

## Craft team

### Before Lighthouse

Around springtime the craft activity leaders identify suitable crafts for the Lighthouse week and create some prototypes. They then usually reach out to the craft helpers to meet up, get to know each other, look at the crafts together and refine their ideas. As a craft helper, you are invited to

- help prepare materials used in the daily craft activities,
- help collect material donations to reduce the cost of craft activities, maybe ask around among your friends and neighbours too
- Come to the Lighthouse site on the weekend before Lighthouse to prepare the craft area.

### During Lighthouse week

Every day you are helping you will meet in the craft tent at 9 am for a briefing on the day's craft and planning of who will be doing what during the day, e.g. who will be working with children at a table, who will be floating and replenishing materials on tables or preparing materials for the next days.

Craft activities are run each day to the following timetable:

11-11.35am	8s (Year 3)
11.40am-12.15pm	9s (Year 4)
Lunch break	
1-1.35pm	5s (Early Years/Reception)
1.40 – 2.15pm	6s (Year 1)
2.20 – 2.55pm	7s (Year 2)
2.55 – 3.30	Debrief of the day and tidy up for the next day

Each age group is split into a number of Lighthouses. Each Lighthouse will normally have 10 to 13 children in it. Each Lighthouse has an adult (or older teenage) Lighthouse Keeper, supported by 2 or 3 younger Lamplighters. In the Craft sessions the children work at tables assigned to their lighthouse and the tables are staffed with the Crafts helpers, who

- help the Lighthouse Keeper and Lamplighters know what the children need to do,
- guide the children as they complete the craft activity for the day
- tidy and replenish craft materials on the table as needed
- And set up fresh supplies between age groups

The children take the craft created home at the end of each day.

On the last day, following the last craft session, the crafts tent will be tidied and all material stocks packed up ready for moving back into the Lighthouse shed.