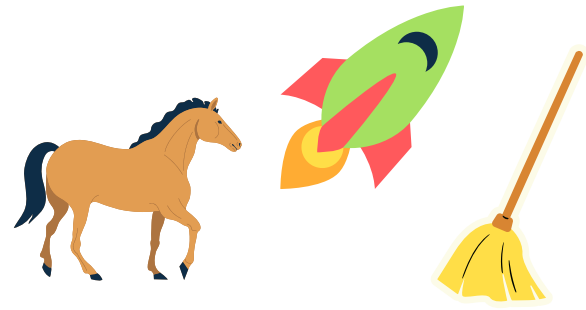


A Tool
TG.



A Ride
TG.



A Music Maker
TG.



A Game
TG.

What rides can we take?

Sticks can represent ways of getting around like:

- Riding on a horse
- Blasting off on a rocketship
- Rowing in a boat
- Zooming around on a magical broom!
- Anything you can imagine!

What tools can we use?

Tools could be for:

- Fixing (e.g. hammer, screwdriver)
- Creating (e.g. paint brush)
- Catching (e.g. fishing pole, spear)
- Getting around (e.g. cane, crutches)
- Anything you can imagine!

What games can we play?

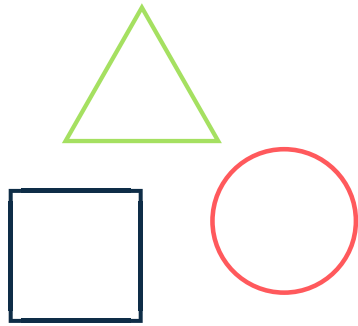
Sticks can be:

- Baseball bats
- Hockey or lacrosse sticks
- Croquet mallets
- Tic tac toe
- Archery or javelin toss (after a good safety conversation)
- Any game you can imagine!

What music can we make?

Sticks can be:

- The bow of a violin or bass
- A guitar to strum
- Drum sticks
- Flutes or saxophone
- Anything you can imagine!



A Shape

TG.



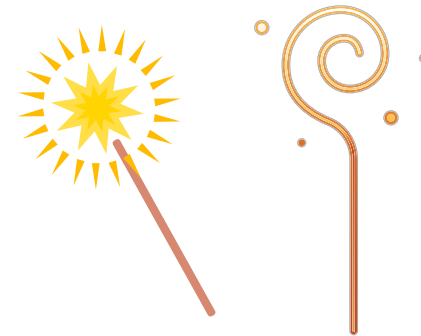
A Fire

TG.



A Way to Go

TG.



A Wand

TG.

What kind of fire can we build?

Sticks can be:

- A campfire
- Marshmallow roasting sticks
- A match to light the fire
- A circle of safety around the campfire
- Anything you can imagine!

What shapes can we create?

Sticks can make:

- A square, rectangle or triangle
- An arrow pointing to a hidden treasure
- A circle big enough to fit inside
- Shapes and designs in the dirt
- Anything you can imagine!

What magic can we make?

Sticks can be:

- Magic wands
- A staff for a sorcerer or king
- Whittled
- Decorated
- Any magic you can imagine!

What roads can we build?

Sticks can be:

- A walking path for explorers
- A highway for trucks
- A railroad for trains
- A maze
- Anything you can imagine!

TG.



A Shelter
TG.



ANYTHING!
TG.

What shelters can we make?

Sticks can make homes for:

- Ants, beetles and other tiny friends
- A rabbit hiding from predators
- A creature who is hibernating for the winter
- A mother bird and her eggs
- An explorer camp-out
- Anything you can imagine!

What can your stick be?

Sticks & Risk

The Tinkergarten "Stick Talk"

When it's time for stick play or you notice a guide or explorer appears nervous about sticks, it's time for a stick talk.

Sample Stick Talk:

"My friends, I can see that you have found sticks. Can we come together just for a minute?"

Once you have the group's attention, continue. [If grown ups are there] "Guides, you may know WIRED Magazine. WIRED reports about the latest technologies and inventions. The editors of WIRED decided to rate the top 5 toys of all time. And, do you know what was #1? Drumroll....Sticks! (Dirt happened to be #5, which is great too). It's no surprise that sticks won. Sticks can be fishing poles, building materials, magic wands...there is no end to the play we can make with sticks. Look at how many there are in our classroom, too! Wahoo!"

Pause. "What we have to do, though, is make sure that we can play with sticks in a way that keeps EVERYONE safe. If we can't keep our friends safe, we have to put the sticks away. And, that would be so sad - what a loss! Can we all work to make sure that sticks don't touch our friends' bodies?"

Turn to guides, "Guides, explorers need gentle reminders about this, so can we all gently remind them to keep their sticks from one another's bodies. We want to make sure they can fully enjoy the #1 toy of all time, and if we help them, I know that we can!"

As much as possible, guides can remain observers and take heart in the fact that struggles are evidence of learning taking place!