Pioneer Crafts

**Butter Making**

Materials

* 1 Pint heavy whipping cream
* 1 Quart size (32 oz.)mason jar with lid
* 1/8 tsp of salt

Instructions

1. Pour cold heavy whipping cream into the mason jar. Make sure it is filled no more than half way so that you have room to shake the liquid around.

2. Secure the lid and begin shaking the jar. This step may take anywhere from 8-20 minutes of continuous shaking. This is where it is helpful to have multiple participants.

3. About halfway through, you’ll begin to hear a difference in the shaking sound. You should be able to see the beginning of the butter and the buttermilk separating. Open the jar and add the salt.

4. Replace the lid and continue shaking vigorously.

5. Once you feel like there is a solid mass shaking around in the jar, the butter should be done. Use a strainer to separate the butter from the buttermilk and transfer each to their own container. Butter will last 2-3 days in the refrigerator.

**Birdfeeder**

Materials

* Paper Plate
* Pinecone
* Peanut Butter
* Birdseed
* String for hanging

Instructions

1. Tie a piece of string around the top of the pinecone.

2. Place the pinecone on a paper plate or tray and spread peanut butter all over it.

3. Sprinkle birdseed on the pinecone so it sticks to the peanut butter.

4. Use the string to hang your bird feeder outside for the birds to enjoy.

**Punched Tin Lantern**

Materials

* Washed out tin can with label removed
* Large nail and hammer- Use under adult supervision
* 1 Votive size candle

Instructions

1. Fill the can with water and freeze overnight. This will support the sides of the can while you create the pattern.

2. Using the nail and hammer, make holes in the tin can to form a pattern of your choice.

3. When your pattern is finished allow the ice to melt and dry your can. It is now ready for a votive candle to be placed inside.

4. Light your candle with the help of an adult and watch your pattern glow.

**Pioneer Yo/Yo / Buzzsaw**

Materials

* Large Button
* Crochet Thread

Instructions

1. Take a long length of thread, crochet thread works best.

2. Thread it through both holes, if your button has four holes thread it through two diagonal holes.

3. Tie off the string with a knot.

Use the Yo/Yo/ Buzzsaw

1. Hold one end of the string in each hand, with the button in the middle between your hands.

2. Begin flipping it over itself without letting go of the ends of the string.

3. Continue until it has become tightly wound.

4. Pull on the ends of the string, which still have your fingers in them, and see how many times you can get it to wrap and unwrap.

**Paper Banners**

Materials

* Scissors
* Brown Wrapping or Packing Paper
* Pencil or Marker

Instructions

1. Fold your paper back and forth in an accordion fold, the longer your strip of paper is, the longer your banner will be.

2. Draw a shape of your choice on the top of your folded paper. Be sure to have the edges of your shape reach all the way to the folded edges of the paper- this is very important and what connects your shapes together after you cut them out.

3. Cut out the shape through all the layers but be careful not to cut the folded edges apart. Be sure to leave enough fold in tact when cutting because those edges are what hold the banner together when you open it up.

4. Pull open your banner to reveal your pattern.

Pioneer Games

**Shadow Tag**

(Best played on a bright sunny day)

Instructions

1.Choose one person to be “it”

2. The person who is “it” tries to step on another players shadow.

3. The other players may hide under a tree or in the shade but only for the count of ten before returning to the sun to be part of the game.

4. If “it” steps on your shadow, then you become the new “it”.

**Last Couple Out**

Instructions

1. Choose one person to be the leader.

2. Everyone else needs to choose a partner to form a couple.

3. Each couple lines up behind the leader.

4. When the leader yells “Last couple out”, the last couple in the line behind the leader separates and each person runs up the side they are on to try to get to the front of the line before the leader tags then out.

5. Whoever gets tagged becomes the new leader and the game continues.

**Dare Base**

Instructions

1. Split players into two teams. Each team chooses an area that is considered their “home base” this could be a flagpole, rock, table etc.

2. When the game begins a brave player from either team tries to run around the home base of the other team.

3. If the player gets caught, the team that caught them chooses a player from that team to be on their team.

4. The team who has all the players at the end of the game is the winner, and the game begins again.

**Chain Tag**

Instructions

1. Choose two players to be “it”.

2. These two players clasp hands and begin chasing the other players to try to tag them.

3. If someone gets tagged they must link hands with the first two making the chain three people long.

4. Continue playing until all players are tagged and have joined the chain.

**Three-Legged Races**

Materials

* Bandanas to tie players legs together

Instructions

1. Each player chooses a partner and they use the bandanas to tie one of their legs to one of the legs of their partner creating “three legs” between the two of them.

2. Using teamwork and cooperation pairs must race from a starting line to a finish line.

3. The team that crosses the finish line first wins.

**Rock Rock**

Materials

* Small rock

Instructions

1. All players sit in a circle on the floor.

2. Choose one player to be “it” and sit in the middle of the circle.

3. The other players hold their palms up and out to their sides. Right palms connect to the right neighbor’s left palm, continuing all around the circle until everyone is connected, palm’s up.

4. The person who is “it” closes their eyes.

5. To begin, each player takes their OWN right hand as if to pick something out of their left hand and pretend to pass the rock from one hand to another. The whole circle should pretend the passing in unison. It should look as if a rock is being passed each time, disguising its whereabouts from the player in the middle. When the motion becomes smooth, add the rock to the passing motion and tell the player in the middle to open their eyes.

6. As the rock is being passed the players in the circle repeat this chant:

“Rock, rock how you wander,

From one hand in to the other.

Is it fair? Is it fair?

To keep poor (name player in the middle) sitting there?”

7. The player in the middle has three guesses to discover who has the rock.

8. If they guess correctly the person who had the rock becomes the new “it” and play begins again.

Plan for Success: Be sure to practice the passing motion. Write out the words to the chant for younger players.