

Time Travel Program

5-8 year olds

Start: Tell everyone to get in the time machine because we are off on an adventure!

Story: *A Mighty Fine Time Machine*

Talk: (Introduce the time machine dial and set for 65 million years ago). We are going back to visit the dinosaurs.

Story: Draw & Tell "*William & Warble*"

Song: *Dinosaur, Dinosaur* (Action song) (*Mr Dinosaur can be used as an extra song*) (See songs on back)

Talk: We are zooming through time to the end of the 1800s when the great Canadian Pacific Railroad was built. Trains used to steam along the tracks at all hours. Some of the trains were called "Silkers". These trains took silk from the docks in Vancouver to the East Coast. They didn't stop for anything! (Turn the dial to 1899)

Story: *Emma and the Silk Train* by Julie Lawson

Song: Here's the little choo choo train (Action song – move forward and back and fit actions to rest of song. See back for words)

Talk: Travelling back to the here and now. We made it back from our great adventure. There's time for one last story. Somebody has been waiting for you....

Story: *You're finally here!* by Melanie Watt

Crafts and activities:

Train craft: Give 1 engine, 1 caboose and 2 or 3 carriages to each child. Let them decorate them with stickers, crayons etc. Then, take masking tape and 1 piece of yarn and tape the die cuts onto the yarn to make a train.

Colouring pages/pintables: Dinosaurs and mazes.

Time Travel

9-12 year olds

Story: *Newton and the Time Machine* (Chapter 1)

Talk: If you had a time machine where would you go? What would you like to see? (Leave enough time for different answers and a small discussion on why they would want to go there – who else wants to go there etc...) This is a time dial. We can chose from three different time periods – Dinosaurs, The pioneer times or the Future. Where shall we go first?

(The rest of the program depends on where they want to go. Turn the dial to where they want to go – then do a story/activity for that time period. Continue in this way doing activities and stories as you ‘travel through time’ with the kids.)The time period sections are below:

Dinosaurs:

Talk: The dial is set for 65 million years ago – we are going back to the age of the dinosaurs. But our story today doesn’t actually have dinosaurs in it... or does it?

Story: Draw & Tell “*William & Warble*”

Poem: Dinosaur Dinners

Story/show and tell: Dino Dinners

Victorian Times:

Talk: We are heading to Victorian Times. Life was rough for people, unless you were royalty. The industrial revolution had taken place and factories were opening up everywhere. People had some terrible jobs – even children. One job was a *knocker-up*. (Ask what they think that job would be)... lead into the story.

Story: *Mary Smith* by

Activity: Show them *The worst children’s jobs in history* by Tony Robinson. On a board have job titles on one side and descriptions on the other. Get the kids to help you match the job title to the descriptions.

Future:

Talk: Travel to the future and find out some how people will live in a 100 years! Ask them what they think will happen in the future. Will there be cool inventions? What do they wish for that would make the future cool?

Set the story up: It's about a boy named Alex, who loves video games and a boy named Herbert who is a bit of a loner. They are forced to play together during the summer vacation and get sucked down a worm hole. They find themselves 100 years into the future – and their town has been taken over by aliens!!

Story: *Herbert's Wormhole* by Peter Nelson (A later chapter – I would suggest chapter 13 as it shows some of the inventions and they are well into the future by this point.)

End: Once the time periods have been done, turn the dial back to the present then it's time for crafts.

Craft/Activity:

Dinosaur fossils: Using the Air dry modelling clay, give a piece to each kid. Get them to mould the clay into a disc. Using the plastic dinosaurs, shells etc, imprint it into the clay. The kids take the clay home and have their very own dinosaur/shell fossil.

Alien hanger: Create an alien like the ones who took over Merwinsville. Use an apple sauce pot, cover with foil then tape tentacles onto the inside of the pot. Use ribbon to add different textures. Stick eyes on the front of the pot. Ribbon to hang the alien from will already be in the pot.....