

Brownies

ACTIVITY PACK!



Made by Nicola Hilliard
7th Sale Moor Brownies

20 THINGS TO DO AT HOME:

1. Indoor Bowling - use ten empty and



clean bottles or cans and a ball and set up your own bowling alley! How many can you get?

2. Make nature pictures - gather ten things from outside and turn them in to art - use leaves to make a hedgehog or



3. Teach yourself sign language or finger spelling

4. Come up with a dance routine to your favourite song



5. Make your own musical instruments - tissue boxes with rubber bands are great guitars or a toilet roll tube with rice!



5. Write a story from your imagination or a new story for your favourite character. Or just read your favourite books!

6. Write a letter to a friend or video call someone who lives a long way away!



7. Paint a new picture for the fridge or grab a colouring book!
Or paint with something unusual, like potatoes!

8. Invent your own board game - or play your favourite one! You could even learn a new card game



9. Make bird feeders or a bug hotel

10. Make bath bombs, soap or facemasks!

11. Try a new recipe - make a three course dinner for your household or bake a cake!

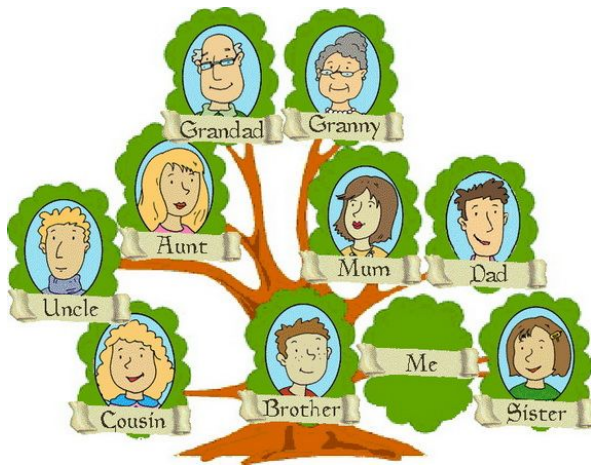
12. Make paper planes or a paper boat and race them!

13. Try armpit fudge or icecream in a bag!

14. Make friendship bracelets



15. Make puppets and put on a show



16. Have an indoor picnic for tea!

17. Create your own mini golf course from things in the house - use wrapping paper as putters!

18. Create your family tree or make a scrapbook

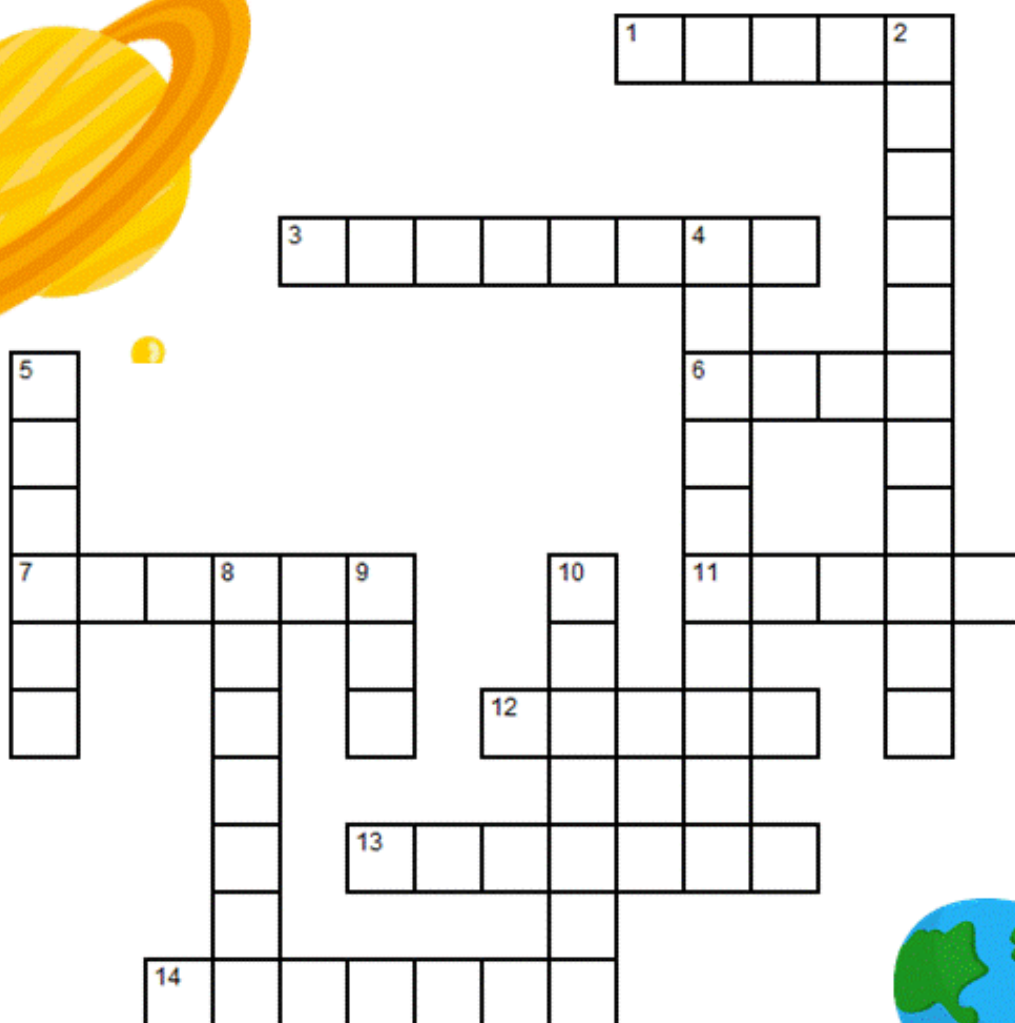
19. Make up a secret family handshake

20. Put on a fashion show

AS A BONUS: See if you can start a jar of good deeds and add one you do each day!



Our Solar System



ACROSS

1. Planet named after the Roman goddess of love and beauty
3. Our solar system is part of this galaxy
6. Nicknamed "the red planet"
7. Third largest planet in our solar system
11. Now called a dwarf planet
12. Covers 70 percent of the Earth's surface
13. Largest planet in our solar system
14. Planet closest to the sun

DOWN

2. A star and the planets orbiting around it
4. Layer of gas that surrounds a planet
5. Planet named after the roman god of agriculture
8. Planet furthest from the sun
9. Closest star to Earth
10. Force that keeps a planet moving in orbit

SCIENCE EXPERIMENTS TO TRY

1. Make a functioning hovercraft out of a CD and a balloon

Because the CD is sitting on this cushion of air, it is no longer touching the ground. This means that it has no friction with the ground and only a very small amount with the air it is sitting on. That is why it will go so far without slowing down.

HOW TO DO IT:

- 1) Place the sports cap over the hole in the middle of the CD.
- 2) Use Blu Tac to hold it in place and form an air-tight seal round it.
- 3) Make sure the cap is closed and then blow up a balloon and twist the end to keep the air inside.
- 4) Stretch the neck of the balloon over the cap. Once it is on, untwist the neck.
- 5) Place your hovercraft on a flat surface and open the cap.
- 6) Give it a push and watch it go!

2. Musical Coat Hangers

In step 3, the vibrating coat hanger makes the air around it vibrate but air, being a gas, is very bad at passing on these vibrations. Solids are much better and the string and your finger are a solid all the way to your ear.

HOW TO DO IT:

- 1) Tie a piece of string to the two corners of the coat hanger. Put a small loop in the end of each string.
- 2) Put an index finger through each loop and hold it up so it dangles.
- 3) Have a friend hit the hanger with the fork/spoon. You can see and feel it vibrating. Can you hear it?
- 4) Now stick your fingers in your ears and bend over so the hanger hangs freely. Have it hit again. What can you hear this time?
- 5) Swap with your friend.

3. Screaming balloons

Sound is a vibration. The shape of the coin means that it is vibrating inside and those vibrations then make the air around vibrate so you can hear it.

- 1) Squeeze the coin through the mouth of the balloon
- make sure it goes all the way in
- 2) Blow up the balloon but do not be tempted to over-inflate it. Tie it off.
- 3) Grip the balloon at the stem end, like you're holding a bowling ball, and palm down swirl it in a circular motion
- 4) The coin may bounce around at first but will then roll, making a noise
- 5) Vary the speed and change coins - listen to the sounds made.

