



Adventurer Award Worksheet: Buttons



1. Create and decorate a clothing button container. Insert the photo of your creation below:

2. Start a collection of a variety of clothing buttons (at least 50 no.).

Number collected: _____

3. Play the 'button, button, who has the button?' game. Give a brief description of the game played.

4. Craft and decoration (do one or both):

a. Decorate with buttons or b) complete a button craft (attach photos below):

5. Have a Button Trade Night and explain how trading was done.

6. Read Hebrews 13:16.

a. Name two things that should be remembered:

1. _____

2. _____

b. Who is pleased if these two things are not forgotten

c. What my buttons craft/ decoration helps me to remember

d. Memorise and recite Hebrews 13:16

Name: _____ Class: _____

Date completed: _____ Signed by: _____