



Brilliant Builder

Two weeks of building fun for the activity badge.

How to earn the badge

1. Buildings, statues, and bridges can be made of lots of different materials.
Can you create something strong that can hold something heavy?
You could use building blocks, paper, or something else.
2. People live in all sorts of different buildings – they were all designed by people called architects and built by people called builders.
Choose a toy or teddy, design a home for them to live in, then build it.
3. Some of the best builders are animals, who create their own places to live. Work as a team to build a big den that you can all sit in and do an activity.

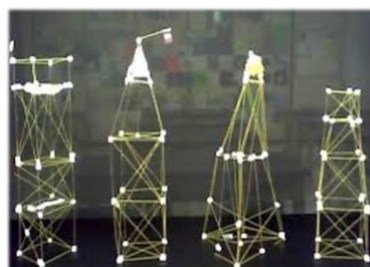


Programme Planner – Week 1

Arrival	Building Blocks
Story	Michael Recycle
Activity	Green Town
Game	What is the Time Mr Wolf

Programme Planner – Week 2

Arrival	Building Blocks
Story	Beaver's Bridge
Activity	The Best Bridge
Activity	Spaghetti Towers



How to run each part of the programme:

Building Blocks

How: As participants arrive, they make their own towers from building blocks.

Encourage the young people to think about how to make the towers more stable and how the height of the tower affects the structure.

Green Town

How: Participants close their eyes for one minute and think about a place they would like to live. Everyone takes a selection of recycling materials and some sticky tape and creates their idea "town". String or wool can be used too.

The towns are set out around the room and in a group everyone looks at all the crated towns. Ask everyone what they like about each other's towns.

What is the Time Mr Wolf

Prep: A wolf mask or hat could be worn (optional)

How: Choose someone to be the wolf. The wolf should stand at a marker, such as a cone at one end of the space. Everyone else should line up and wait at the opposite end of the space to the wolf. The aim of the game is to avoid being caught by the wolf.

The wolf should turn around, so they have their back to the other players and can't see them. Together, when everyone is ready, the players should call out "WHAT IS THE TIME MR WOLF?" The wolf then states anytime time, such as "IT IS THREE O'CLOCK".

The players would then take that number of steps towards the wolf. For example, three steps. Everyone should keep repeating the question and moving forward the number steps of the time. Eventually, in response to the question, the wolf should say, "IT'S DINNER TIME".

When the wolf says this, the wolf will start to chase everyone.

Players need to get quickly back to the start before the wolf can catch one of them.

If the wolf catches one of the players, then that player becomes the wolf and the game starts again.

The Best Bridge

How: Split into teams of two or three young people, and give each team two cups, some A4 paper and some coins. The aim is to build a bridge that will support more and more coins.

Try different ways to strengthen the bridge, using only the paper.

Spaghetti Towers

How: Participants use spaghetti and mini marshmallows to build the highest tower.

Ask them to think about how to make the construction more stable and how high and wide should they build.