



# Meeting

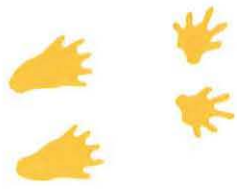
# 14

## Playing with Friends



Here are three fun ways to teach Eager Beavers about being a good friend. Adapt the activities to meet the needs of your Eager Beavers or create your own activities.





## MEETING LENGTH

### 60-80 MINUTES

- Opening (5 minutes)
- Story Time (10 minutes)
- Activities (40-60 minutes)
- Closing (5 minutes)

## Opening

Using a beaver puppet, greet each of the children by name and welcome them all to Eager Beavers. Have the children sit in a circle and recite the first part of the fifth commandment: "Honor your father and mother" (Exodus 20:12).

# 5

MINUTES



Listen to a story about friends.

## CHIP COMPLETED

PLAYING WITH FRIENDS



## Story Time

# 10

MINUTES

### HOW TO BE A GOOD FRIEND

Begin by telling the children about your best friend, Jesus. Then explain that Jesus wants to be their friend and wants them to be good friends to others. Read a story about being a good friend, such as *How to Be a Friend* by Laurie Kransy Brown and Marc Brown (Dino Life, 2001), *Share and Take Turns* by Cheri J. Meiners (Free Spirit, 2003), *Join In and Play* by Cheri J. Meiners (Free Spirit, 2003), or a book of your choice. Tell the children they will practice being a good friend during Eager Beavers.

### MATERIALS NEEDED

- Book about being a good friend





## ACTIVITY

## 2

# Sharing Island

10  
MINUTES

### MATERIALS NEEDED

- Rope
- Music, recorded or live

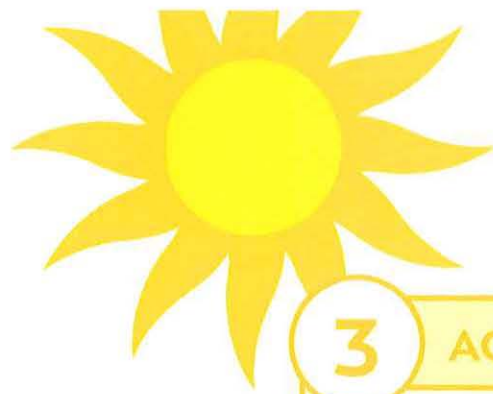
### WHAT YOU DO

Ahead of time: Outline a large square or island shape on the floor with rope. The area inside the rope is the island and the area outside the rope is the water.

Have the children repeat Hebrews 13:16 (NLT): “Don’t forget to do good and share with others.” Remind the children that sharing is part of being a good friend. Tell them they are going to play a game where they all have to share an island!

This game is similar to Cooperative Musical Chairs. When the music begins children “swim” around the island. The stopping of the music signals that they need to quickly get out of the water and all of them must stand on the island. Once all the children are on the island, start the music again and have the children go back to swimming in the water. While they are swimming, make the island smaller. Continue doing this for several more rounds. The island should get smaller and smaller, forcing the children to work together to share the island.





# Mother, May I?

10  
MINUTES

3

ACTIVITY

## WHAT YOU DO

### MATERIALS NEEDED

- None

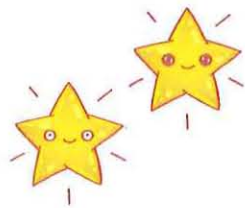
Ask the children what it means to have good manners. Have the children give examples. Remind them that using good manners is part of being a good friend. Have an adult play the role of Mother, Tía, Uncle, Grandfather, or whatever title you want to use. Have the children line up shoulder to shoulder about 20 ft (6 m) away from Mother. The adult says a child's name and tells them to do something. Example: "Zaida, take three giant steps forward." The child then asks, "Mother, may I?" Mother responds, "Yes, you may." If the child does the action without asking may I, he or she goes back to the starting line. The goal is to get all of the children to the finish line where Mother is standing.



### Suggested steps:

- Baby steps
- Giant steps
- Regular steps
- Bunny steps (hop)
- Hop on one foot





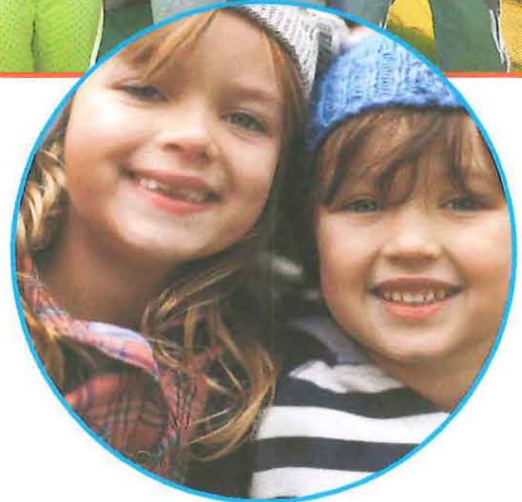
## Closing

5  
MINUTES



Gather the children into a circle and ask

them a specific question about what they learned during Eager Beavers. Say a prayer and then ask for an Eager Beaver to volunteer to pray for the group. Rejoin the rest of the Adventurers for the closing program.



**Chip:** Playing with Friends



**Requirement:** My World II