4. Launching Fizzy Rockets

The trapped gas has nowhere to go and so the pressure increases. Once the pressure is strong enough to overcome the friction of the lid, it pushes down.

HOW TO DO IT:

- 1) Go outside to somewhere it doesn't matter if the floor gets wet and a few metres away from buildings and cars.

- 2) Break up half a tablet into smaller pieces and drop them in the canister.
- 3) Put about 1-2cm of water into the canister with the tablet.
- 4) Put the lid on tightly and give it a quick shake.
- 5) Turn it over and place it lid-down on the floor. Step away and make sure everyone stays away from it.
- 6) See if you can guess when it will launch and how high it will go!

5. Tornado

This is the same kind of vortex that you see in cyclones, tornadoes and whirlpools.

A less dense material (in this case the air) is rising, being sucked up by the dropping pressure in the top bottle as the water falls to the bottom. The small rotation you give it is increased in speed as the water drops through the opening.

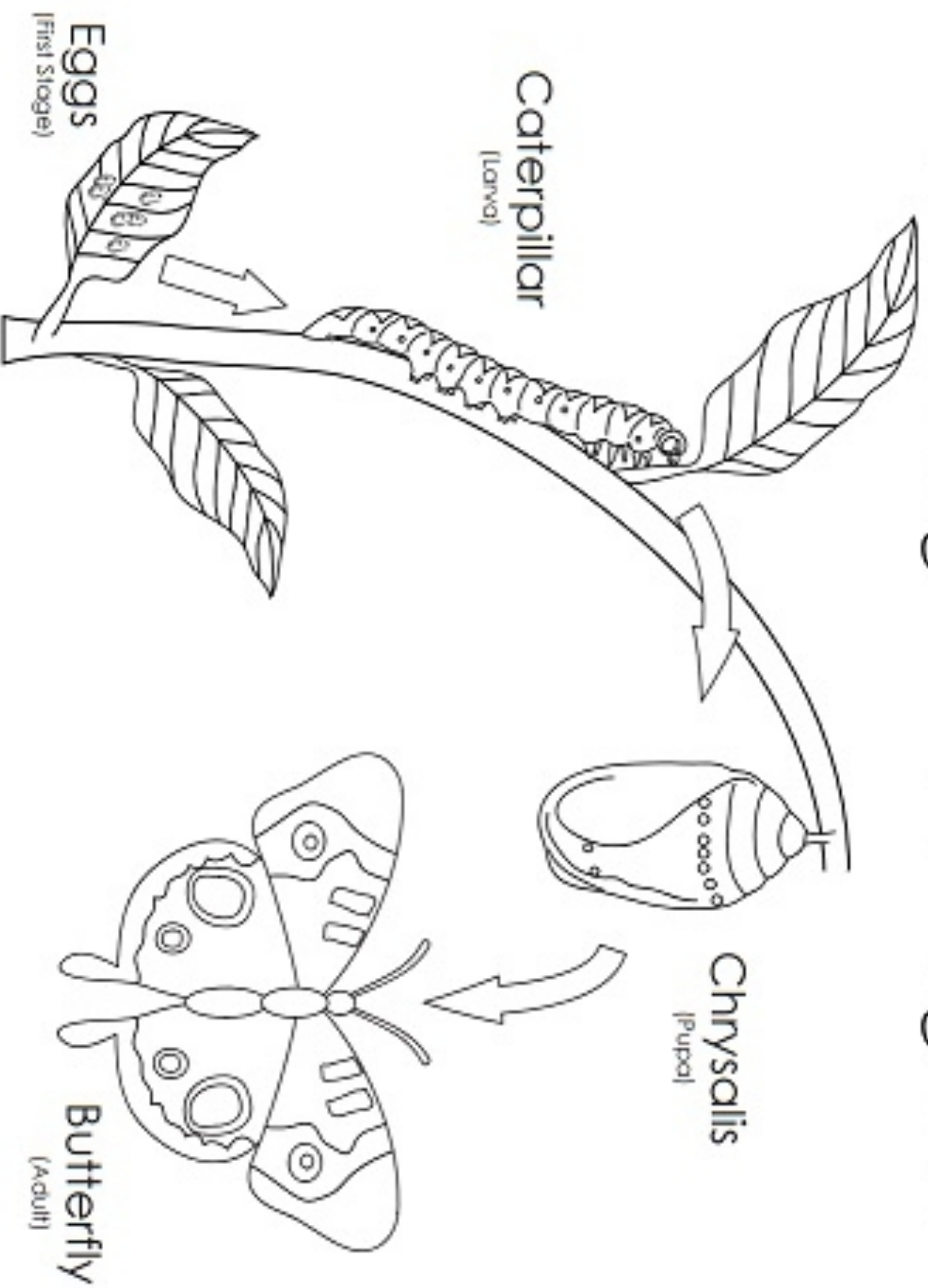
In the case of a real tornado it is less dense hot air rising up the middle as denser, cold air spirals down the outside

HOW TO DO IT:

- 1) Fill one of the 2-litre bottles until it is almost full

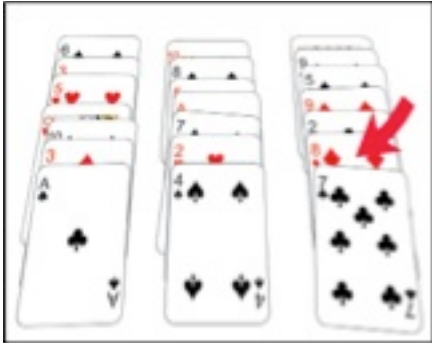
- 2) Create a "worm" of Blu-Tac long enough and thick enough so that you can put it round the rim of the bottle. It needs to be thick enough so that it will form a seal when you...
 - 3) Turn the second (empty) bottle upside down and push the rim into the Blu-Tac seal
 - 4) Use gaffer tape around the join to make sure that the bottles will stay together
 - 5) Turn it all over so that the water is now at the top
 - 6) Hold the top bottle and the join and spin it in a circular motion
 - 7) Once a vortex (whirlpool) forms in the upper bottle, stop spinning - you should see the vortex form throughout the liquid and continue as long as there is liquid in the upper bottle.
- You could add food colouring to the water.
 - Try to use room-temperature water - if you use cold it makes the air inside the bottle cold. Because cold things get smaller, the bottles will crumple up!

Butterfly Life Cycle

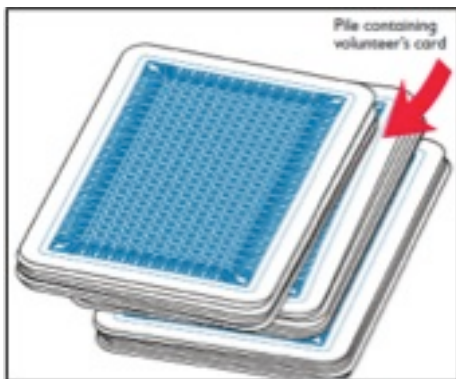


TRY A MAGIC TRICK

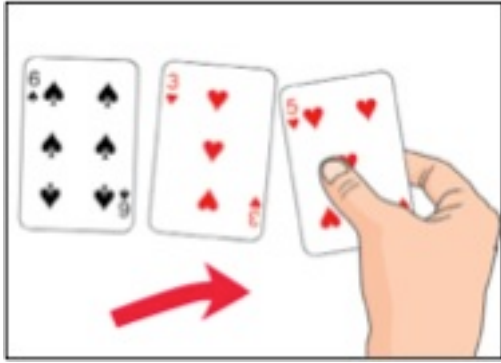
STEP 1: Deal 21 cards face up into three columns of seven cards. Ask a volunteer to choose one of the cards, but not to tell you which one. Instead, they should tell you which column their card is in. If they choose the eight of Diamonds, they would tell you that they had chosen column three.



STEP 2: Pick up the three columns, keeping the cards in the same order. However, make sure you pick up the column containing your volunteer's card second, so that it sits between the other two columns.

