



THE GREAT TOMMY SLEEP OUT

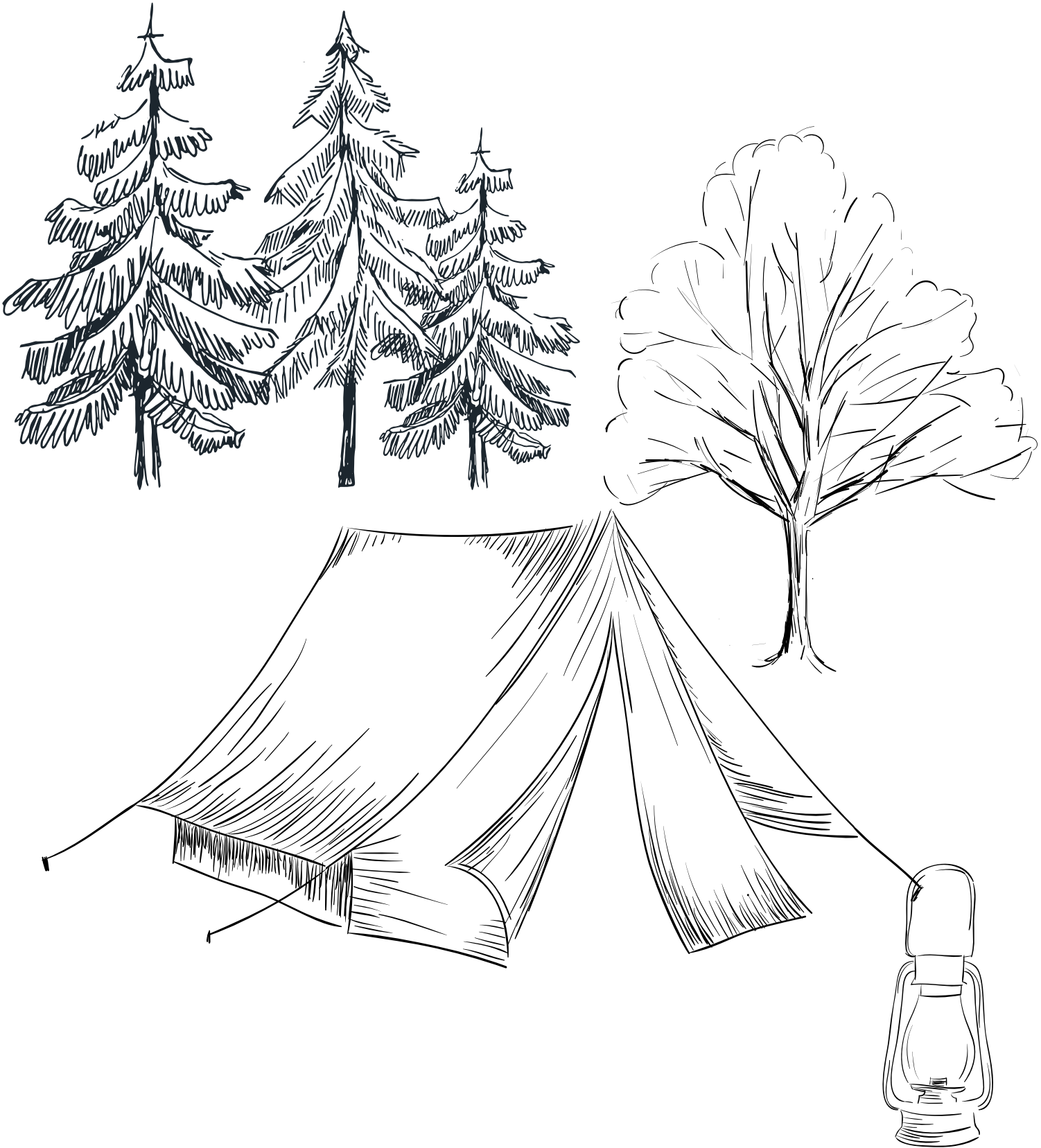
ACTIVITY PACK





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COLOURING SHEET

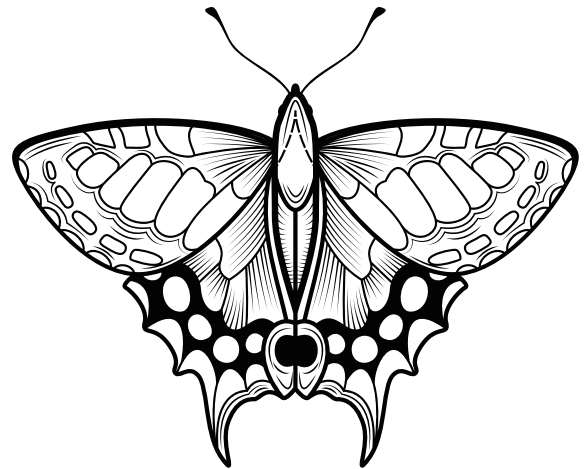
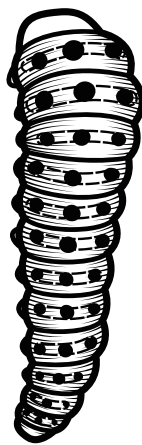
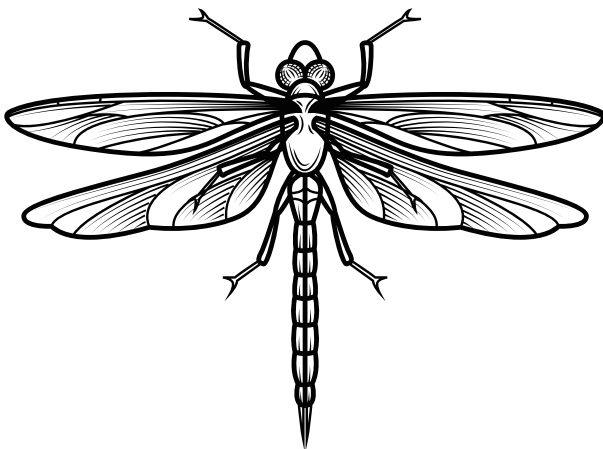
