

TITLE:

N.S.C.A.R. – Giant Jenga

Learning about the Kids Helping Kids Program, the National Program and Project & Ice Breaker exercise

CONTRIBUTOR:

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National Kids Helping Kids Committee (2022 – 2023)

Lizzie Schenck, Co-Chair

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National Curriculum Committee (2022 – 2023)

Cagle Kaough, State President

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Luke Byrd, National Librarian

Jill Jackson, Senior National Librarian

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TOPIC:

National Society Children of the American Revolution (Member Information)

GRADE LEVEL:

All ages

TIME ALLOTMENT:

20 – 30 minutes

STANDARDS TO BE ADDRESSED:

N/A – This is a specific game for the Local and State Societies of the National Society of the Children of the American Revolution (N.S.C.A.R.) and the Kids-Helping-Kids Committee

However, it can be adapted for almost any topic.

STATEMENT OF OBJECTIVE AND LESSON OUTCOME:

The learner will:

- State ways to support the National Kids Helping Kids Program
- Name the current National Kids Helping Kids Chair(s)
- Distinguish the difference between the National President's Project and Theme
- Identify activities in their communities that match the National Project and Theme
- Interact with their C.A.R. peers when answering questions

MATERIALS, RESOURCES, AND TECHNOLOGY TO BE USED BY TEACHER / STUDENT:

- Jenga-style game*
- Question-and-Answer Sheet
- Assorted small prizes (e.g., stickers, pencils, hard candy, balls, bookmarks)

**These items will need to be constructed prior to setting up the activity. Instructions for the construction of these items can be found under the “Procedures” portion of the Lesson Plan.*

INTRODUCTION OF TOPIC:

The leader should fully read the N.S.C.A.R. National Packet and National Website to fully understand the current year's theme and the current year's National Project. (After the election of the new National President in April of each year, a new Theme and Project start over. Please make sure information is current.)

The Purpose of the Kids Helping Kids Committee is to participate in projects and activities that benefit the community. Members are urged to give back to others what they have learned in C.A.R. by volunteering their services to “kids” of all ages. Some suggestions are hospitals, day care centers, soup kitchens, and senior citizen centers.

PROCEDURE FOR INSTRUCTION:

Materials to Make before the Activity:

- Jenga-style game – purchase a wooden Jenga-style game from online or a game store
 - Option 1: Write the questions from the Questions-and-Answers Sheet on each Jenga piece (This allows you to have the participants do the questions themselves with their groups without much participation of the leader. It also allows multiple Jenga-games to be purchased and multiple groups playing at the same time.)
 - Option 2: Write a number on the Jenga piece and the leader will read the corresponding question. (This allows the Jenga game to be reused each year as the National Program and Theme changes.)
- Questions-and-Answer Sheet – using the current N.S.C.A.R. National Packet and National website, write down at least 25 questions and answers related to the National Project and Theme. Questions should be directly related to either the theme or project.

Also, some questions should be simple “getting to know you as a member” questions. Some questions may not have an exact answer, but if it does add the answer (or possible answers) to the sheet. Some questions that should be included include:

- Who is the National President for N.S.C.A.R.?
- What is the National Project for this year?
- What is the National Theme this year?
- Who is the Senior National President for N.S.C.A.R.?
- What are YOU going to do to support the National Project this year? (possible answers may be: buy sales items, spread the word about the program, do an activity related to the program)
- What are YOU going to do to engage in the National Theme this year?
- What is the monetary goal for the National Program this year?
- Who is/are this year’s chair(s) for Kids Helping Kids?
- What is your Name, State, and Local Society?
- What would you want to receive in your ideal birthday kit?
- What is your favorite sport or activity?
- If you were a pen pal with a C.A.R. member from another State, what would you ask them?
- How do you show artistic expression?
- How can you volunteer in your community?

Set-up Prior to the Activity:

- Prepare an area for the participants. There should (ideally) be a small table where the Jenga-style game can be set in the center and movement of participants all the way around the table. If no table is available, it does work setting up the game on the floor.
- Set up the Jenga-style game. Make sure the question blocks (or numbered blocks) are evenly distributed with the blank blocks as you set up the game. Use a crisscross fashion for stacking: Put down three Jenga blocks all going the same direction. Then, stack on top of them three more Jenga blocks rotated 45 degrees. Then, put three more Jenga blocks going in the same direction as the bottom. Continue this stacking until all Jenga pieces are placed. Everything should be squared off and stable. (If you have younger participants, maybe have two smaller stacks, splitting the Jenga-style game into two games. Or – if you have a larger group, maybe have two full Jenga-style games going on simultaneously on two different tables.)

The Activity:

- Place the participants sitting around the stacked Jenga. Students should be encouraged to listen to the answers of the other members.
- Give directions to the group:
 - Instructions: “We will pick a team to go first and then we will rotate clockwise for playing this game. When it’s your turn you will carefully remove a Jenga piece from the stack. (It cannot be from the top three rows [or 2 rows if using half a set].) If it has a question on it, you will read the question out loud to the group and answer it to the best of your ability. (Note: If using numbers, say “If it has a number on it, tell me the number, and I will read a question to you, and you will answer it to the best of your ability.”) If you answer correctly, you get a prize. (if

prizes are given) After you have pulled out a piece, add it back to the top of the stack. The game is over when the stack falls over. Everyone will walk away with a prize, and everyone can only have one prize.

- Use a random generator app, flip a coin, or rock-paper-scissors game to determine which team goes first.
- Follow the instructions
- Keep resetting up and playing the game as time allows.

After the Activity:

- Find all the pieces for the Jenga-style game and put it away
- Ask any follow-up questions from the entire group

LESSON CLOSURE:

Ask the following: “Now that we’ve participated in this game and learned about the Kids Helping Kids program, the National Project, National Theme, and about each other, I want to see what everyone has learned. Let’s take turns and say one new thing that we’ve learned.” (Go in a circle and let each participant speak.)

ASSESSMENT OF STUDENT UNDERSTANDING:

Review the objectives for possible assessment questions. Give a quick quiz to see how many of the objectives were achieved.

- Example: What are some ways you can support the National Kids Helping Kids Program?
- Example: Name the current National Kids Helping Kids Chair(s)
- Example: What is the difference between the National Project and the National Theme?
- Example: What activities in your community can you help?