## Collector

- **1.** Explain what a collector is.
- **2.** Name five popular articles that people are collecting today.
- **3.** Listen to an adult collector as he/she shows and talks about his/her collection.
- **4.** As a group, plan what you want to collect and gather items in one of the following ways:
  - **a.** Play a game of A to Z collection
  - **b.** Have a nature treasure hunt

## OR

Make two very different collections with at least 20 items in each.

- **a.** Objects: stamps, postcards, photographs, coins, etc.
- **b.** Nature: leaves, minerals, feathers, shells, etc.
- **5.** Have a collectors show and display two collections neatly arranged with objects well identified.
- **6.** Show and explain something you have learned about one of your collections.



## Helps

- **1.** A collector is a person who gathers things he/she is interested in and learns about them.
- 2. Stamps, stickers, buttons, coins, dolls, model cars, baseball cards, etc.
- **3.** You may choose to bring in several different collectors and have them give an age-appropriate talk about their collection.
- **4.** Make sure that it is permissible to collect in the area you go to. You may wish to collect items such as rocks, leaves or seeds. (A) Collect one item for each letter of the alphabet, as an apple for A, a bug for B, crabgrass for C, etc. (You may need to include non-nature items.) (B) A preplanned treasure hunt with written clues for the children to follow with a treasure at the end of the hunt (could be a toy, game, food, etc.).
- **5.** Let the children choose items that they may have started collecting already or something that would fit your area, such as a collection of buttons, stickers, cat pictures, miniature figures, etc.
  - Use the show as a parent or family meeting or as a nursing home program.
- **6.** Encourage the children to share their collections after they have been neatly displayed, telling their reason for liking this particular collection and new things they have learned about their collection.