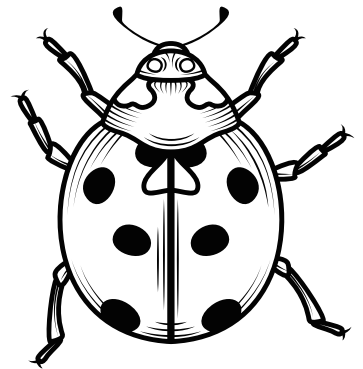
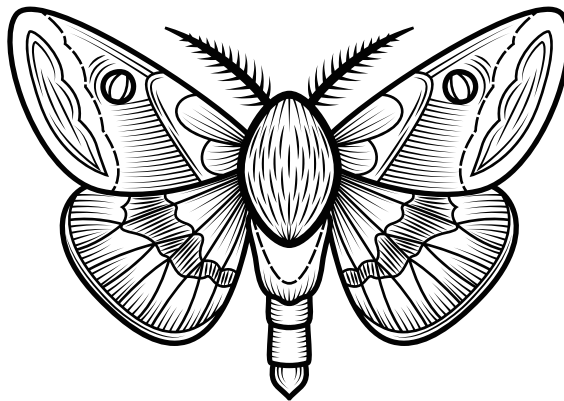
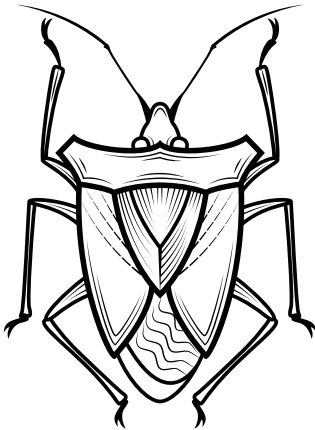
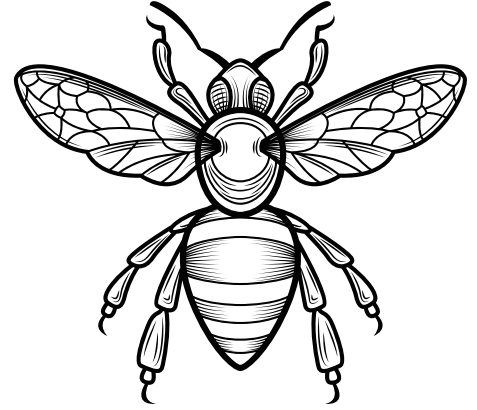
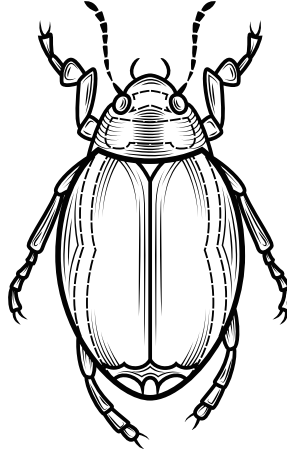
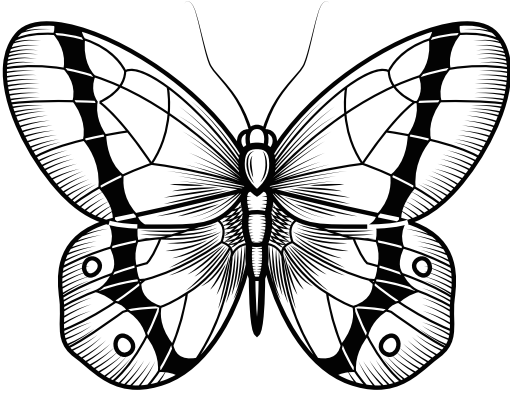


