

Kid's Kaleidoscope

Country of the Month **Australia**

Asia Pacific



CONVERSATION CENTRAL

Our story talks about Pastor Yousin ministering to Aboriginal communities in Australia. "Aboriginal" means first people. Ask a grown up to help you find out more about them.

How did the church bless the children in these communities? Have you ever received a gift or blessing from your church or a church in your community?

What are some ways you can share the hope and joy of Jesus where you live?

COLOR THE FLAGS



Australia has three flags, we will focus on two of them, the Australian National Flag, and the Aboriginal Flag.

The Australian flag was chosen in 1901 when Australia became a Federation.

The Aboriginal flag is a symbol of unity and identity for Aboriginal people and was designed 1971 by an Aboriginal artist.

Click here to learn more about the flags.

PACK WITH PURPOSE

Kangaroos have a special pouch for carrying their babies, because they are very small when they're born. Did you know that a baby kangaroo is called a "joey"?

The mother's pouch provides a safe place for her "joeys" to grow and learn how to live and participate in their kangaroo group or community.

This means that a pouch is a place of safety, care and development.

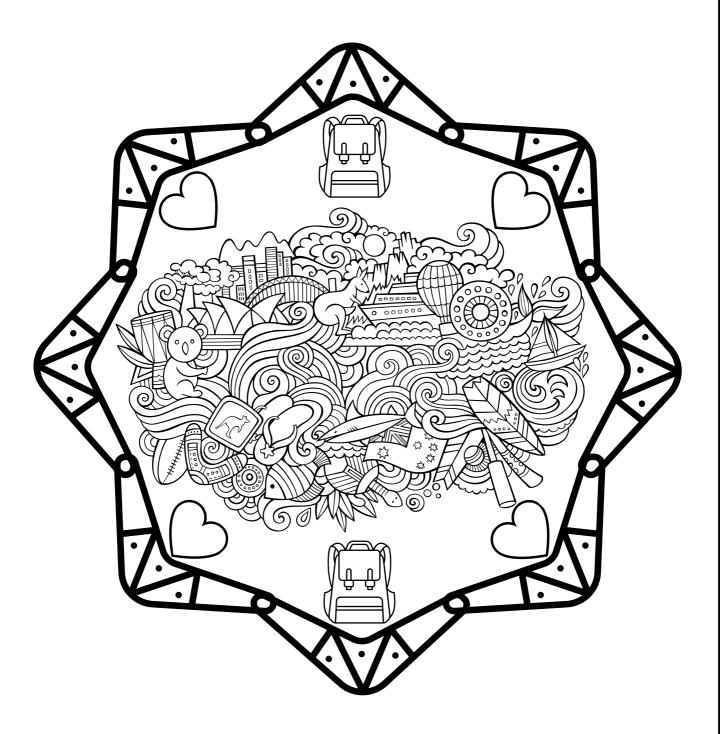
As you color in the pictures, think about:

- A kangaroo keeps safe what it carries. What do you carry in your backpack and how do you keep it safe?
- A kangaroo looks after and shares life with what it carries in it's pouch. Are there things in your backpack that can show you care for others in your group?



KALEIDOSCOPE PAGE

Can you name the object that creates the border of the kaleidoscope? You will learn more about this object on the next page. From what you have learned, why are backpacks and hearts together in this kaleidoscope? Remember a kaleidoscope changes everytime you try to focus on an image in it. As you color in the images from Australian life, think about how wonderful culture is, and what images could be used to represent your culture.



"Love each other with genuine affection, and take delight in honoring each other."

Romans 12:10 NLT

KIDS KALEIDOSCOPE GAMES



Kai wed

Ball play



This is a ball tossing game from northern Australia that encourages team work and coordination. In this part of Australia the game is played using the deep-red fruit of the kai tree, which is very light once it has fallen from the tree and dried out.

Equipment: A small, light ball or balloon for younger children

Age: All ages

Aim: To keep the ball from hitting the ground

- 1.Divide students into small groups and give each group a ball or balloon. It may be easier to start with a balloon and then move to a light weight ball.
- 2. Students stand in a small circle, close together.
- 3. Toss the ball in the air, students use the palms of their hands to keep the ball in the air. NO holding the ball, it must keep moving.
- 4. Have students count each hit as they go. The team with the highest number of hits wins.
- 5. Make the game harder by making the circle larger.

The team with the most hits before the ball hits the ground wins!







Roll a Design 🖋







The Aboriginal people use symbols to tell stories and boomerangs are a huge part of Australian culture. The Aboriginal and other First Nations people, used boomerangs as weapons and tools for hunting, digging, and in ceremonies. Some are designed to return to the thrower but the vast majority are not. For many thousands of years, Aboriginal groups exchanged boomerangs across the continent.

In this activity you are going to design your boomerang using some of the Aboriginal symbols. Imagine how a boomerang and these symbols could be used to share the gospel!

Materials: 2 different colored dice, page 4 of Kids Kaleidoscope, pencil, colored pencils.

- 1. Designate which color of dice will roll the symbols and which will roll the number.
- 2.Roll the dice, use the key below to determine which symbol you must draw on your boomerang, then depending on the number on the other dice, draw that many of the symbols on your boomerang. See the example below.
 - a. Example: If my red dice is rolling the symbol and my blue dice is rolling the number, and I roll a 3 red and a 6 blue. I must draw the campsite symbol six times on my boomerang.
- 3. To win the game you must have at least one of each symbol on your boomerang.











Footprint



Rain

Meeting Place

Campsite

Person

Kangaroo

Sun or Star