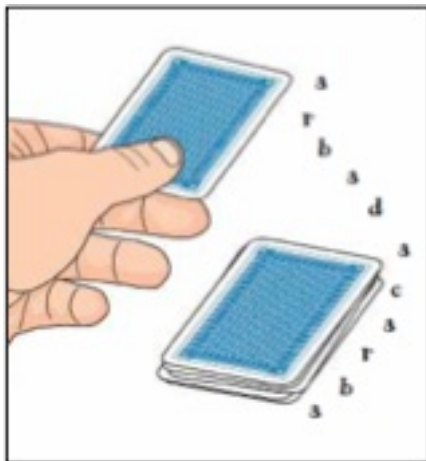


STEP 3 Deal out the 21 cards again. Be sure to lay them left to right, rather than up to down. Ask your volunteer which column their card is in now.



STEP 4: Repeat step two, making sure you keep the cards in each column in order, and that you sandwich the column containing your volunteer's card between the other two columns.

STEP 5: Now deal the cards face down into a pile, spelling out the word 'abracadabra', saying a letter for each card you put down. When you get to the final letter 'a', hold the card in your hand. Ask your volunteer to tell you the name of their card. Slowly turn over the card in your hand to reveal their chosen card.



ANOTHER MAGIC TRICK!

STEP 1: Place a coin in the palm of your hand and close your fingers around it, making a fist. Turn your fist over, so that your thumb is facing upwards.



STEP 2: Take your other hand and place it over your fist, so that the fingers are at the front, facing your audience.



STEP 3: Say the magic word 'abracadabra' and start shaking your hands up and down.

STEP 4: Make sure the top hand is pressing down tightly on the one below, but loosen the grip of the hand holding the coin. As you shake your hands, the coin will pop up between the thumb and first finger of your fist.



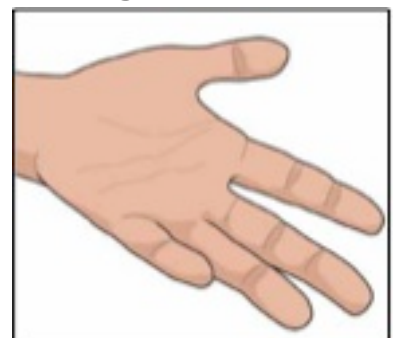
STEP 5: Keep shaking and use the top hand to slide the coin on top of your other hand, out of sight of your audience. The shaking will make it difficult for the audience to see exactly what you are doing.



STEP 6: Take your top hand away to show that the coin is now sitting on top of the lower hand.



STEP 8: Pick up the coin and turn over your hand, showing the audience that the coin is not in your hand - it has travelled all the way through!



JOKES

What does a cloud wear under his raincoat?

Thunderwear.

What musical instrument is found in the bathroom?

A tuba toothpaste.

What do you call a dog magician?

A labracadabrador.

Where would you find an elephant?

The same place you lost her

What did one volcano say to the other?

I lava you.

What is a tornado's favorite game to play?

Twister.

How does the moon cut his hair?

Eclipse it.

What do you call a droid that takes the long way around?

R2 detour.

What kind of tree fits in your hand?

A palm tree.

What do you call a dinosaur that is sleeping?
A dino-snore

What did the left eye say to the right eye?
Between us, something smells.

What did one plate say to the other plate?
Dinner is on me.

Why did the kid cross the playground?
To get to the other slide.

Why did the student eat his homework?
Because the teacher told him it was a piece of cake.

What do you say to a rabbit on its birthday?
Hoppy Birthday

What do you call two witches living together?
Broommates.

Why is Peter Pan flying all the time?
He Neverlands!

What did the ocean say to the pirate?
Nothing, it just waved.

What monster plays tricks on Halloween?
Prank-enstein.

PRACTICE BALLET FEET POSITIONS

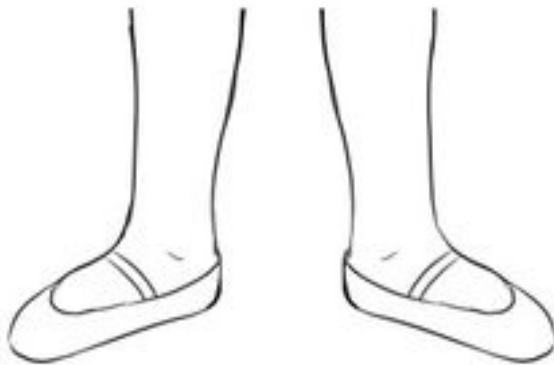
Positions of the Feet



Parallel or Feet Together



First Position



Second Position



Third Position



Fourth Position



Fifth Position

MAKE YOUR OWN COMIC BOOK AND SUPERHERO!