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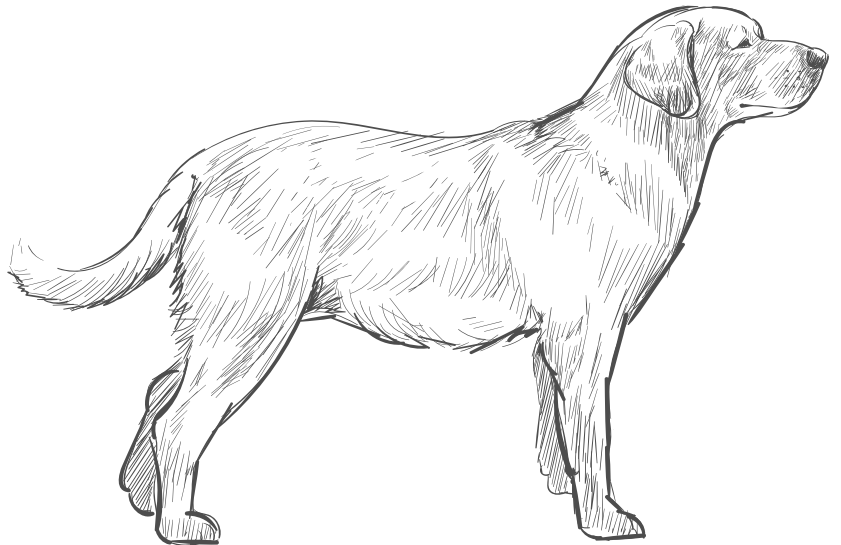
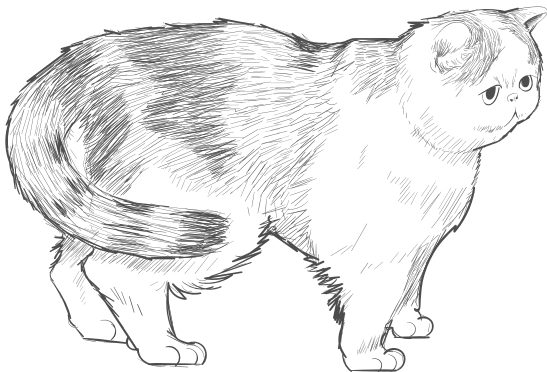
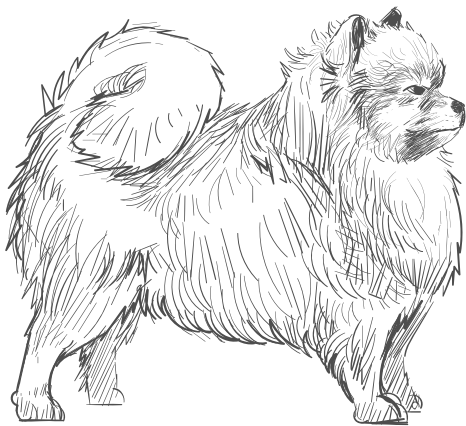
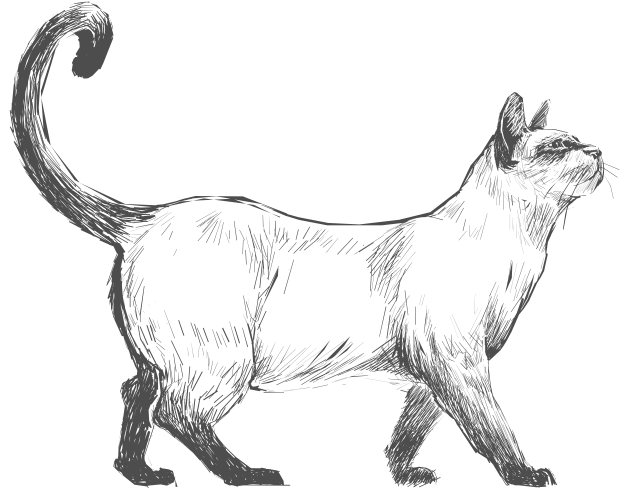
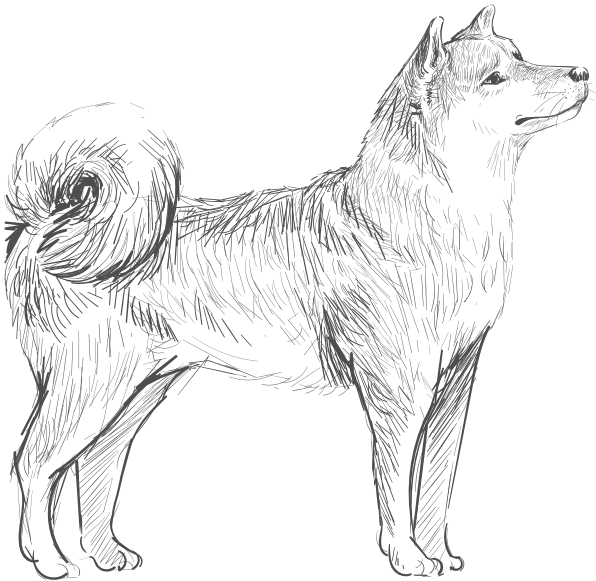


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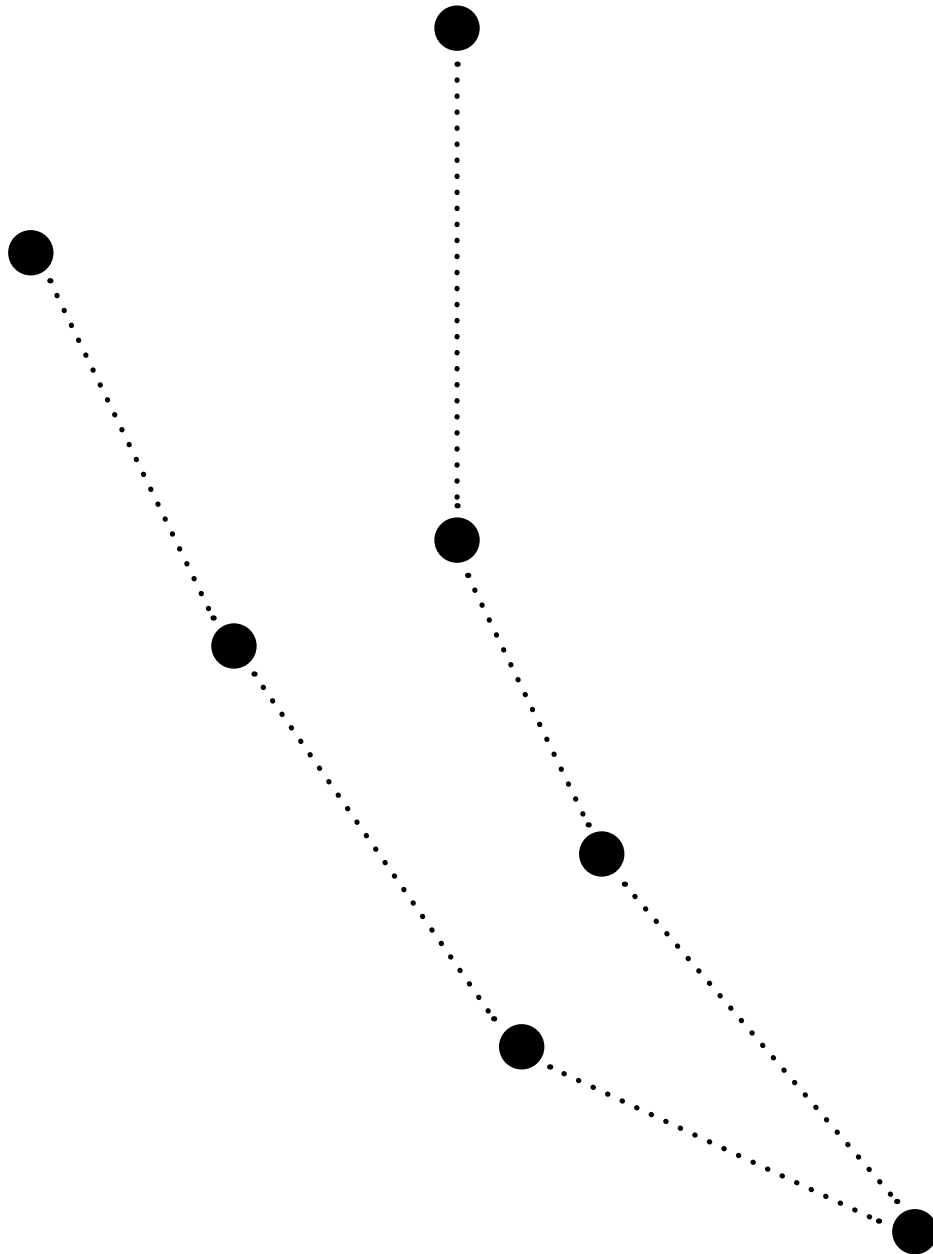


