

Codes 2

OBJECTIVES: To use codes as a fun means of understanding words and letters and to reinforce the Theme.

5 minutes

Opening: Hop, flag break and welcome

10 minutes

Game: Codes

Sit the Joeys in a circle and allocate each of them one of the letters of the word C O D E S. Call out the letters one by one. As each letter is called out, those Joeys with that letter run around the outside of the circle and back to their spots. When *codes* is called out they all run around and back to their spot. Make sure every Joey gets a turn.

5 minutes

Talk about: Codes

Explain the alphabet and show how the letters can also be represented by different shapes. Introduce the shapes shown on the separate sheet provided and explain that this is one type of type of code.

25 minutes

Activity: Coded message

Give each Joey a copy of the sheet and a pencil and get them to work through it, with helpers, including writing their name on it in code.

10 minutes

Story

Check your local library for a mystery story with codes. (Librarians are very helpful.)

5 minutes

Closing: Hop, and lower the flag

Prayer

Thank you, Dear Lord, that we can send messages between friends.

Amen.

Farewell and any notices.

RESOURCES

You will need pencils, copies of the code sheet, an extension code sheet for the older Joeys and a story from your local library.

A	B	C	D	E	F	G	H	I	J	K	L	M
△	◻	▽	☆	■	⊗	⊙	⊗	⋮	△	⊙	◇	∇
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
∇	◻	▽	⊗	⊗	△	▽	◇	⊗	◻	⊗	⋮	∇

CODES...















































































































































