



Kid's Page

By: Colleen McDonald
To: The church's young people and their families

March 5, 2008

CHURCH SCHOOL NEWS

Here are the plans for March 9:

Babies – 3's will have story time and sharing time, snack, and play time.

Pre-K – 1st Grade will practice making choices.

2nd/3rd Grade will finish their hidden chalice designs, in the art studio. [Wait till you see what they look like when you add the glitter!]



Thoreau

4th/5th grade will learn about **Thoreau**, a Unitarian thinker and writer, and the unique house he built.

Middle School will become acquainted with some outstanding Unitarian Universalists.

8th Grade will join the Senior High Chalice Circle.

Senior High will meet for a "Chalice Circle" discussion about walking your talk.

HAPPY BIRTHDAY to Max Thomas (March 9, 9 years old—**Golden Birthday!**).



TRASH OR TREASURE

If you'd like to help with the sale, there will be another training at church this Saturday, from 1 – 1:30. And this Sunday is the day to bring in toys, books, clothes, and other belongings you no longer need but that someone else can use.



BRAIN TEASER

There is only one state in the USA that has never reported a weather temperature of zero degrees or below. Which state is it?

A ROUND OF APPLAUSE

Thank you to Jonah Cummings for playing his cello at Children's Chapel on Sunday.



POETRY CORNER

Thaw
by *Eunice Tietjens*

The snow is soft,
and how it squashes!
"Galumph, galumph!"
go my galoshes



COLLEEN'S COLUMN

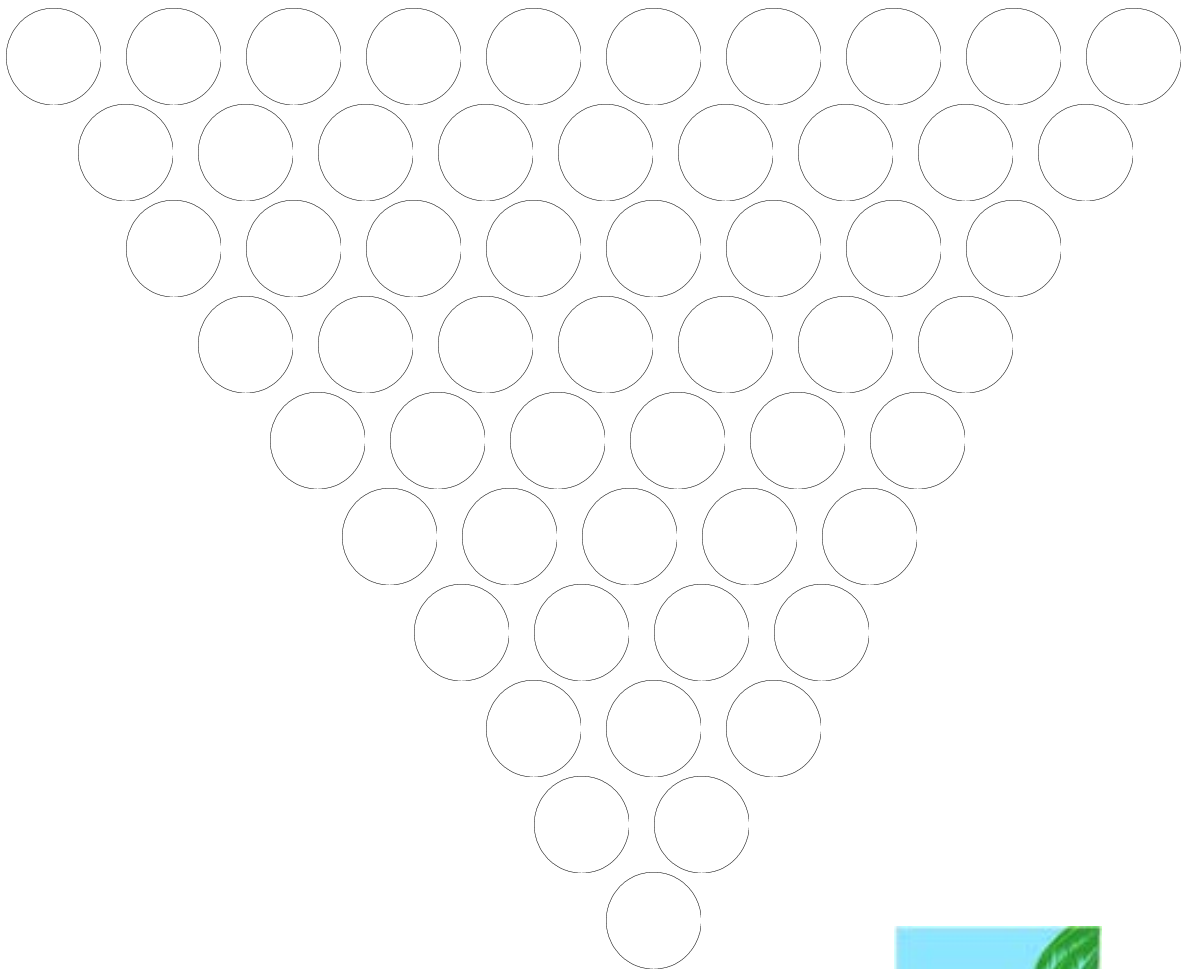
Wherever there are long, cold winters, people come up with games and activities to entertain themselves indoors and make the wait for warmer weather pass more quickly.

The game below is called **Zeros**, and it is from Russia, where the temperature on most winter days is below zero! It takes two players, each with a pencil. Here are the directions, from a book called International Playtime by Wayne Nelson and Buzz Glass:

Taking turns, players check off zeros. The object of the game is to check off the last zero in any line (horizontal or diagonal). The player who does so receives points based on the number of zeros in the completed line. Occasionally, checking off one zero will complete two lines, which have the last checked zero in common. In this case, the player's score equals the number of zeros in both lines. The zeros at the corners of the triangle do not count as a row of one. When all zeros are checked, the player with the most points wins.

Enjoy this game... and think spring!

Love, **Colleen**



BRAIN TEASER(the answer): **Hawaii**