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CONSTELLATIONS

Use a hole puncher to create different constellations - can you spot these in the night sky? Try shining a torch through this page onto the tent wall to see a constellation!



Andromeda

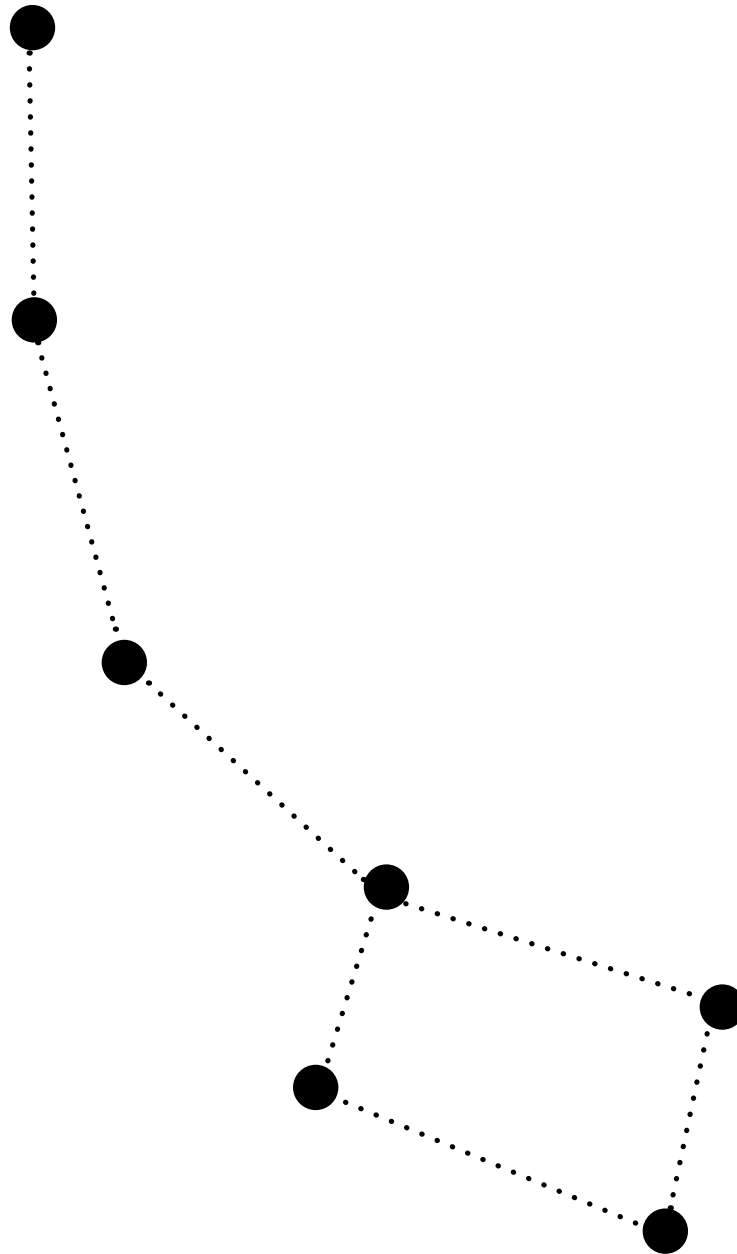


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The Litter Dipper

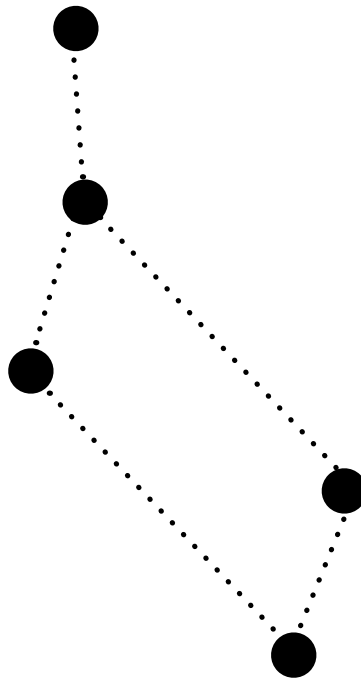


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Lyra

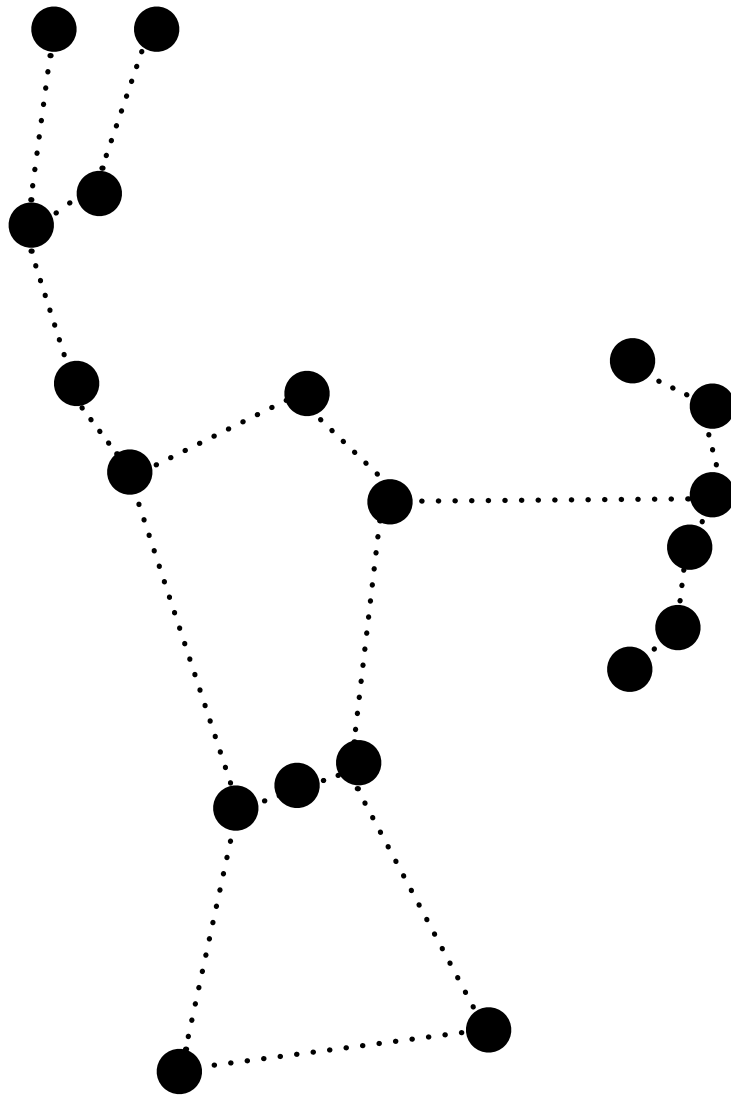


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Orion



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WORD SEARCH

Can you find all words in this puzzle?

F J C T M G N U T S F U X H L
Q U O O H G S O Y R V S X K M
F N N J M O R L G Z G C T I Y
C L I D S P M E E A Q O E R P
A P A G R W A E A E R L N B G
R R B S H A E S L T P D T L Y
A X M A H T I B S E Q O E I B
K Q K E C L C S E O S N U N O
J V S R D K I W I A M S V T O
U T G X J F P G W N N Y E O T
O H R Q L M O A H Y G I T E S
T M L E T A Q R C T Q E E P V
K M Y E E R P T C K O R R P U
T O M M Y C W D D E Q G A H H
J D R P F H T S Z R S F N X J

FIND THE FOLLOWING WORDS IN THE PUZZLE.

