

A Project of the Christian Education Committee of New England Yearly Meeting of Friends, Christel Jorgenson, Editor
For Anyone Involved in Religious Education at their Meeting



CHRISTIAN EDUCATION NEWSLETTER



Issue 24 September 2001 NEYM, 901 Pleasant St., Worcester MA 01602

Inside This Issue:

Since we all know that children enjoy movement and games, why not structure them consciously into the learning experience?

Thus we bring you THE GAMES ISSUE – HAVE FUN!

Special thanks to contributors: FGC Religious Education Committee members Virginia Wood and Robin Wells; NEYM Christian Education Committee members Lea Sutton and Gail Thomas.

Inside you'll find games for younger children, for older children, for intergenerational groups, for circles, for teams, and cooperative challenges.

As well, there's a source list for games, ideas for incorporating non-teachers in FDS, a list of books being given away, and a new Peace Education resource on the web.

Who should get this Newsletter? This newsletter comes out two or three times a year. The aim is to help those who are in a teaching role as parents or first day school teachers. We also try to include some adult education resources in every issue. Each meeting gets a copy of every issue, sent to either the clerk or the designated religious education contact. Many other people also receive this directly because they have signed up.

Please help us keep our mailing list current by sending (address above) names and addresses of people active in your meeting's religious education program.

Quaker materials and curriculum

are available for purchase from:

☎ Friends General Conf. Bookstore – 1/800-966-4556
or www.quakerbooks.org

☎ Quaker Hill Bookstore – 1/800-537-8838
or www.fum.org

☎ Pendle Hill Bookstore – 1/800-742-3150
or www.pendlehill.org

Philadelphia Yearly Meeting operates a *lending library*, an excellent source for background books for your curriculum or out-of-print materials. Call them at 215-241-7219 or email at Library@pym.org

A bibliography of the NEYM browsing library is available by mail for \$7.50 from the Yearly Meeting (address above) or check it out on line at the Yearly Meeting web site.

First Day School and Parenting Resources describes each book in our collection, with a subject index keyed to age groups and an author index. Check for one in your meeting library since they were distributed to each meeting in August, 1999. The collection is displayed at yearly meeting sessions, and at quarterly or monthly meetings that request a visit from the Christian Education Committee and/or Chris Jorgenson, the Youth and Education Secretary.

Take opportunities to talk with others who are working with religious education in their meetings.

The Christian Education Committee of New England Yearly Meeting focuses its work on providing materials and support for First Day School and other religious education programs within monthly meetings.

They can help you organize a sharing session in your quarterly meeting, for instance – a chance to look at new curriculum materials, talk about joys and problems, gather ideas, refresh your interest and enthusiasm. Maybe you will find someone who has already developed a unit that you can use in your meeting, or who has found a way to connect with kids in a way you hadn't thought of.

Please contact one of these Christian Ed. Committee members with your requests, questions or comments:

- Gail Thomas, Clerk, Cambridge Monthly Meeting, 617-492-5035, email: thomasg9@aol.com
- Hans-Dieter Gomes, Providence MM and Saylesville, 401-728-4184
- Jennifer Hogue, Cambridge MM, 617-868-4415
- Jean McCandless, Burlington MM, 802-862-8665
- George Munger, Mt. Toby MM, 413-253-9563
- Peggy O'Reilly, Wellesley MM, 617-489-6449
- Cynthia Rankin, West Falmouth MM, 508-540-6570
- Jennifer Roy, Monadnock MM, 603-924-9151
- Karen Sargeant, Worcester MM, 978-874-2201
- Alex Vanderburgh, Cambridge MM, 781-643-9323
- Caroline Webster, S. Berkshire MM, 860-824-5285
- Donn Weinholtz, Hartford MM, 860-683-1812

Quaker Happy Families Card Game

(These instructions are adapted from an article in the May 2001 issue of The Canadian Friend)

Purpose: To teach about the lives of some famous Quakers in an entertaining way. For upper elementary to middle school ages.

