 1

For this meeting Apprentice and Journeymen are kept separate, though can be in same room

1. **Journeymen:** Boys are grouped into two teams up to 5 or 6 (three smaller teams are ok, but for larger Sites you may need to divide and 'compete' in different rooms or parts of outside grounds.) Crew vs. crew is a good match-up. Game begins with Chief saying to first team "USAAATH?" (pronounced "you saith?") The letters stand for "You-See-An Accident-About-To-Happen?" The Chief then counts slowly from 1 to 5 as first boy observes around him. Once he spots his target he calls out "ISAAATH..." (for I See An Accident About To Happen)...right there", pointing, and then explains his answer. If accepted by the Chief his team earns a point. If not, or Chief reaches a count of 5, then the next team gets a chance. Game can be played for a set length of time or once through each team member, team with most points wins. A 'timed' game does give the first team an advantage so you may want to continue until one team wins by 2, or settle for a 'tie' saying that at least both teams are equally 'accident aware'. [Chief: when possible, 'spy out' your game area ahead of time so you can have a sense of the possible answers. A well kept room or grounds may leave few possibilities so you may want to allow for boys to suggest 'changes' that could take place (such as a dog running through the field or a glass of water spilt in the room.) Imagination can make this a rather interesting game!]
2. **Apprentice:** These boys will not compete but use this time to color the illustrations in their lesson (have crayons or coloring pencils ready, as well as an appropriate place for them to work – on a clean floor is ok but be sure no 'marks' are left behind.) Chiefs should use this time to ask questions of individual boys about what they would 'do differently' to avoid the accident of the picture they are then coloring. Personal interaction like this will help boys feel less intimidated by their peers. Remember, there are vast differences in the development of boys in this age group.