WORDS ARE HIDDEN → ↓ AND ↘

ARMED FORCES

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RBLI

VETERAN

BACKPACK

GARDEN

SLEEP OUT

COLD

BOOTS

GREAT

TENT

MARCH

COMPASS

HOMELESS

TOMMY

BEANIE

FLASHLIGHT

NIGHT

TREE

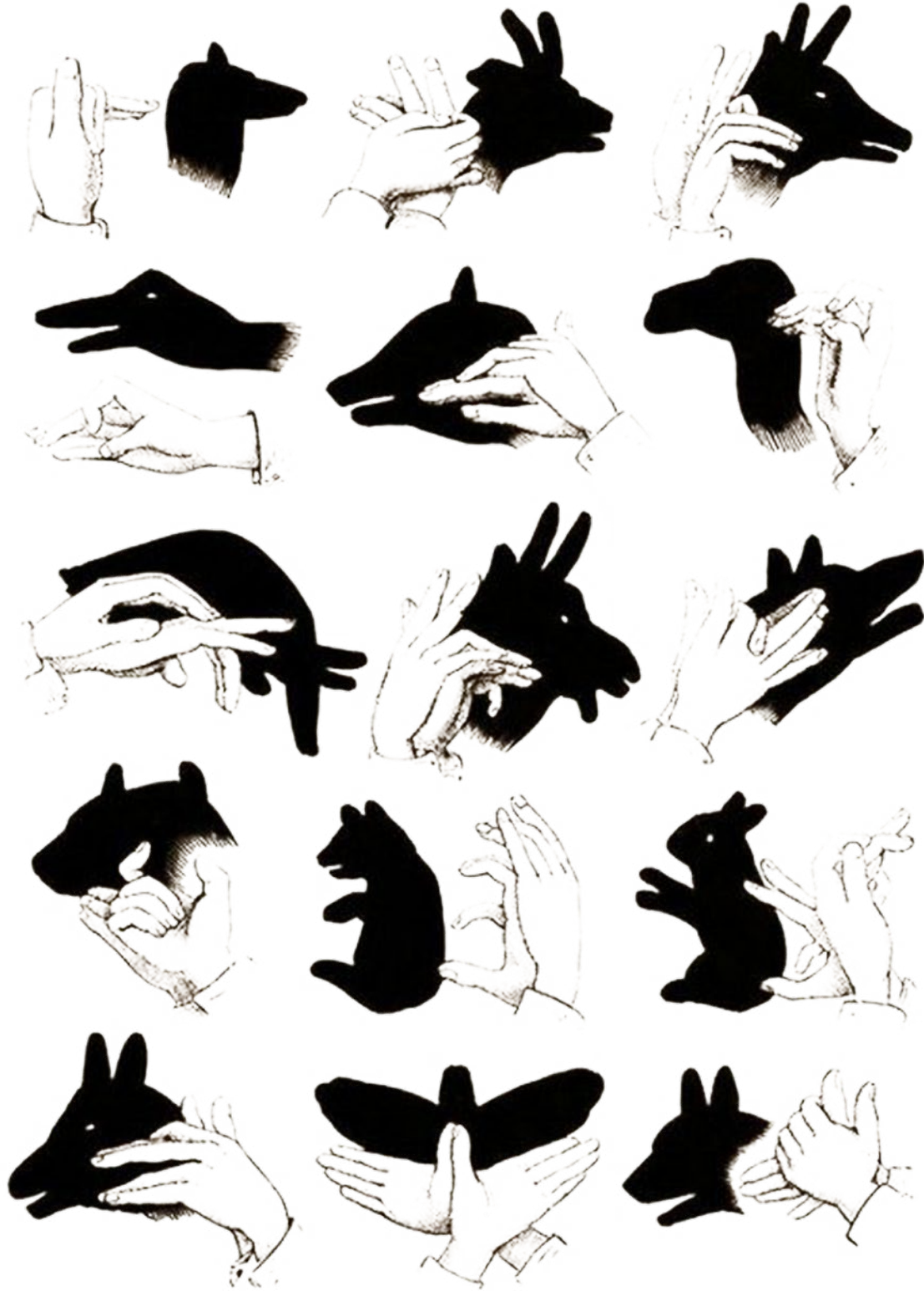


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HAND SHADOW PUPPETS

Follow these examples to create animal hand shadow puppets!



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KNOT TYING

This can be a simple knot tying challenge. Before beginning the game, make sure each kid can properly tie and untie a knot. Then, have one person be the timer and have kids race to tie a perfect knot. This can be set up in obstacle course format, with several stations of knot tying, on a variety of objects. The first person to correctly tie and untie the allotted knots wins. Simple and easy!