Materials needed:

- 8-10 sheets of card stock (could be printed and precut to fit nine playing cards sized approx. 2 ½" x 3 ½")
- felt pens
- Quaker resource books with dates of famous Quakers
- bag for storing the cards

Time needed: 45 minutes (varies) to make the cards and 10-15 minutes to play

To Begin:

1. Ask the group if they know how to play rummy (animal rummy, any kind of rummy – if you have such a game, you can play a quick round)
2. Tell the group that they are going to make their own Happy Family (or Quaker Rummy) game using the lives of famous Quakers.
3. Ask the group to list as many well-known Friends as they are able. At least fifteen names are needed. Have your own suggestions ready (that you might be able to find in your reference books, for instance) Don't forget contemporary Quakers or people in your meeting.
4. Work with the class collecting their information. For each Quaker, they will fill in four cards. The categories can be pre-printed on the cards to be finished by the students, or they can write it all:

(name)
was born
in

(year)

(name)
died in

(year)
if deceased

(name)
lived in

(country)

(name)
ministry:

How to Play:

- the goal of the game is for each player to collect complete sets of "happy families".
- Shuffle the cards and deal 7 cards to each player, leaving the remaining cards face down on the table with one card on a second pile face up.
- At their turn, each player picks up one card from either pile and discards one card to the face up pile.
- Alternatively, the player may challenge another player for a particular card, for example "please may I have your George Fox country" card. If the player has the card they must hand it over, but can remove any other card from the other player's hand.
- When a player has a full set of four cards, these are placed face up on the table and four new cards are picked up from either pile.
- The game ends when all families are made or when just a few cards remain which cannot be matched up.
- Each person reads out the information on the sets of cards laid out in front of them

Scavenger Hunt:

Have a good look around your meetinghouse or meeting place. Make up scavenger hunt sheets for teams (as few as two children could be a team). Items could be: "write what the sign says on the bench by the front door" or "collect a mug that has a Quaker theme" or "how many window panes are in the social room?". Throw in some things that can only be answered by finding people: "the autograph of someone on a meeting committee: what committee is it?" or "the autograph of the person making coffee today" or "find someone who gave away some money to a good cause: what was it?" The goal is to complete the requests, though speed could also be factored into the "award".

Person Bingo:

At the beginning of an intergenerational event, give everyone "bingo cards" – sheets of letter size cardstock printed with squares designating people descriptions: "I love chocolate" "I have two sisters" "My dog is great" "I try hard to be peaceful" "I've been a Quaker all my life". Have everyone collect signatures. No one can sign more than once (if a large group) or two or more (depending on the size of your small group). The first one done is a winner (maybe gets to be first in the potluck line?) This bingo could also be applied to a theme: "I have a way I save water" (care of the earth) "I have repaired a piece of clothing" (simplicity) "I enjoy sharing music with others" (creativity) "I have a favorite way to pray" (spirituality)

Hollow Eggs

After Easter, get a bargain on the hollow plastic “you-fill-em” eggs. These can be hidden for a treasure hunt any time of year as a move-around, fun lead-in for a lesson, Hidden inside could be:

1. Typed-out parts of a simple story. When they are all collected, ask the students to put them in order.
2. Items from a list: Quaker testimonies, books of the Bible, Quaker heroes, etc. These could be words or symbols or both.
3. Names for secret pals
4. Something that the finder then pantomimes for the others to guess, like animals or ways we help each other (for a service theme).
5. Puzzle pieces for a puzzle that will say/show something related to your theme
6. Or just a fun way to distribute the cracker snack for the day!

Pairing Up

1. For dividing teams, use M&M’s of different colors that the kids reach into “a hat” for, i.e. the reds and the greens.
2. To create pairs, use hearts, cut in two by a jagged cut, to which they must find the mate.
3. When paired and someone has to go first, ask them “who is the carrot and who is the zucchini? (or similar weird pairing) Decide between yourselves.” Call either carrot or zucchini to start. Or “who is I and who is A?”