My Superhero

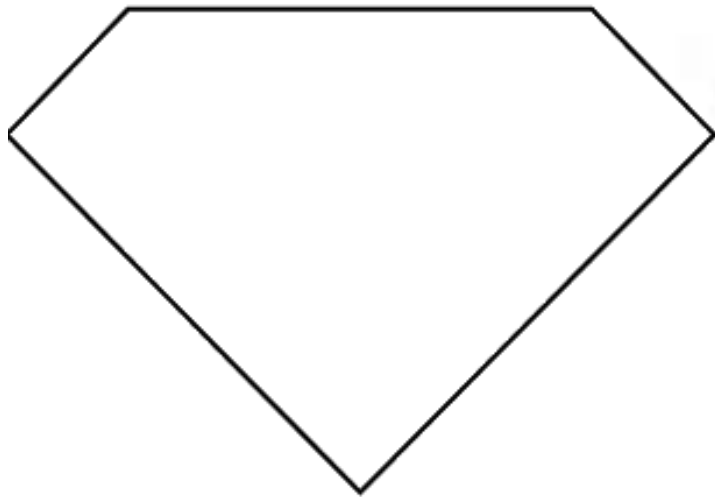
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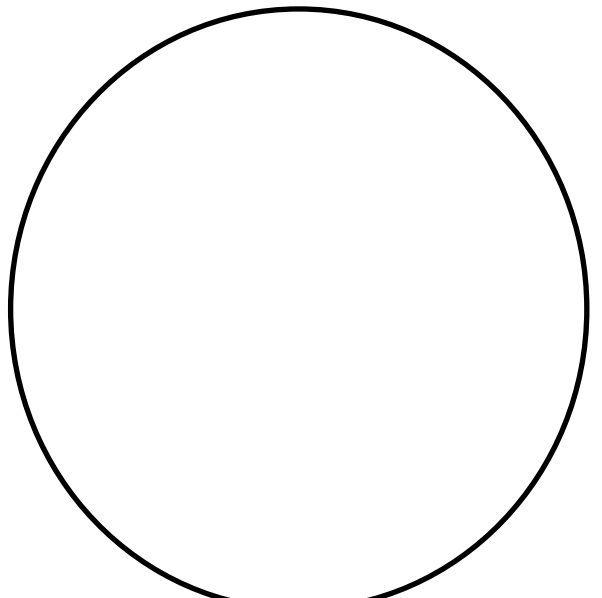
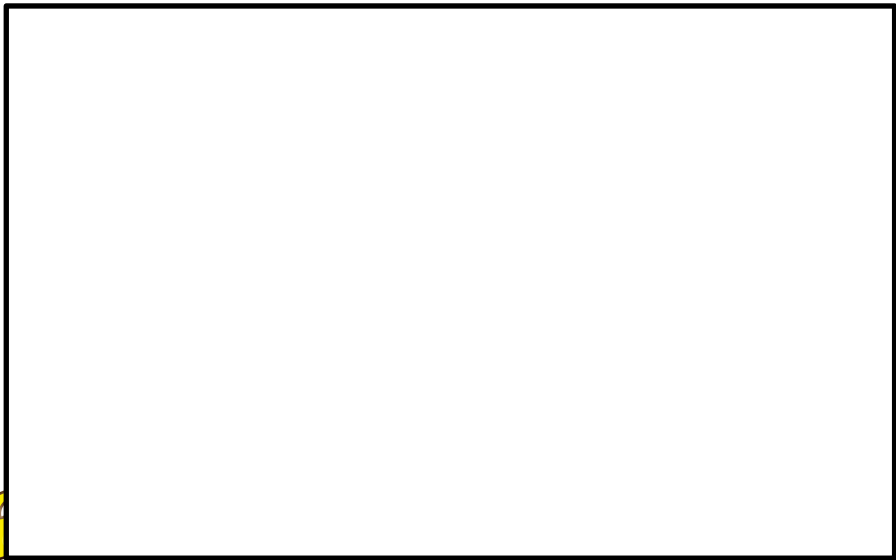
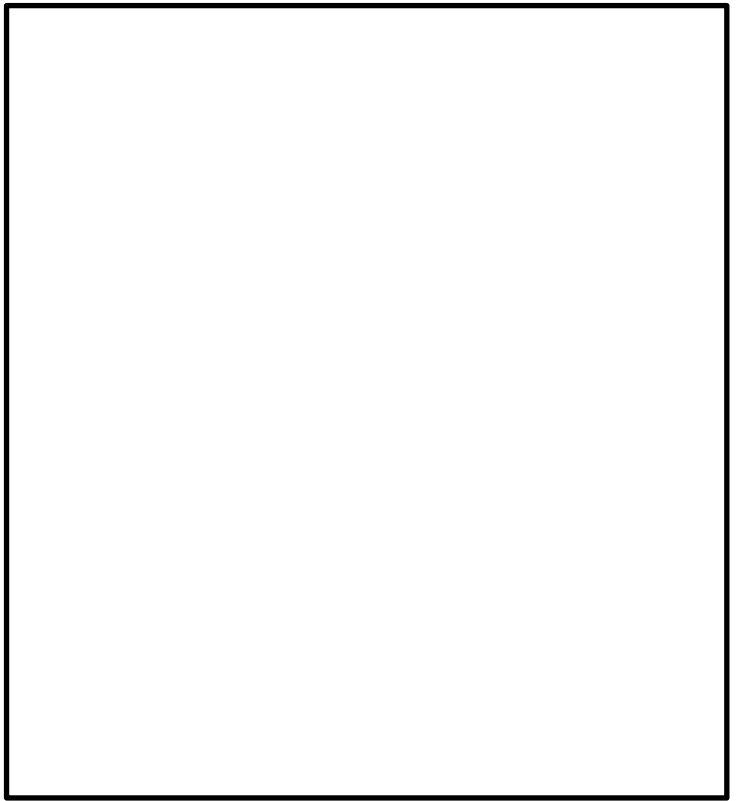
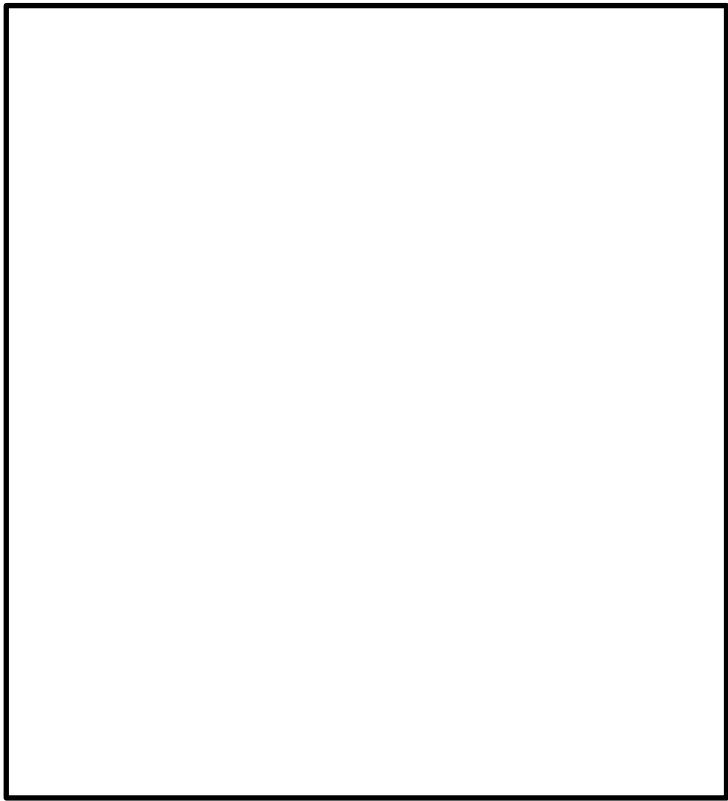
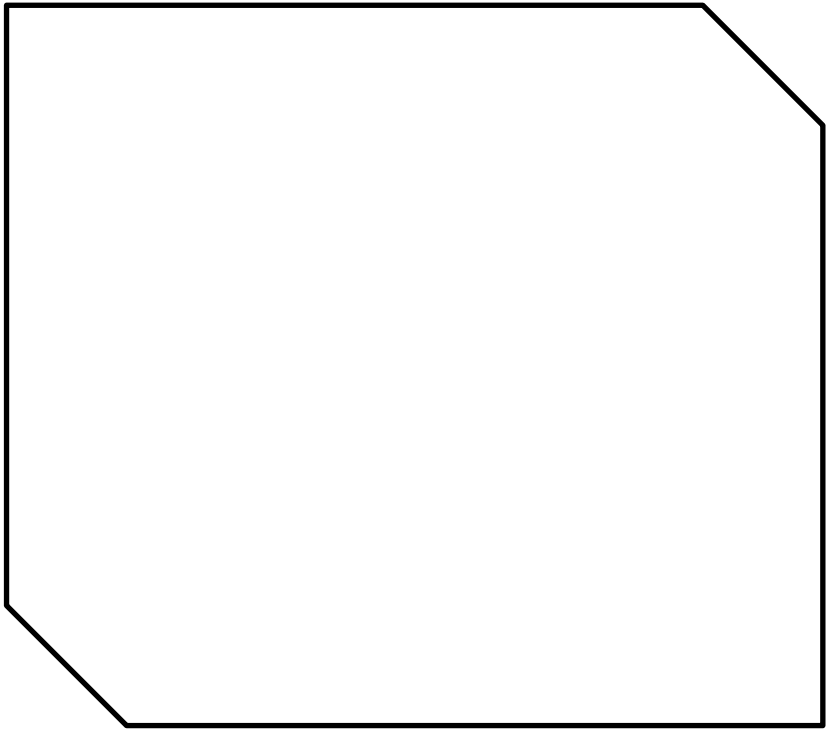
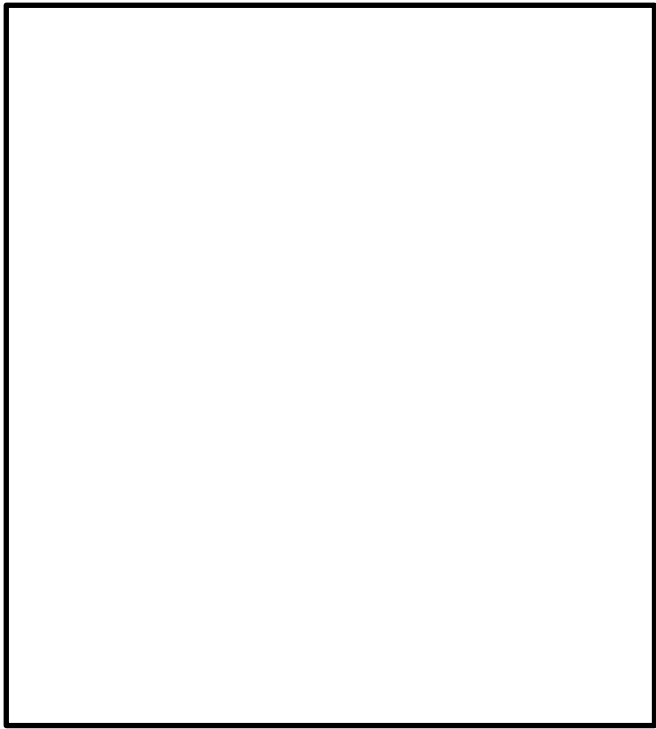
My superhero tries to help:

