

Activities For Children



On Stormy Days

From

Thomas Edison Electric

Dear Parents and Guardians:

When the children get up in the morning and hear it's a storm day that will prevent them from going to daycare, kindergarten or school, there is jubilation at first, but after awhile boredom sets in.

If you don't want them sitting in front of the television or on their mobile devices all day, here are some suggestions for simple activities you and your children can participate in to alleviate the boredom, and at the same time have some quality family time together. These activities will make getting through our Island storm days a little easier.

Have Fun

Special Note: *You may want to read over the games to see if you need to purchase any of the items needed so you will be prepared when a storm hits.*

Debbie Stewart, Marketing Coordinator
Thomas Edison Electric
902-628-8720 902-436-0719
myelectrician@eastlink.ca
thomasedisonelectric.ca

Follow us on Facebook

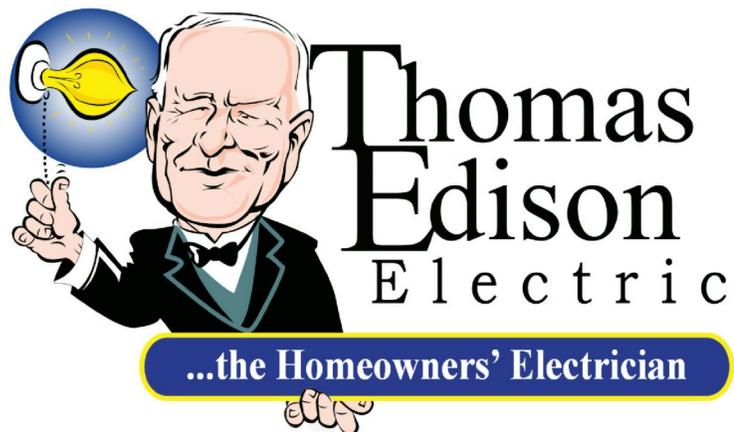


Table Of Contents

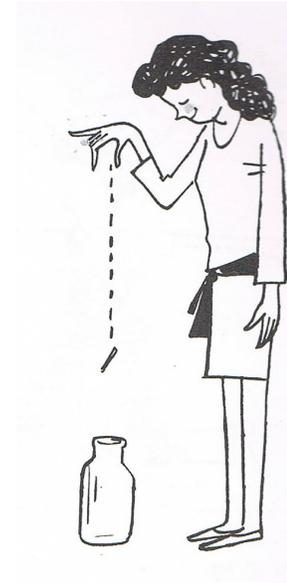
Toothpick In A Bottle	4
William Tell Race	5
Umbrella Bounce	6
Balloon Head	7
Blow Gun	8
Bucket Ball	9
Marble Shoot Off	10
Coin Toss	11
Ball and Ankle Race	12
Bango	13
In Conclusion	14

Toothpick In A Bottle

PLAYERS: 2 or more

EQUIPMENT: A narrow-necked bottle or jar and a handful of toothpicks

PREPARATION: None



Divide the toothpicks equally among the players and set the bottle on the floor between the players. Then you take turns holding your hand about 60 cm above the bottle, trying to drop one toothpick in at a time. Add up your scores of hits and disregard the misses. The one who gets the most toothpicks in the bottle is the winner.

In order to avoid arguments, it is a good idea to place the bottle near a wall or a piece of furniture which acts as a height marker below which you cannot place your hand. That way is it fair to all the players..

Note: Players must stand straight. No bending allowed and drop the toothpick from the same point.

William Tell Race

PLAYERS; 2 or more

EQUIPMENT: An apple for each player or team

PREPERATION: None



William Tell shot an apple off a head—it's your job to keep it on!

At the starting signal, players balance an apple on the top of their heads and then walk to the finish line. If the apple falls off, it's back to the starting line!

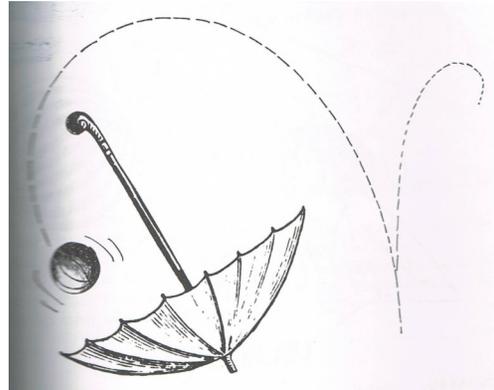
Two can play at a time, or you can work the game in teams.