Getting Attention Without Yelling

1. Use a raised hand: “When you see me raise my hand, raise your hand and stop talking. Then I won’t lose my voice! Let’s practice this: okay, hands down, everyone make a little noise.” [raise your hand and wait for them to catch on – try again to get faster at it and congratulate them on their quickness]
2. Develop a hand sign: “Silent Coyote” is a favorite, which is the hand held up in a way that would cast a coyote/wolf/dog shadow.
3. “When you hear me, clap once”. Say this very quietly to a particular child, repeat as others stop to hear what the “secret” is. Go on to clapping twice, etc. until everyone is with you.

Cooperative Challenges

Build group spirit and cooperation. It’s always a good idea to process the games afterwards with appropriate questions: Did we play it safely? What made it hard or easy? What did you do to help the group succeed?

1. **Hand slap:** Everyone sits in a circle as tightly as possible and puts their hands on their neighbor’s laps in an interlaced pattern (i.e. my left hand is on my left neighbor’s right thigh, my right hand is on my right

neighbor’s left thigh). Begin a patting pattern around the circle that follows the order of the hands rather than the order of the people seated. After going around once, see if you can speed it up without mistakes. Gifts are: concentration, laughter, and a quick and easy break of routine.

2. **Everybody Up:** People to pair up with someone of approximately the same size. Ask them to sit on the floor, back to back, with elbows interlaced, knees bent and feet flat on the floor. See if they can pull each other into a standing position. Increase the number to three, then four, and so on, until collapse. Try it also facing each other, bottoms of feet together, bent legs, hands tightly clasped.

3. **Pass Around the Circle:** Use odd combinations of items and appendages for a passing game: Everyone sitting must pass a pillow (or tin can) around using only feet. Everyone interlaces fingers and must use their interlaced hands to pass around a peanut (or other small object). Try the pillow under the chin, or using armpits or crooks of elbows Use an odd object to pass, like a stuffed animal.

4. **Group juggle:** (also good for learning names) Have at least three throwable items (beanbags, rolled up socks, tennis balls, whatever). Start by tossing one item to someone across the circle, after saying their name. That person says the name of and throws to someone else across the circle. Remind people to remember who they are throwing to. Continue until everyone has had the ball and it is back to you. Do the same circuit in the same order again, a little faster. The third time, after the first ball is in play, start a second ball, then later a third (or more if you wish!) Continue until dissolving into laughter.

5. **Line up:** Ask everyone to line up in a particular order without talking: Alphabetically by first name. By age. By date of birthday (month and day) in the year. By height. By shoe size. If it’s a small group, you can increase the challenge by asking them to line up randomly on a “log” (plank, bench, line of tape on the floor) and then, to move to line up in the order you call out. Everyone must cooperate so that they all remain on the log during the process.

6. **Alphabet game.** Sit or stand in a circle. With you beginning with “A”, the group recites the alphabet with only one person calling out a letter at a time. There are no patterns of taking turns. If two call out a letter at the same time, the game goes back to “A”.

7. **Observation.** (Good when trying to call attention to symbols in a story or for use before a nature walk). Create a grouping of five to ten objects (complexity depends on the age of the children) and place a cloth over them. Ask the children to gather around the cloth and tell them it’s an observation game. They will only have a short time to look. Count down and then lift the cloth for a very brief time, then cover the objects again. Ask them as a group if they can name all the objects.

8. *Slip the Hoop.* Each group is given a hoop or bicycle tire. Everyone stands up and holds the hand of the person next to them. The hoop should be resting on the wrists between people. The object of the game is to pass the hoop without letting go of each other. Too easy? Try the game this way. Place a marker on the floor (paper plate, etc.) The hoop must stay over the plate. Can your group pass through the hoop without having it move away from the plate? You can also try timing it and try to decrease the time it takes to go around

9. *Frozen bean bag.* (a paper plate or bean bag for each person). Everyone puts a paper plate (or bean bag) on their head. The object of the game is to walk around the area of the room (or field) without having the paper plate fall off your head. If it does, you are frozen and you must stop and stand still until a friend comes by and picks up your paper plate and hands it to you. You can then move. put the plate back on your head and walk about your area. Helpers be careful! When you go to pick up a plate, yours may fall off!! If it does, what must you do? (Freeze). Set a time limit or a task at the end (now everyone see if you can sit down in the circle without letting your plate fall).