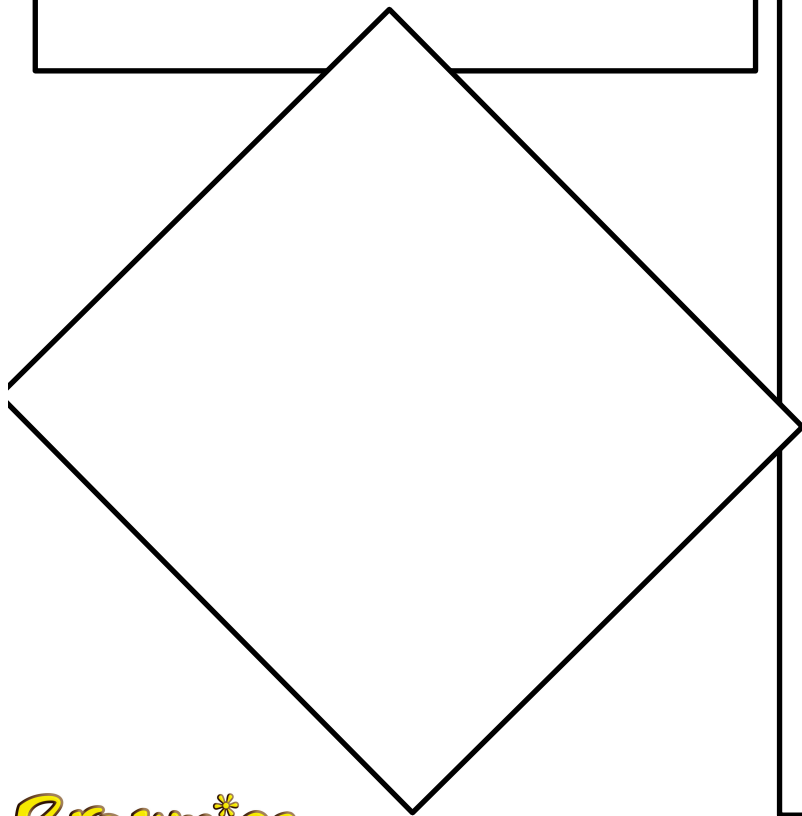
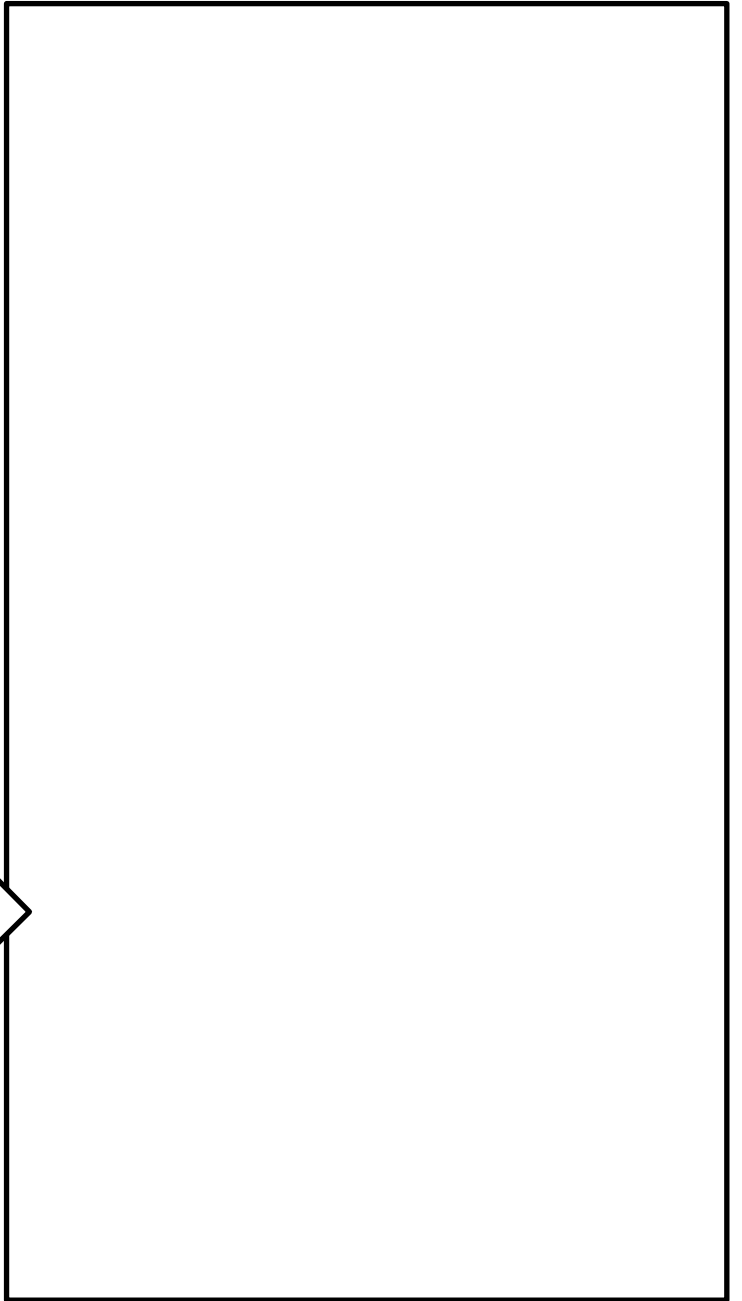
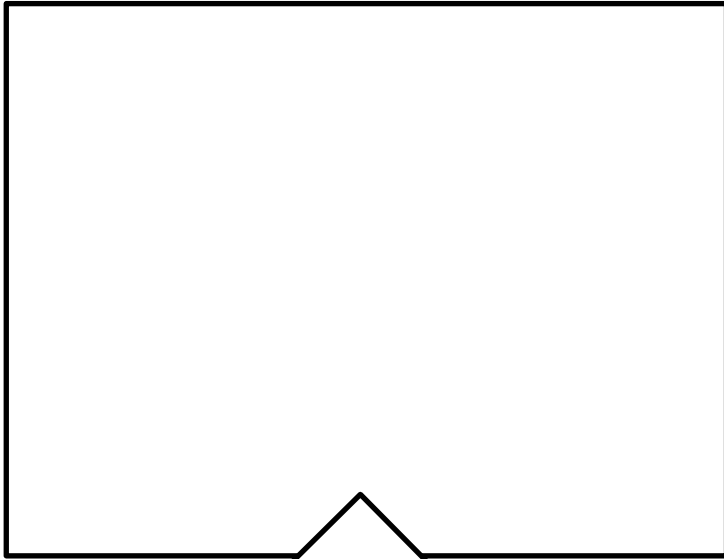
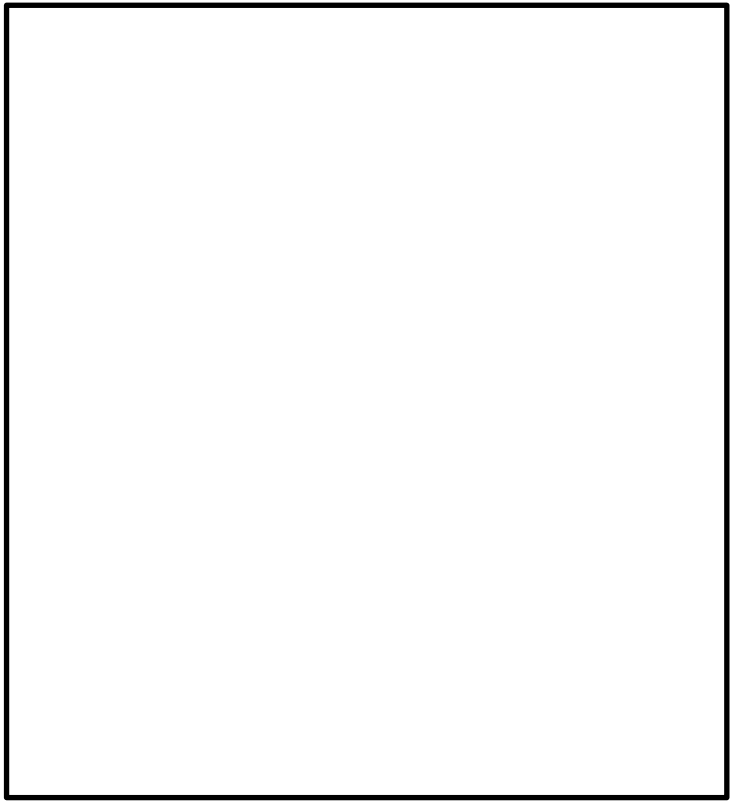
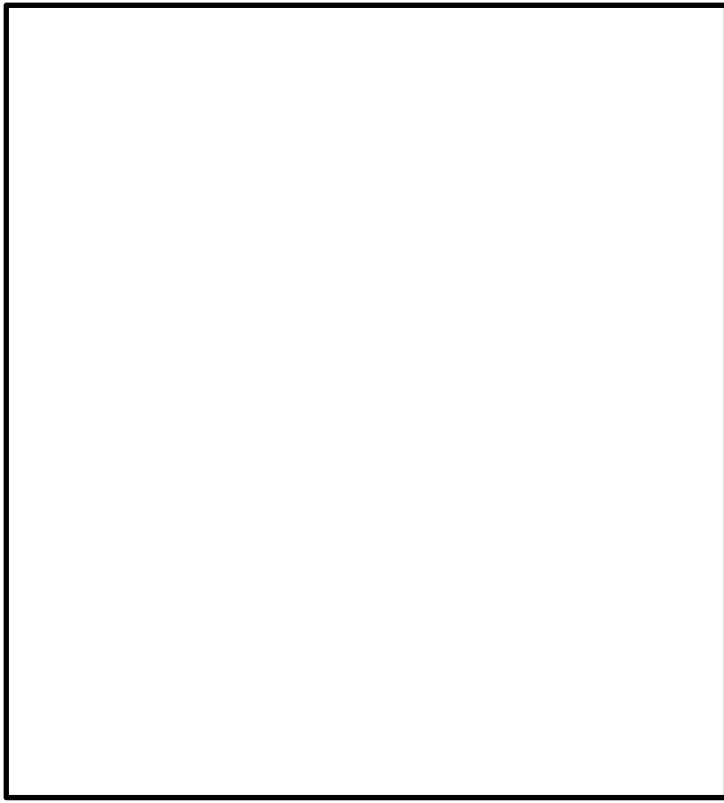
Their superpower is:

A fun fact about them is:

They can also:







LEARN ORIGAMI

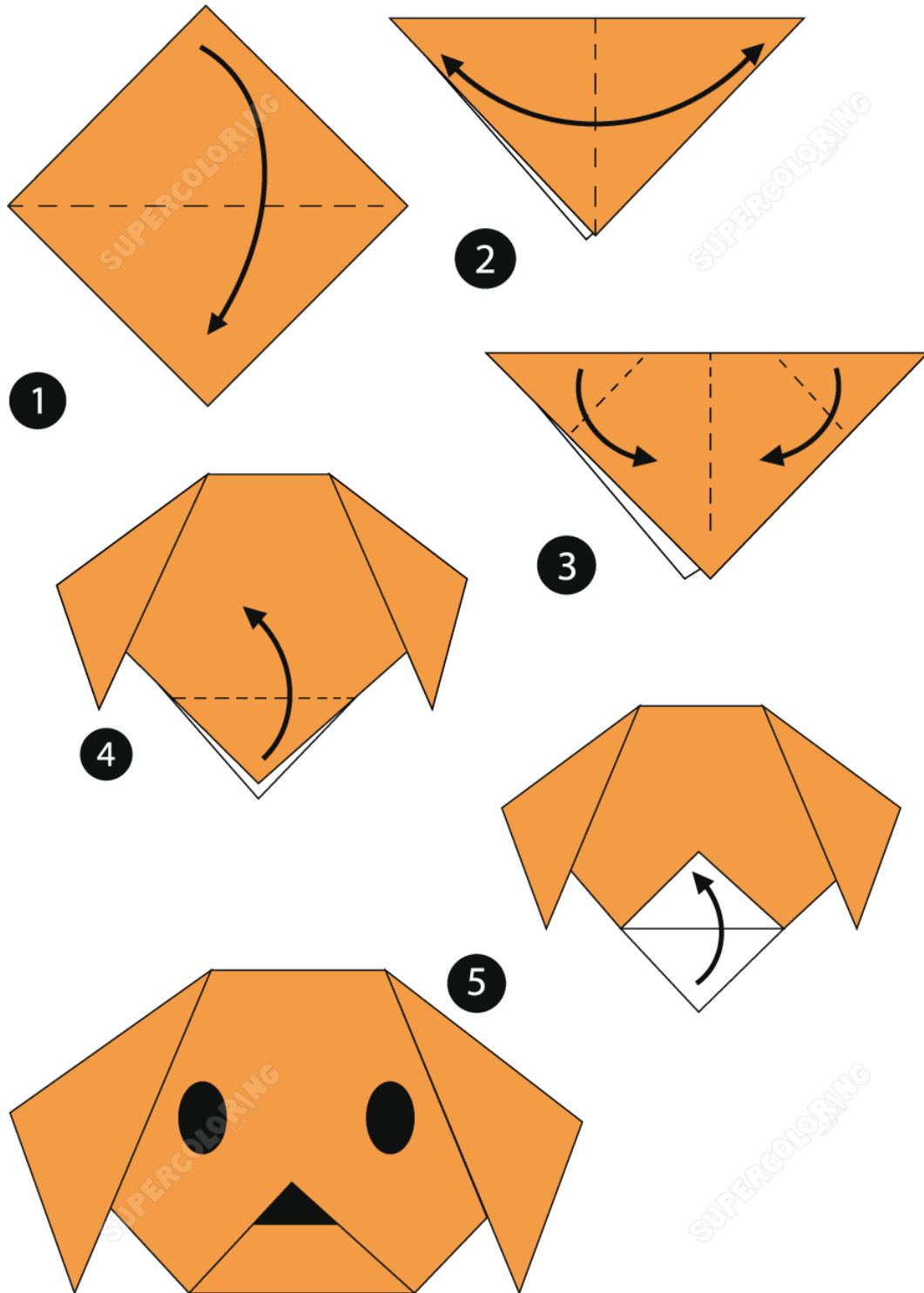
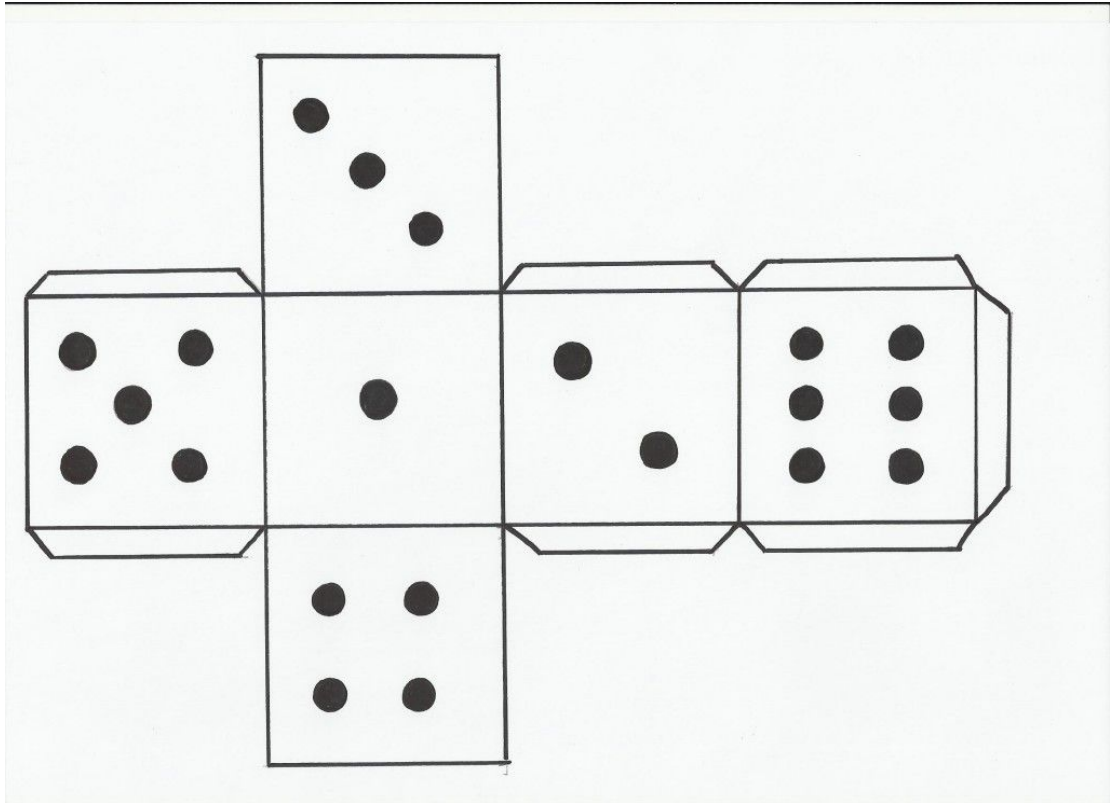
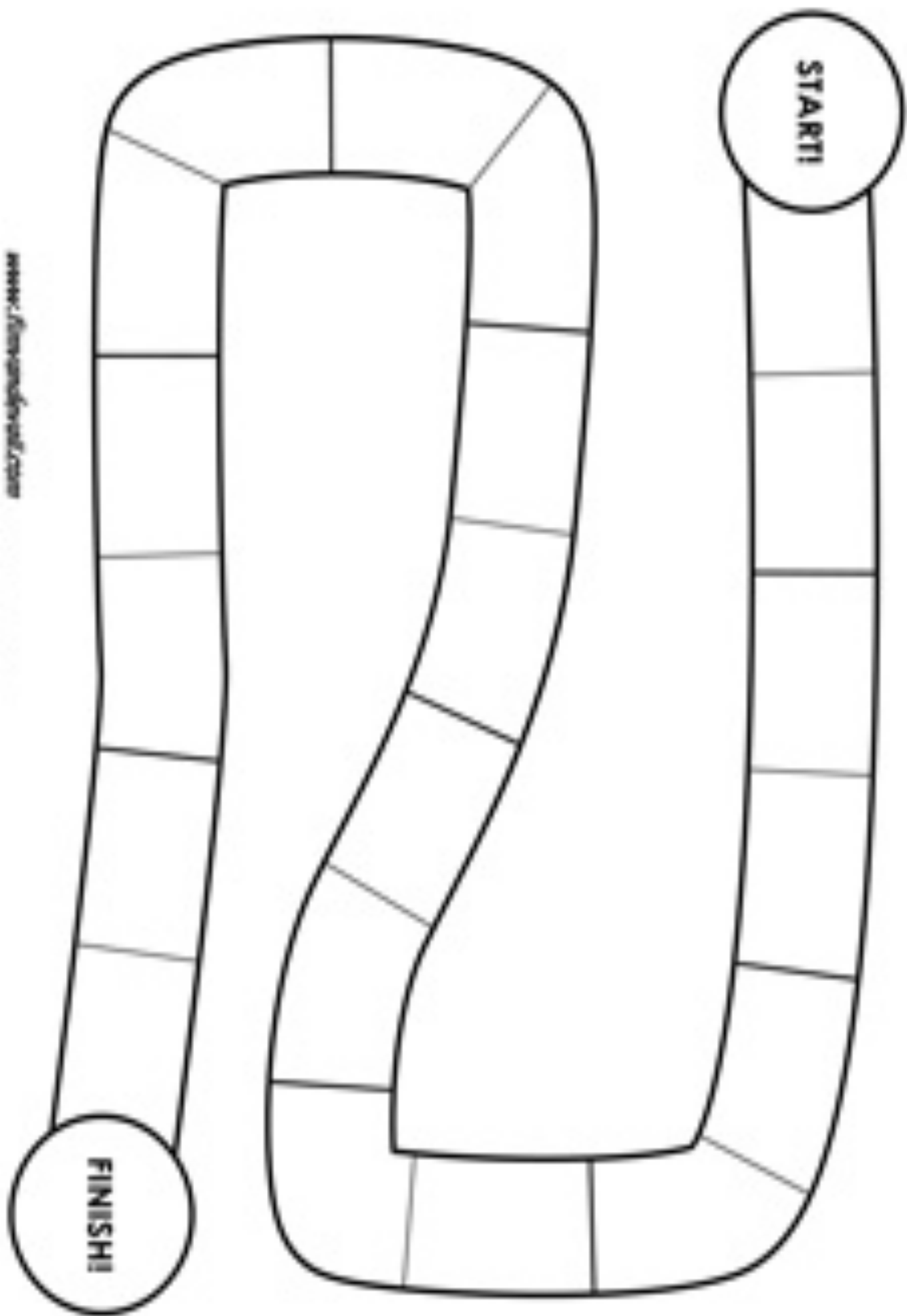


