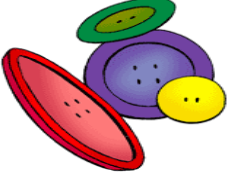


Activity	Description	Program
Gathering activity	Make the old fashioned button on a string. String a string through the centre holes on a button, tie the ends together and spin it around then pull the ends of the loop to make the button spin.	
Opening	Choose a favourite button: Have a bowl of buttons and have the girls chose one button as their favourite and tell group why they like it best.	
Craft	<p>Button Bug</p> <p>You'll need: The Button Bug template, cardstock or fun foam, buttons, glue, markers</p> <p>You will use the template to either print out on cardstock or trace and cut out of fun foam. Then have the girls use buttons and markers to decorate their bugs.</p>	
Game	<p>Button Relay</p> <p>Have two bowls of buttons with a matched pair in each. The girls are in relay form, they take one button from the bowl and run to the second bowl and search for the matching button. When they find it they return to their team tag the next girl and off she goes.</p>	
Game	<p>Button, Button, who has the button</p> <p>Girls sit in a circle one button is passed from girl to girl. One girl is in the centre and it is her challenge to guess who has the button. Whoever is found with the button becomes the new girl in the middle.</p>	
Song	<p>Button Factory (<i>chanted, not sung</i>)</p> <p>Hi, my name is Joe And I work in a button factory. I have a wife and a dog and a family Well, one day, my boss came up to me and said, "Hi Joe, are you busy?" I said, "No!" "Then push the button with your left hand"</p> <p>Actions: At the end of the first verse, pretend you're punching a button with your left hand's index finger. Then repeat the chant, adding your right index finger. Then one foot, then both feet, then your head and finally your tongue. On the last verse sing with your tongue out and when you say "Are you Busy?" You yell "yes!".</p>	
Closing		

Button Borscht (based on the Stone Soup Fable)

From: <http://www.dltk-teach.com/fables/stonesoup/mtale.htm>

A kindly, old stranger was walking through the land when he came upon a village. As he entered, the villagers moved towards their homes locking doors and windows.

The stranger smiled and asked, "why are you all so frightened. I am a simple traveler, looking for a soft place to stay for the night and a warm place for a meal".

"There's not a bite to eat in the whole province," he was told. "We are weak and our children are starving. Better keep moving on."

"Oh, I have everything I need," he said. "In fact, I was thinking of making some Button Borscht to share with all of you." He pulled an iron cauldron from his cloak, filled it with water, and began to build a fire under it.

Then, with great ceremony, he drew an ordinary-looking button from a silken bag and dropped it into the water.

Hearing the rumor of food, most of the villagers had come out of their homes. As the stranger sniffed the "broth" and licked his lips in anticipation, hunger began to overcome their fear.

"Ahh," the stranger said to himself rather loudly, "I do like a tasty button Borscht. Of course, Button Borscht with cabbage -- that's hard to beat."

Soon a villager approached hesitantly, holding a small cabbage he'd retrieved from its hiding place, and added it to the pot.

"Wonderful!!" cried the stranger. "You know, I once had Button Borscht with cabbage and a bit of salt beef as well, and it was fit for a king."

The village butcher managed to find some salt beef . . . And so it went, through potatoes, onions, carrots, mushrooms, and so on, until there was indeed a delicious meal for everyone in the village to share.

The villager elder offered the stranger a great deal of money for the Button, but he refused to sell it and traveled on the next day.

As he left, the stranger came upon a group of village children standing near the road. He gave the silken bag containing the button to the youngest child, whispering to a group, the magic was not the button, but the villagers that had performed the magic."

Moral: By working together, with everyone contributing what they can, a greater good is achieved

Button Bug