Umbrella Bounce

PLAYERS: Unlimited

EQUIPMENT: An umbrella, a ball (a rubber ball, a tennis ball, or ping pong ball will do)

PREPARATION: None



Open the umbrella and set it upside down on the ground. Mark a starting line about 3 to 5 cm away and use a ball that bounces well.

The object is to bounce the ball into the umbrella so that it stays in. You can't toss it in directly—the ball must bounce once.

Each player gets 5 to 10 turns, depending on how many players you have and how much time you want to spend playing the game.

Each ball that stays in the umbrella scores one point.

Balloon Head

PLAYERS: Unlimited, one at a time

EQUIPMENT: Balloons, paper and pencil for scoring

PREPARATION: None



Simplicity itself.

Each player must bounce the balloon off his or her head and see how many times it can be repeated without using hands.

The one who hits the balloon with his or her head the most times (no arms, shoulders permitted either) wins.

Blow Gun

PLAYERS: 2 or more

EQUIPMENT: A paper straw for each player, a supply of used wooden matches (a minimum of 20 or 30), a wastebasket

PREPARATION: Cut off burnt tips from the matches



Set up a wastebasket 2 metres away

Each player gets 10 matches (you can use the same ones over and over again, but have a few extras for ones that get lost).

Then they use the straw as a blowgun and shoot the matches into the wastebasket—or try to.

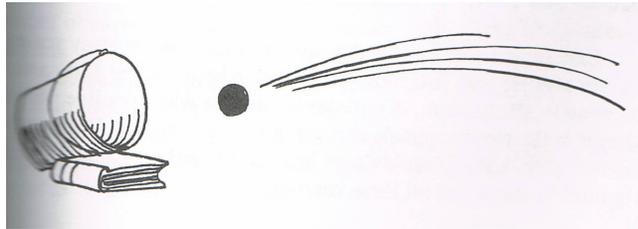
Keep track of each person's score. The one with the most wastebasket "hits" wins.

Bucket Ball

PLAYERS: Unlimited

EQUIPMENT: Bucket, ball, a couple of books

PREPARATION: None



Place the bucket on its side at a slight angle. You can use a book or two to prop it up.

A medium size ball is about right for this game and the best distance for throwing is 2 to 3 metres.

Experiment with this so that the game is not too easy.

When the player throws the ball, it will bounce right out again if it hits the bottom of the bucket. You can avoid this, though, if you discover the right spots to hit. For example, if you toss the ball to the left or right side of the bucket at an angle, it will stay in unless you throw it too hard. You will get the same results if the ball hits the lower side of the bucket just below the rim. Naturally, no matter where the ball hits, it will bounce, but when it hits a side first it will only bounce around inside the bucket. But don't tell the players that!

Don't use wooden balls. They don't bounce around so much and are much too easy to keep in the bucket.

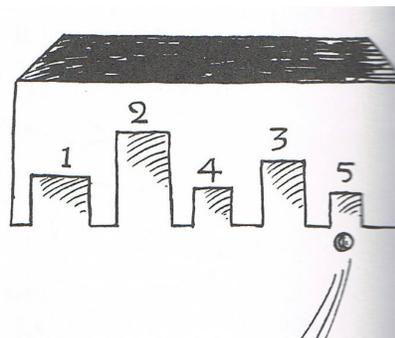
Marble Shoot Off

PLAYERS: Unlimited

EQUIPMENT: Cardboard shoe box, marbles, permanent marker

PREPARATION: Turn the shoe box upside down and cut about 5 notches on the long side of the box. The notches should be approximately 2.5 to 3.5 cm wide and different heights from 5 to 10 cm.

Draw large numbers above each hole



Place the box on the floor against a wall and pace off 5 steps.

Give each player 10 marbles and keep score.

They take turns rolling their marbles toward the shoe box, aiming for one of the numbered holes, and they score according to the number on top.

The first player to get 100 points (you can set this number lower if you wish) wins.

Coin Toss

PLAYERS: Unlimited

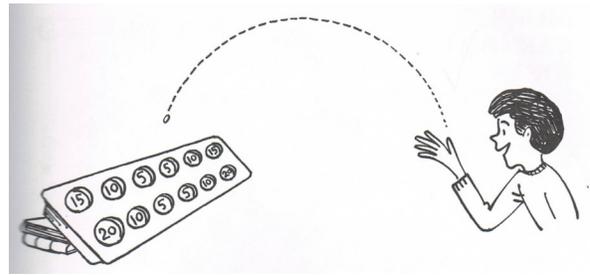
EQUIPMENT: A muffin tin, 10 coins (if you have pennies use pennies. If not you can use nickels instead), construction paper in different colours, permanent marker, a couple of books

PREPARATION: Cut out 12 rounds of paper to fit into the holes of the muffin tin. Mark the construction paper rounds with numbers as follows;

15 10 5 5 10 15

20 10 5 5 10 20

Tilt the muffin tin against some books and mark a starting line about 2 metres away



The object of the game is to throw a coin into a high-scoring muffin cup or any muffin cup.

