

TITLE:

N.S.C.A.R. – Membership Relay Race and Unscramble the C.A.R. Creed

CONTRIBUTOR:

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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 Membership Committee

However, it can be adapted for almost any topic.

STATEMENT OF OBJECTIVE AND LESSON OUTCOME:

The learner will:

- Use resources to encourage prospective members to attend meetings

- Increase their knowledge about the C.A.R. by reinforcing the memorization of the C.A.R. Creed
- Develop cooperative social skills by working together to contribute to a shared goal

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

- Large Sheets of butcher block paper or poster boards (at least one per group)
- Coloring utensils (e.g., markers, colored pencils, crayons (to share across many groups))
- Large print of the C.A.R. Creed, Cut Up (at least one per group)*
- Clock or Watch for timing (15 second intervals)

**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 N.S.C.A.R. Membership Committee is designed to encourage membership growth at all levels of C.A.R.. Its purpose is to example the creative process so that individual societies can make their own unique ways to gain members. Another large part of membership is working to connect prospective members with the right people to ensure they receive the tools necessary to join the C.A.R. By providing the proper information and resources, anyone interested in joining can make their decision and have an accurate and expansive understanding of the organization. In short, the membership committee works to bring together people who share a love of serving.

N.S.C.A.R. has many special things that connect its members including The C.A.R. Logo, The C.A.R. Seal, The C.A.R. Motto, C.A.R. Colors, C.A.R. Flower, C.A.R. Tree, C.A.R. Spoons and Forks, The C.A.R. Song, and The C.A.R. Creed. These special items, recitations, and song can be found in the N.S.C.A.R. Handbook on the N.S.C.A.R. website.

The C.A.R. Creed was written by Ethel Vance Mosher and reflects the ideals and views of the members of the Children of the American Revolution. The Creed is recited by the members and seniors at all official C.A.R. meetings. It reads as follows:

“I believe in the Children of the American Revolution as an organization for the training of the young people in true patriotism and love of country in order that they shall be better fitted for American citizenship.

“As a descendent of the Founders of my Country, I believe that my birthright brings a responsibility to carry on their work, and that as the boys and girls of 1776 took an active part in the War for Independence, so the boys and girls of today have a definite work to do for their Country.

“As a member of the Children of the American Revolution, I believe it is my

duty to use my influence to create a deeper love of country, a loyal respect for its Constitution and reverence for its flag, among the young people with whom I

PROCEDURE FOR INSTRUCTION:

Materials to Make before the Activity:

- Large Print of the C.A.R. Creed, Cut Up (at least one per group)
 - Option 1: Write out the C.A.R. Creed on a large poster board. Then, cut it up into “puzzle pieces.” (This option is more durable and easier to do with a larger group on the floor.)
 - Option 2: Write out the C.A.R. Creed on a large poster board. Then, cut it up into single words or groups of words. (This option is more durable and easier to do with a larger group.)
 - Option 3: Print out the C.A.R. Creed in the largest font size possible on an 8 ½” x 11” paper. Cut into “puzzle pieces” or “groups of words.” (This option is more for single usage and is usable for 1-2 members working together.)
 - Option 4: Print out the C.A.R. Creed word-by-word (or short phrases) on large font on 8 ½” x 11” papers. (This option is less durable but may be easier.)

Set-up Prior to the Activity:

- Prepare an area for the participants. Ideally, an open space for both of the activities involving membership is ideal. (These activities can easily be done on the floor.) For activity #1 (Relay Race), it will involve space to run down to a poster and back towards a line of team members. For Activity #2 (C.A.R. Creed Unscramble), it can be done on the spread out on the floor or at a large table.

The Activity:

- Determine the Groups for both activities. Count off members into “1’s” and “2’s,” and have the “1’s” make one group and the “2’s” make a second group. Ideally, you want groups between 3 and 6 members. If you have more members, make a 3rd group or more groups, as necessary. (Make sure enough supplies are ready for more than 2 groups.) If you have a group with one extra member, that is okay. (You could have one group with more members, or that extra member could help be a judge.) *Special Note: it may be better to select groups to ensure age groups are distributed evenly so that older ages are not all in the same group. You may have the same groups for both activities or make new groups for each activity.
- Select a group leader to help the groups communicate effectively and to help you with keeping the others on task.
- Designate a judge. This could be a small group of members. It could be the leaders of the groups. It could be another adult.
- Activity #1 (Relay Race)
 - Recite to the Members: “Your task is for your team to create an advertisement about C.A.R. Membership in hope to create interest for prospective members. You need to show them all the reasons why they should join C.A.R. Draw your favorite historical spots, cool places you’ve been, patriotic pictures. Write what

you love about the C.A.R., what you learn from C.A.R., and some catchy slogans. When I say start, one person will run down to the poster and begin your team's advertisement. The member will have 15 seconds to write / draw. When I call "time," the member should run back to your line and tag the next person in line. Then, that person will run down and add to the poster. Each person will have the opportunity to draw and color twice. So, sit down in line after you have had your second chance to work on the poster. When all the posters are finished, the posters will be judged for the "best advertisement for C.A.R."

- Follow the Directions
- Have the judge determine the winner and cheer on the winning team.
- Activity #2 (C.A.R. Creed Unscramble)
 - Have each group go to a large section on the floor or at a large table. In the center of the group, place down the scrambled up words for the C.A.R. Creed (face down).
 - Recite to the Members: "Your task is to unscramble the C.A.R. Creed using the words in the center of the circle. All the words will be used. You may not use any printed or website resources to help. When your group thinks it has it, throw up your hands and I will come check."
 - Have the groups follow the instructions.
 - If a team is struggling, have them merge or have one member move over from another group to help.
- The leader running the activities should facilitate good group work. Both activities focus more on teamwork than competitiveness. Sometime sthe members participating will not always see "eye-to-eye," and that is okay. If necessary, step in and explain the importance of working with one another and respecting each other's opinions. Remind them there is a place for everyone's ideas in C.A.R. Ideally, the activities run smoothly and those participating can see first-hand what can be accomplished when a group cooperates.
- Since the nature of the activities may be competitive, make sure that although one team wins, both are praised for their workmanship and cooperation.

After the Activity:

- Put away the C.A.R. Scrambled words (If you have multiple copies of this, make sure to keep the groups separate.) Continuing the spirit of working together, have members collect the materials used for the relay race and unscramble activities for clean-up.
- Reward ALL teams for their working together.
- Members can take home the posters or use them however seems best.

LESSON CLOSURE:

Ask the following: "Now that we've participated in these games, I want to see what everyone has learned. Let's recite the C.A.R. Creed together." (Recite Creed.) "Now, let's all take turns (going in a circle) and say one thing you could share with another person outside of C.A.R. about C.A.R."

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 do you think would be a good way to show members how C.A.R. can add value to their lives?
- Example: How is the idea of cooperation and teamwork key to getting new members?
- Think about your personal experience and how you joined the C.A.R. Figure out if you can help others in their own process.
- Talk with your Society about the possibility of making a goal of getting new members by a certain timeframe.