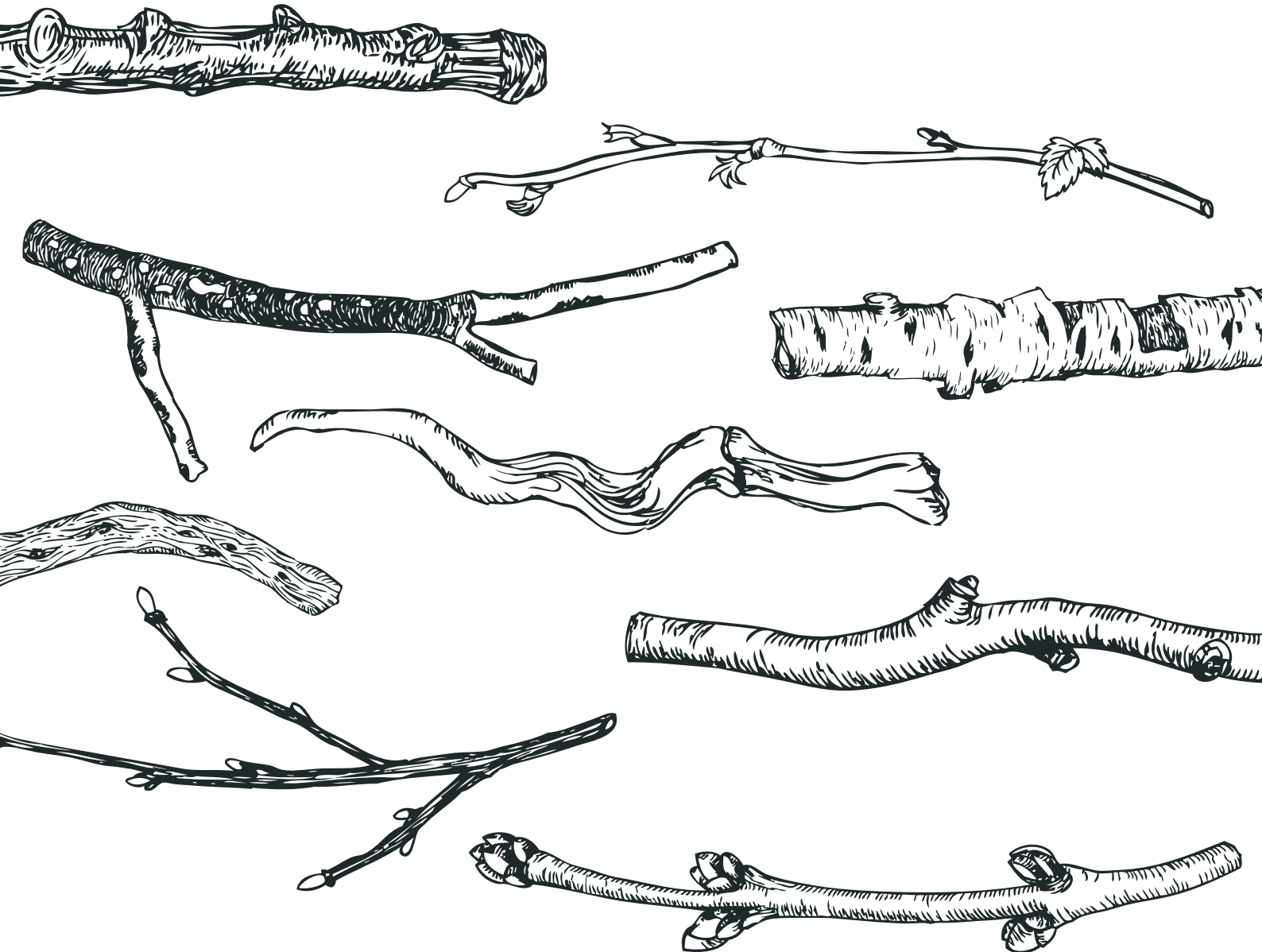
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FIRE TENDER

Requirements: Blindfold, sticks (either from outside or popcicle sticks)

Have your group of campers split into two teams and have one child from each group go up at a time. Have one person from each team sit blindfolded with lots of sticks around them. The remaining players must try to creep up and steal a stick from the blindfolded person and return safely. Have one or two players from each team try for the sticks at a time. If the blindfolded child hears a noise, they point in that direction and that person is out. Whoever has the most sticks taken successfully after two to three minutes wins.