First test the distance and tilt of the muffin tin to make sure that the game is not too easy.

Give players 5 coins each which they try to throw into the holes.

When they have tossed all the coins, they remove them themselves and add up their score.

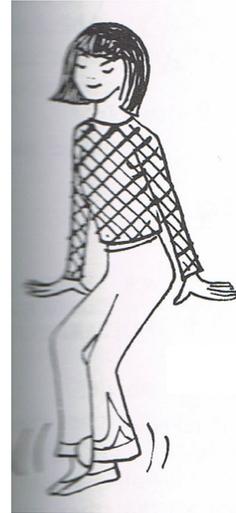
Take turns tossing until one player reached a score of 100 (or less if you choose).

Ball And Ankle Race

PLAYERS: 2 or more

EQUIPMENT: A ball for each player, any size from tennis ball to football or basketball. But they should be the same size for each player

PREPARATION: None



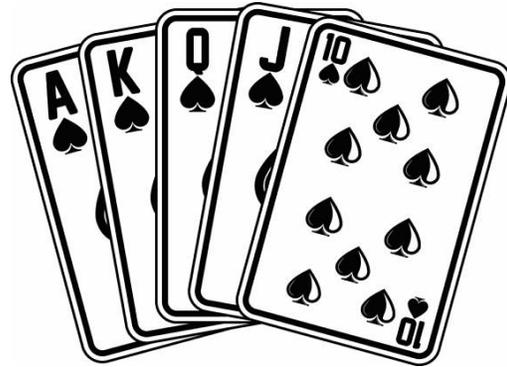
Mark a starting line and a goal line any distance apart that seems convenient.

The object is to race with the ball held between your ankles.

It's up to the player to decide whether to jump, or inch along in a kind of shuffle. Do whichever seems to get you there the fastest without dropping the ball.

If the player drops it, they have to go back to the starting line and begin all over again.

Bango



PLAYERS: 2 to 10

EQUIPMENT: 2 decks of playing cards

PREPARATION: None

Did you ever want to play Bingo but didn't have a set of bingo cards or balls. With two decks of cards, you can play Bango, which is very much like it.

Each player gets five cards from one of the decks. The players put the cards face up in front of them.

Then the dealer takes the other deck and turns up the first card, announcing its rank and suit: For example "The 3 of Clubs."

If any player has the 3 of Clubs, that player turns the card face down.

The dealer then announces the next card, and so on, until one player has turned all five cards face down and is the winner. That player then becomes the dealer for the next game.

In Conclusion

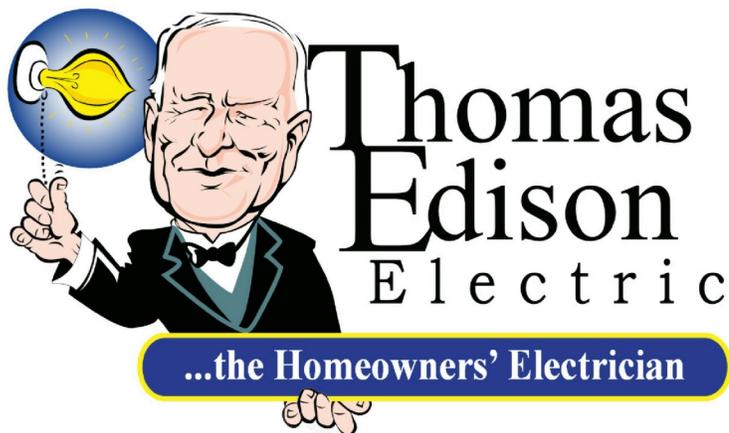
We hope you enjoyed these games and that they kept your children amused during the time they are cooped up in the house.

To ensure that the power doesn't go out during your time indoors during a storm, contact Thomas Edison Electric for your FREE In-Home Evaluation to install an Automatic Standby Power Generator.

If the power does fail no one will be the wiser, because an Automatic Standby Power Generator automatically comes on when the power goes out and of course automatically shuts off when the power returns.

It's a great investment that everyone should have during our long and sometimes stormy winter. We have a variety of payment plans, which makes making the right decision more affordable.

The Team At Thomas Edison Electric



Thomas Edison Electric 902-628-8720 902-436-0719 myelectrician@eastlink.ca thomasedisonelectric.ca