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Detective Joeys 2 - detectives on parade

OBJECTIVES: To further develop observation and memory skills, self expression and fun.

Introduction: Ask the Joeys to come dressed up as detectives.

This programme requires preparation, but the time will be well spent. The major component is a staged "robbery".

5 minutes

Opening: Hop, song and break the flag

10 minutes

Activity: Detectives on parade

The Joeys parade themselves as detectives. Let each child talk about their "character".

15 minutes

Activity: The staged "robbery"

You will need to arrange to have two Venturers or parent helpers, dressed as robbers, burst into the hall and bumble through a robbery of "loot". The "robbers" should be in extremely obvious clothing, perhaps with masks. They should make this robbery a comical, bumbling effort so as not to scare Joeys but amuse them. (The "loot" could be a bowl of popcorn or foil covered pebbles, something the Joeys' attention has been drawn to.)

When the "robbery" has been staged and the "robbers" have left the hall, ask the Joeys a number of pertinent questions. These could include: What happened? Who saw what? What were the robbers wearing? What did they say? What was the sequence of events? This could be done in smaller groups with a parent helper writing down an agreed account. The accounts can be put together to help the "police" with their enquiries.

Each Joey will have a slightly different perception of what happened.

10 minutes

Game: Track the "robbers"

As the "robbers" run from the hall they should leave "footprints", drop things and leave other clues for the Joeys to use their detective skills and find the "hide-out". When the "robbers" have been found the Joeys will need to bring them back into the hall to hand them over to the "police". Have a 30cm piece of rope for each Joey. The Joeys tie these together, using a reef knot, to bind up the "robbers" and lead them back to the hall.

10 minutes

Game: "Mummify" the "robbers"

Each team is given 2 rolls of toilet paper. They race to wrap up their "robber" completely from head to foot. The fun of this game is when it is over and the "robbers" break free from the paper.

10 minutes

Story: Yikes

by Alisa Lester.

or *Encyclopedia Brown* by Donald J Sobol & Ted Enik.

5 minutes

Closing: Hop, and lower the flag

Detective/Master of disguise certificates may be awarded.

Prayer

Dear God,

We love you very much
And would like to help you.
Thank you for our family and
Everything else in the world.

(Greta Sacchi, aged 7)

RESOURCES

You will need "loot", pencils and paper, rope, rolls of toilet paper and certificates, plus two people who have agreed to be the "robbers".

EXTENSION ACTIVITIES

Discussion on Law and Promise values.

Arrange for a police officer to visit, a police dog demonstration or visit your local police station.

Police Deputies Club - contact Constable Louse Bastian, 30 Flinders St, Adelaide, Ph. 204 2235.