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MAKE YOUR OWN BOARD GAME

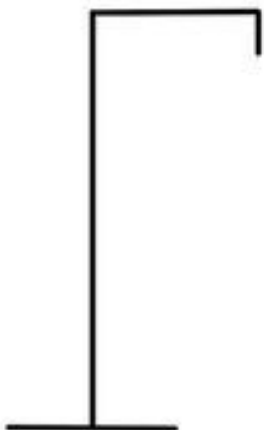




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HANGMAN

Hangman



Cross off incorrect guesses:

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		

Make the blanks for your word here:

Hangman

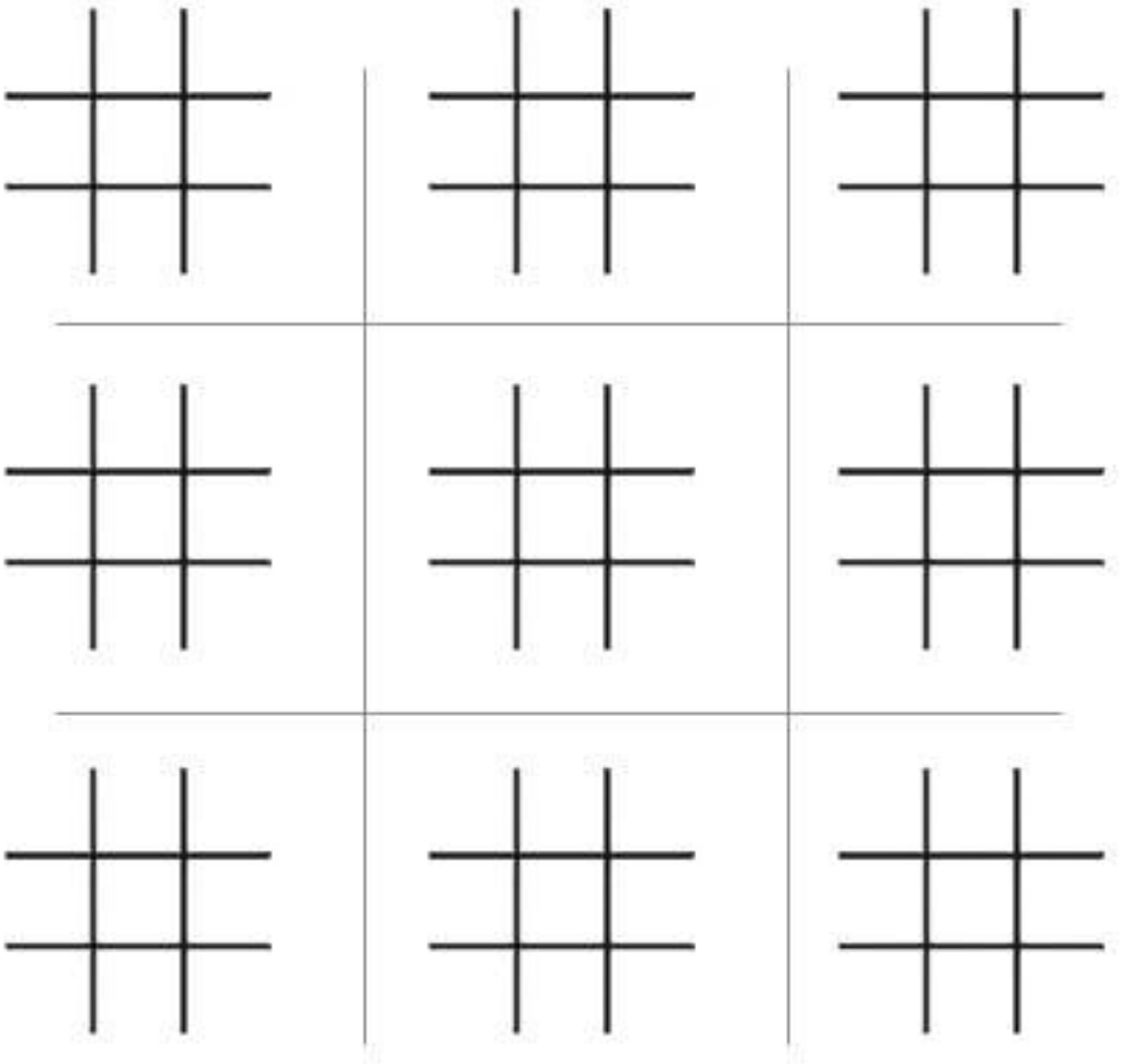


Cross off incorrect guesses:

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		

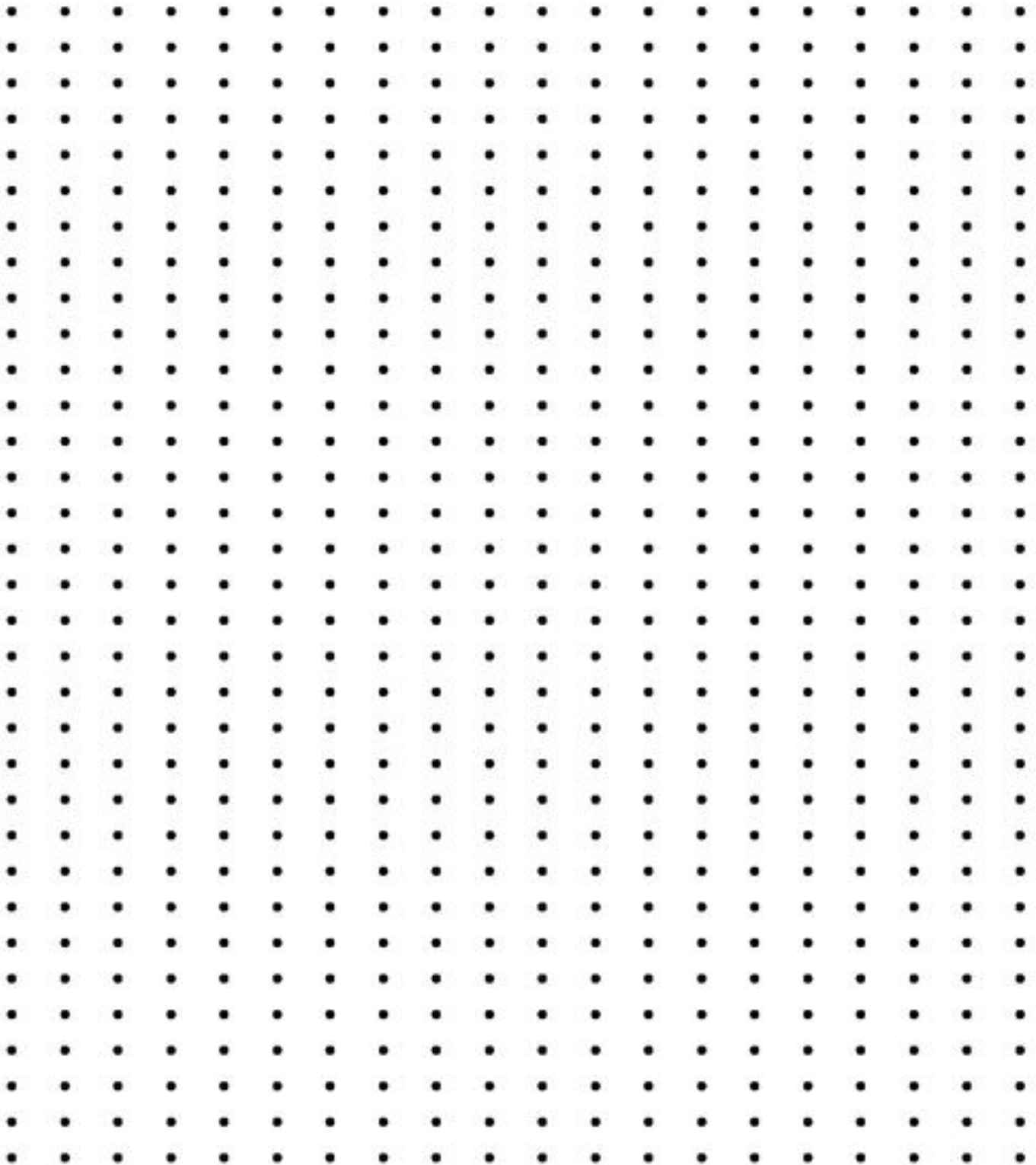
Make the blanks for your word here:

NOUGHTS AND CROSSES



DOTS AND BOXES

Take more boxes than your opponent. You move by connecting two **dots** with a line. When you place the last 'wall' of a single square (box), the box is yours. The players move in turn, but



whenever a player takes a box they must move again.

	2	4	
1			3
4			2
	1	3	

SUDOKU

			1		
3		6	2		
		4			5
5			3		
		5	4		6
		3			

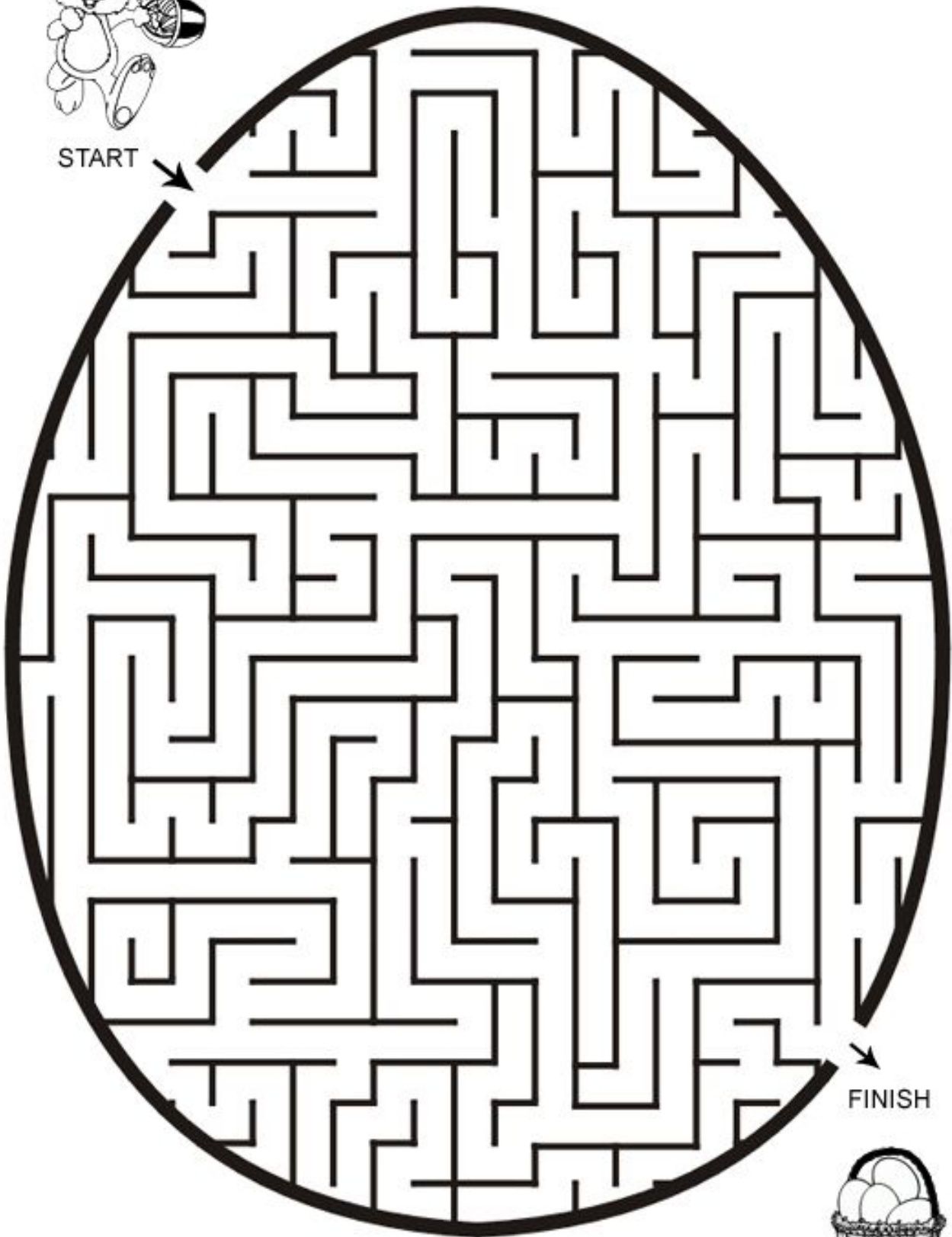
		1	2		8	3		
	7						6	
9			5		6			1
3		9		6		5		2
			9	8	3			
8		6		2		9		7
6			8		1			3
	3						2	
		8	3		2	7		



Help the Easter bunny find his way to his egg basket!



START



FINISH



Help the squirrel through the maze to find its acorns

