

# Animal night

(a follow on from the Mystery night)

OBJECTIVES: Fun, imagination, co-operation.

5 minutes

## Opening: Hop, flag break and welcome

Introduce the Joeys to the *Jungle Book* names.

10 minutes

## Game: Jungle Book relay

This is a fruit salad type game, using the names of the *Jungle Book* animals. Sit the Joeys in a circle and give them each a *Jungle Book* name. As a Leader calls out a name, those Joeys with that name run round the circle and back to their place.

10 minutes

## Story

The Leaders and Joeys make up a story about the animal they were tracking on the Mystery night.

15 minutes

## Handcraft: Clay models

Have the Joeys make clay models of the animals they were tracking on the Mystery night. They can paint them when they are finished.

5 minutes

## Song

Choose a suitable song about jungle animals from the *Australian Scout Songbook*.

10 minutes

## Quiet Game: Pin the tail on the kangaroo

This is played in the same way as *Pin the tail on the donkey*. Blindfold each Joey in turn and then have them pin the tail on a drawing of a kangaroo wherever they think it should go.

5 minutes

## Closing: Hop, and lower the flag

### Prayer

Thank you, Lord, for all the animals we have talked about tonight.

Amen.

Farewell and any notices.

## RESOURCES

You will need clay, paints, a large drawing of a kangaroo, a tail to pin on and copies of the *Australian Scout Songbook*.