10. *Knots.* The group stands close together and place hands in the center, everyone taking the hands of different people across the circle. Do not take the hand of someone next to you or both hands of someone across the circle. Now, without letting go of hands, untie the knot. Sometimes you end up with a big circle and one or two little knots inside.

11. *Touch blue.* Everyone stands up. Begin with "touch blue", asking people to touch something blue on another person. Quickly go to variations: touch sneakers; touch red hair; touch wrist watch; touch brown; etc.

12. *Musical hugs.* Play some energetic music for the children to get moving and dancing. When the music stops, each child gives one other child a hug, "hug in twos". The music continues, the kids dance again, this time, when the music stops, it is "hugs in threes". As the game goes on, the hugs get bigger until the whole group is in one big hug.

Games for teams or circles

1. *Silent Quaker.* Seat the group in a circle. Each person whispers to his right-hand neighbor something to do. At the end of a few minutes, the leader says "The meeting has begun". All join hands and solemnly shake them after which no one is to speak or laugh. Each one in turn performs his stunt with solemnity. (This one is from a 1933 Cooperative Extension Service publication, honest) They suggested penalties for laughing, but perhaps, after going around the circle, those who have managed to not laugh or speak are declared "weighty Friends"!

2. *Dumb Crambo.* Divide into two teams. One group goes out of the room and those remaining choose a verb and a word that rhymes with that verb. The group outside is told the rhyming word, and they consult about what verb they think is the chosen verb. They return to the room and, without speaking, act out the verb. If it is right, the inside team claps and the teams change places. If the verb picked is wrong, they shake their heads and the outside group must collaborate on a new verb. They continue trying until they get it or x number of tries.

For example: The verb "eat" is chosen. The group outside is told that the word rhymes with "heat". Then that team decides that perhaps the verb is "beat" and they act "to beat". As this is not correct, they try "to meet", but again without success. At last they try "to eat". When the word is guessed the groups change places, and the game is played again. If you wish, go on to nouns.

3. *Zoom.* Gather in a circle. Imagine "zoom" as the sound of a racing car. Start by saying "zoom" and turning your head to either side of the circle. The person on that side passes the word "zoom" to the next person, and so on, until everyone has quickly passed "zoom" around the circle. Next, explain that the word "eek" makes the car stop and reverse direction. Thus, whenever the word "eek" is said, the "zoom" goes the opposite way around the circle. At first, it may be helpful to allow only one "eek" per person per game. If the group isn't too large, it may be a good idea to continue the game until everyone has had a chance to say "eek".

3. *George Fox Relay.* After learning the George Fox song, assemble items like a bell, a key, a Bible, a flashlight (the Light), a Lego-built steeple, breeches, shaggy locks (use your imagination). The items are lined up across the end of the room. Divide into two teams, who line up behind a starting line. On "go", the first in each line go to opposite ends of the line of items and do what is required with that item, then come back to tag the next, who does the next item in line. (Somewhere in the middle the two teams may head for the same item and one team will have to wait for the other to finish with that item). Things to do: ring the bell; pretend to put the key into a lock and turn it; open the Bible and point up with the other hand; turn the flashlight on and off; pull apart the Lego steeple and put it back together; put on and take off the breeches (make sure they're big); put on and take off the shaggy locks. Items need to be put back in place for the next person.