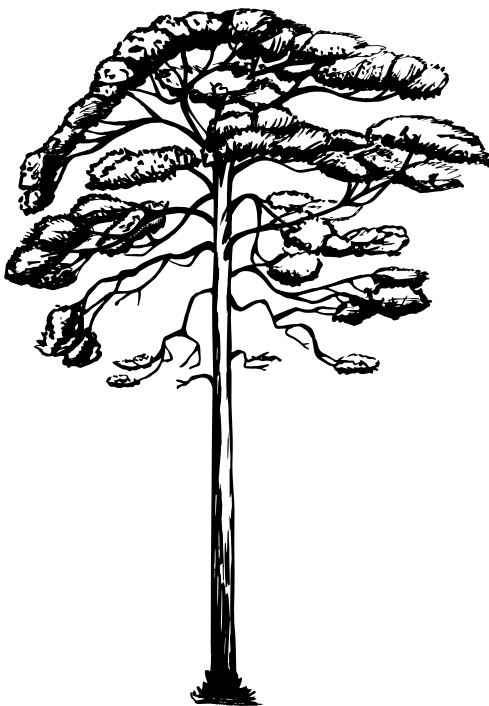
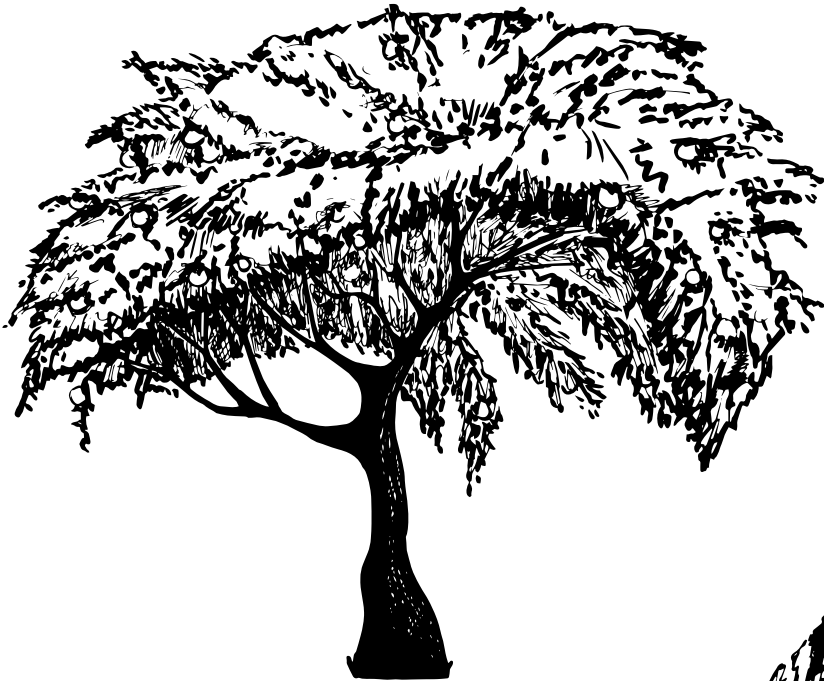
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MEASURE A TREE

This is a creative math-focused game that kids of all ages can test out near or around their camping grounds. Have kids face away from a tree and bend over, looking through their legs to see if they can see the top of the tree. If they can't, have them move further away and try again. When you can see the top, you are as far away from the tree as its height. Brilliant!



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CANTEEN BUCKET BRIGADE

Requirements: Four buckets

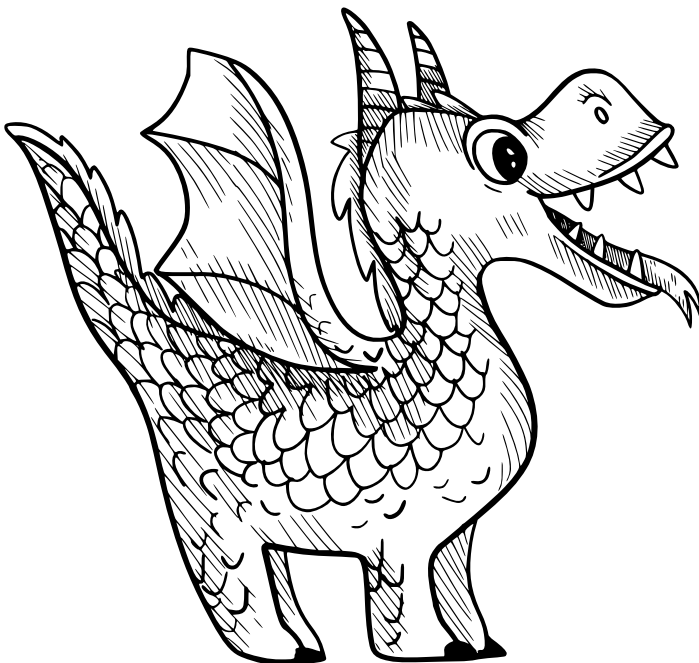
Divide campers into two teams. Take two large buckets of water and place them side by side at one end of the campsite. Then place two empty buckets side by side at least 10 feet from the full buckets and give each team a canteen. The players must race to fill their empty buckets with water from the full buckets, using just the canteen to transfer. Whoever fills their bucket first wins!



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CATCH THE DRAGON'S TAIL

Have all of the children form a straight line with their hands on the shoulders of the child in front. The first in line is the dragon's head, the last in line is the dragon's tail. Here's where the fun comes in. The dragon's head tries to catch the tail by moving the line around so he or she can tag the last player. But all the players in the middle should do their best to stop the dragon's head without breaking the line! When the head catches the tail, the tail player goes to the front, becoming the new dragon's head. All the other players move back one position.

