

Codes 1

OBJECTIVES: To use codes as a way of understanding substitute shapes for letters and to reinforce the Joey Scout Promise.

5 minutes

Opening: Hop, flag break and welcome

10 minutes

Game: Build King David's Castle

Divide the Joeys into four teams and get them to build a castle with blocks. Run it as a relay game. It helps with co-ordination.

30 minutes

Activity: King David's code

Explain how codes can be used to send secret messages, provided you have the code. Demonstrate how the King David code works. It is shown on a separate sheet. (10 minutes)

Hand out copies of the sheet. The Joeys decode the message, writing the words of the Promise. They can then write the Promise in code themselves. (20 minutes)

10 minutes

Game: Pass the secret message

Everyone sits in a circle and a Leader whispers a short message to the Joey on their right. The Joey then whispers the message to next Joey and so on. See how the message changes as it goes around the circle. *Joeys have fun*, for example, could end up *Joeys can run*.

5 minutes

Closing: Hop, and lower the flag

Prayer

Thank you, Dear Lord, for hidden messages that remind us to keep our Joey Scout Promise.

Amen.

Farewell and any notices.

RESOURCES

You will need a box of blocks, pencils, copies of the code sheet and helpers.

EXTENSION ACTIVITY

Have a second King David code worked out for the older Joeys to do when they have completed the first one.

AB	CD	EF
GH	IJ	KL
MN	OP	QR

UV
ST WX
YZ

CODE of
KING
DAVID

F = ל, J = ם, M = ך, Z = ן

K I N G D A V I D C O D E
 ך ם ך ן ם ן ם ן ן ן ן ן

ן ן ן ן ן ן ן ן ן

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WRITE YOUR ANSWER

I P R O M I S E