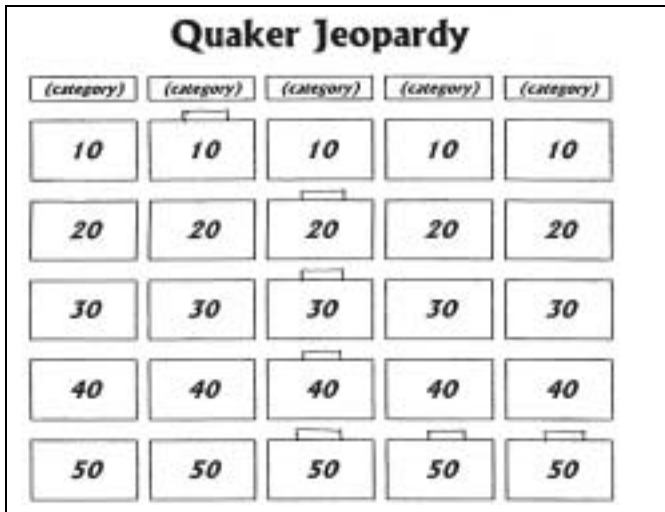
4. *How Do You Like Your Neighbor.* The group is in a circle, one less chair than people. The leader in the center goes to "person A" to say, "How do you like your neighbor?". If "A" says, "I'd rather have Bill and Bob"; the two people on either side of "A" get up and trade places with Bill and Bob across the circle, while the leader tries to get a seat. If "I like them just fine", everyone besides "A" and their neighbors must switch.

Games for Older Children.

Older children, the aged 10 to 16 set, become more verbal and interested in their own intellectual development, the thoughts of their peers, and self-expression. Helping them learn about themselves and their Quaker heritage in games keeps their interest.

Quaker Jeopardy

This has been used by several meetings, usually presented in a public way after a potluck, fun as an intergenerational activity between teens and adults. This description is from Robin Wells of Asheville NC Meeting.



Materials needed: a game board (a folding presentation board is easy to transport and store – I recommend a color background so that players can see what answer cards remain on the board). Large index cards make good pockets; small index cards or folded computer paper for answers.

Hints:

- Watch the TV show to get an idea of how the game is played
- Explain the rules up front, don't assume that people know how to play (you'll need to come up with some rules first)
- Type the answers so that the game host can read them
- Involve your teens in creating answers
- Don't forget a "close to home" or other category that lets you focus on some interesting people in your own Meeting
- When creating teams, make sure the teams are balanced. Remember that older players may have the knowledge but may also be a little slower to answer, this game can move quickly.
- Be sure to have a scorekeeper who also watches to see which team responded first.
- Consider using audio answers: Quaker songs, songs by Quaker performers
- You may want to prepare a study sheet a few weeks before the game with all the Quaker information you can think of (another sneaky educational moment)

Wheel of Fortune

(another contribution by Robin Wells)

Materials needed: 8 ½ x 11 card stock for each letter; markers that don't bleed through masking tape; a spinner.



Hints:

- Watch the TV show to get an idea of how it is played
- Put a masking pattern on the backside of your letters so that people can't see the letters
- Have the letters in order in a stack so you can easily tape them up on the wall (with a donut of tape) – you don't want to keep everyone waiting while you set up.
- As letters are guessed, just turn the letter over and tape the paper letter side out onto the wall.

- Have a copy of the phrase or name for the letter turner
- Be secretive when you put the letters on the wall.
- Encourage the letter-turner to dress up.
- Consider different categories such as "saying", "famous person", "song", "clue"
- Play in teams, have each team spin on a homemade spinner to determine how much they earn if they guess a letter on the wall (include a lose-a-turn spot)
- Each team guesses one letter per turn (otherwise the game isn't as much fun for the whole crowd.
- Each team wins a predetermined amount (50 pts?) for guessing the phrase
- Have the team that guesses the person or phrase explain who the person is or what the phrase means (this is the educational part)

More Games for Older Children

Finish the Sentence

Have a set of cards or slips of paper with open-ended questions. Everyone pulls a card out of the hat to answer; they may either answer their question, exchange their slip once, or answer a question that someone else has already answered. Sample questions:

The best thing about winter is _____

My idea of an interesting vacation is to _____

The thing about Quakerism that attracts me the most is _____

I'm naturally good at _____

When I get old, I hope I don't _____

Feel free to let people elaborate on their answers and strike up conversations, but make sure you get around the circle. They may also invent their own questions for each other. You can find some questions ready-made in *The Kids Book of Questions* and *The UnGame*.