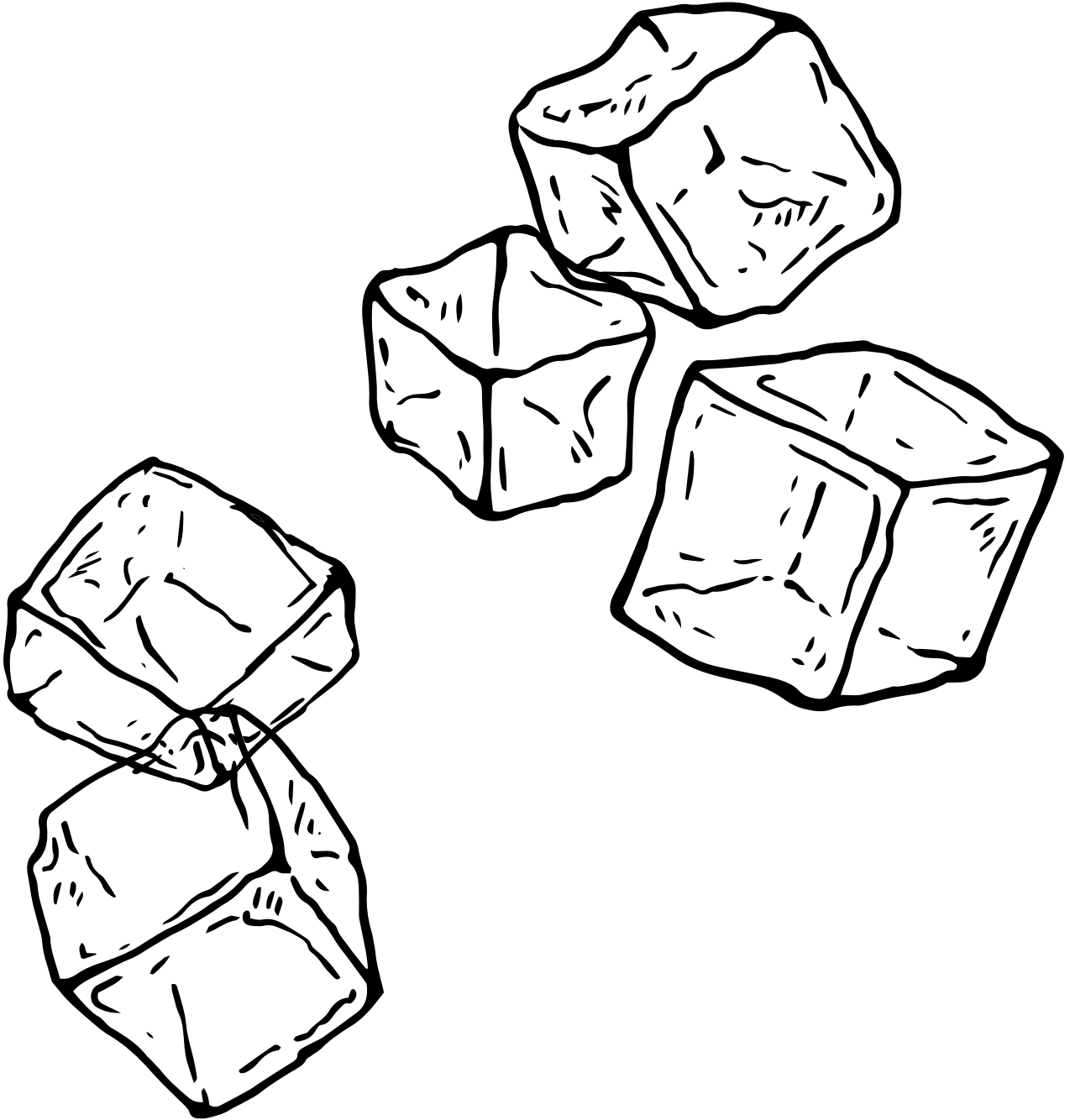




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FREEZE TAG

One person is "it" and they chase the other players around. Once the player who is "it" touches a person, he or she is "frozen" in place. Other players may tag that person to unfreeze them (so long as they do it before they get caught themselves)! The last person standing (not frozen) wins and becomes "it."



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TELEPHONE GAME

This requires that all participants are sitting shoulder to shoulder. For this game, the leader, or person at the beginning of the line, comes up with a lengthy sentence. Then, that person whispers it to the person to their right, and they whisper it to their right and so on. Once it gets to the end of the line of kids, the last person to hear it repeats the sentence out loud. It can be very different from how it started.

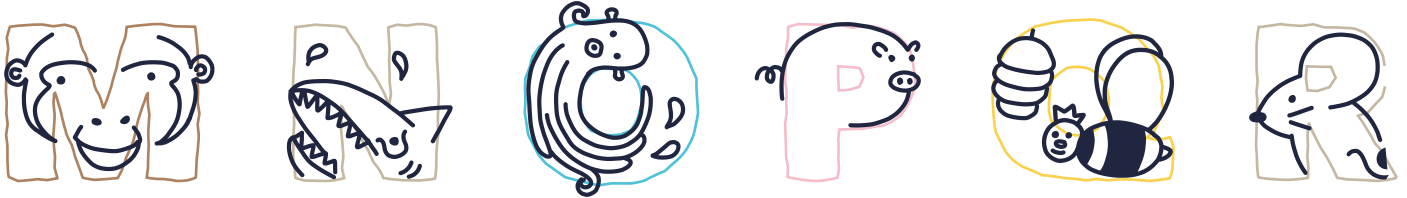


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THE ALPHABET GAME

This is great for little campers and allows them to practice their ABCs. Kids need to find or draw objects or signs that start with the proper letter, going from A to Z. The first one to find or draw all objects wins!



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OBSTACLE COURSE

A fan favorite, an obstacle course gets kids' heart rates up and burns lots of energy. This game can depend on what you have brought along with you, but we have included a few suggestions below.

- Hop from one foot to the other
- Run to the nearest bathroom and back
- Do 20 jumping jacks
- Jump over a set of objects



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Royal British Legion Industries (RBLI) Charity No. 210063. RBLI, Hall Road, Aylesford, ME20 7NL, Kent

 rbli.co.uk/rbli-events/the-great-tommy-sleepout

 fundraising@rbli.co.uk

 @RoyalBritishLegionIndustries

 @RBLICharity

RBLI is completely separate to The Royal British Legion and receives no financial support from the annual poppy appeal. The charity must raise its own funds to deliver care and employability support, and build more homes