



Friend of Animals

Originated in: NAD

Requirements

1. Do one of the following:
 - a. Take care of an animal or bird for four weeks.
 - i. Feed it and be certain it has fresh water.
 - ii. Brush your pet, give it a bath or clean its resting place.
 - b. Put out scraps or seed for birds or animals in your neighborhood or school.
 - i. Identify creatures that eat these scraps.
 - ii. Draw or color pictures of them.
2. List creatures that live in your neighbourhood.
3. Match 10 animals with their houses.
4. Make an animal mask.
5. Play an animal game.
6. Make a stuffed animal. Describe how this animal would be cared for if it were real.
OR Visit one of the following and write a report of what you do and see:
 - a. a zoo
 - b. kennel
 - c. museum
 - d. a farmyard
 - e. aviary
 - f. a pet shop
7. On what day of creation did God create the animal you cared for?

Supporting Answers

1. Help the Adventurers learn responsibility and proper care for a pet. (You may purchase a group pet and have the Adventurers take turns caring for it.)
2. Teach the Adventurers to be observant of nature and where to obtain help in identifying animals, such as online, library or museum.
3. Play games matching animals and their homes. Use felt "Animals and Homes" set, pictures, etc. Explain an interesting fact about each animal, such as when a crab grows, it needs to find a new and larger home; the turtle's home grows with the turtle; etc.
4. Let the children choose an animal they enjoy learning about. Using a paper plate, draw and colour this animal, cutting eyes so they can see out. You may want to tell a story about animals so the children may take part as the animal they made. AND/OR play the animal sounds game: Someone makes the sound and the animal answers and tells what it is, or everyone guesses.
5. Choose from different animal games such as Animal Lotto, Animal Dominoes, and bird and animal games available at Adventist Book Centers or other Christian bookstores.

Teaching Idea: Animal Bingo

Materials: Animal Bingo cards (search online for the cards and the drawing pieces), marking pebbles/flat marbles

Procedure: Draw from your stack of animal pics. Call out the animal. All kids who have that animal mark it on their card (each card is different). Once one person has a row or column completed a new game is started.

6. Teaching Idea: Sock Stuffed Animals

Materials: clean socks (buy packs of bright or coloured or patterned socks in bulk lots. Most of the crafts take 1-3 socks); little micro rubber bands googly eyes & hot glue or sharpie marker

Online search: "how to make no-sew stuffed animals kids no glue"

Procedure: Ahead of time search online for simple sock animal designs like fish(whale), octopus, or bear. Make sample crafts. The kids will love this craft

7. Genesis 1:20 - 2:1

Updated in: 1996 / Grade 1