The Auction

Divide the group into teams (this could be intergenerational with different questions). Give each team \$1000 in play money. Tell them that there will be an auction (hand them the "sale bill") and that all items apply to all group members and will be sold in order. The point is to use all your money, operate by consensus and be considerate of all group members. Allow the groups to strategize before beginning.

(Here is a sample list of auction items)

- a. You can have all A's for a year without effort.
- b. You can have a full scholarship to the college of your choice.
- c. You collect a \$100 a week allowance forever.
- d. You can eat whatever you want for 6 months.
- e. No one will tell you what to do for a year.
- f. You spend a day with the movie or recording artist of your choice.
- g. You get an expense-paid trip of your dreams.
- h. You will have 10 million dollars to spend on improvements in your community.
- i. You can stop all war for ten years.
- j. You have a guarantee that everyone in your family will be happy together forever.
- k. You have guarantee that you won't be sick for 25 years.
- l. You find the perfect mate and you both fall in love.
- m. You have a perfect friend for the rest of your life.

Debrief at the end: How did your group make your choices? Did your group have any disagreements? Are you happy with what you got? Does it reflect your priorities? How would you do it differently next time?

Listening Discernment Games

Try *Lighthouse* with lots of space or *Truth* in a smaller room.

Lighthouse

Two volunteers, the "Ship" and the "Lighthouse", are placed at opposite ends of the room, with the rest of the group, the "Rocks", scattered on the floor between them. The goal is for the Ship to safely reach the Lighthouse, walking backwards with eyes shut, guided only by directions from the Lighthouse. After a few rounds, allow the Rocks to speak also. Debrief by asking what made it difficult in each role.

Truth

Provide a table, chair, and five large cards with the letters T,R,U,T,H, one letter per card. Send a volunteer out of the room. Divide everyone else into two groups; one group will try to get the volunteer to put the cards in order, the other to put them in the wrong order. Bring the volunteer back in blindfolded and set the cards in front of them on the table in scrambled order. Explain that the goal is to spell TRUTH, and that these people will give them instructions. They can stop when they think they've got it right. Debrief after one or more volunteers by asking how they decided what to believe; ask the rest of the group about their strategies to be convincing.

After either exercise:

Read John 10:1-5. Sit for a moment and think of ways one might hear the voice of God. How can we tell if it is "a stranger"? What might be the competing voices in our lives, giving us false information about what's important? Have magazines and newspapers available to make a collage of "competing voices" that surround us.

To Remember When Using Games:

1. Inclusion is key. A child may choose not to play, but try to understand why and if there could be anything done to make it easier for them to participate. Use games to utilize different gifts in the children. The quick, the slow, the strong, the timid, the loud, the quiet – using a variety of games can help all feel included.
2. Having classroom behavior guidelines agreed on and posted can help keep the lid on. "What do our rules say about playing safely?"
3. Keep it moving. Ten minutes on a child's game is a long time. Better they want more at the end than overstay the welcome.
4. Games used at the beginning of a class can gather children, let them use up energy that they bottled up in Meeting for Worship, and lead in to a lesson ("What made cooperating in that game hard? Our story is about someone who had a hard time cooperating.") Games at the end can be a celebration of finishing their lesson.

Sources for Friendly Games

from Lea Sutton

Web Sites

www.animaltown.com has a wonderful line of noncompetitive board games, as well as books and crafts.

www.mcn.org/a/newgames explains New Games and has the New Games books available.

<http://web.bham.ac.uk/m.cox/games/homepage.htm> is the site of the Woodcraft Folk movement in the U.K. and is a treasure of games directions and other materials.

Books

Cooperative Sports and Games Book: Challenge without Competition. by Terry Orlick. Pantheon, 1978. ISBN 0394734947 \$17.00

The Second Cooperative Sports and Games Book by Terry Orlick. Vintage, 1982. ISBN 0394748131 \$22.00

New Games for the Whole Family by Dale LeFevre. Putnam, 1988 (out-of-print)

Sharing Nature with Children by J.B. Cornell. Dawn Publications, 1998. ISBN 1883220734. \$10.00

Games Children Play by Kim Brooking-Payne and Kate Hammond. Anthroposophic Press, 1997. ISBN 1869890787. \$24.00

Incorporating Non-teachers into the First Day School Experience

If they have interest in:

Taking pictures: Ask someone to photograph all the children individually for a display on the bulletin board, with their names and perhaps ages. An instamatic camera would make sure you could take pictures and have them ready, without "filling up a roll of film", since this will be an ongoing task with children coming and going. Make sure you photograph special events and make a display or album.

Doing computer work: If they have layout ability, ask if they will help you in the design of handouts: special take-home things, a pamphlet about coming to meeting, news for parents. Pleasant graphics are often helpful in coaxing the recipient to read!

Cooking: Doing cooking together is often a good way to have fun and pull in a theme. Past CE Newsletter issues have given a stained glass cookie recipe, and a "biblical meal" and a "Woolman meal". Of course, there's always the ever present need for snacks and potluck material!

Sewing: Helping with a service project.

Gardening or biology: Units on the natural world often have units that could tap the expertise of those who work with nature.

Rocking: (in a chair, that is) They could baby the nursery.

MAPWIL: Making Peace Where I Live

Peace educators, including Elise Boulding of Wellesley Meeting and Mary Lee Morrison of Hartford Meeting, have put together a learning guide "to support young people to research the peacemaking traditions in their own communities." It is intended for use nationally and internationally with 10-12 year old youth in either secular or religious settings. The focus is on awareness of nonviolent resolution of conflicts, identifying what resources exist in the community (via interviews), and learning skills.

The teachers guide, student materials, and bibliography are available by sending \$9.00 to PAMOJA, 1462 Green Mountain Turnpike, Chester VT 05143 or on the web at www.crinfo.org/documents/mapwil

The Giveaway

The following books and materials are not currently included in the Christian Ed. Library, and they might as well get out there to be used. Just send your name and address and postage check to NEYM, 901 Pleasant St., Worcester MA 01602 (or call to connect with me at Committee Day)

* *Family of Friends:* a loose leaf set of lessons and discussion ideas about Quaker testimonies, assembled by Friends in North Carolina. Includes student handouts. For ages 10-16, give or take. It's hefty -- \$7.00 postage.

* *Who Do Men Say the I Am, a Study of Jesus* by Susanna Wilder Heinz, Beacon Press (UUA), 1965, for junior and senior high students. Book and study guide. \$3.50.

* *The Family Book about Sexuality*, by Mary S Calderone and Eric W. Johnson, Harper and Row, 1989. \$3.50

* *Starbright, Meditations for Children*, by Maureen Garth, Harper San Francisco, 1991. \$3.50

* *Exploring Other World Religions*, by Hubert N. Whitten, The Brethren Press, 1978, 32 pp. for junior-senior high students. \$1.50

* *Great Religions of the World*, by Sr. Loretta Pastva, Saint Mary's Press, 1986, for senior high. Book and teaching manual. \$5.00 postage.

* Calliope booklets about religion: (made for classroom teaching, includes activities) *Judaism; Hinduism; Islam; Early Christianity; Buddhism.* \$1.00 postage each.

* Cobblestone history booklets (made for classroom teaching, includes activities) Each meeting should have the one about The Quakers, distributed by Mosher Book and Tract. *Indians of the Northeast Coast; The Amish; The Shakers.* \$1.00 postage each.

* *Go Cheerfully, Songs that Tell the Quaker Story*, from Friends United Press, Songbook and tape. \$4.00 postage.

* *Keepers of the Earth, Native American Stories and Environmental Activities for Children*, by Michael Caduto and Joseph Bruchac, Fulcrum Inc, 1989. Book and teachers guide. \$5.00

* *Where Does God Live? Questions and Answers for Parents and Children*, by Rabbi Marc Gellman and Monsignor Thomas Hartman, Triumph Books, 1991. \$3.50

