

NOTES

Lined area for notes.



TABLE OF CONTENTS

Table listing contents for Scope & Sequence, DAY 1, DAY 2, DAY 3, DAY 4, and DAY 5, including sub-sections like Supplies, Ahead of Time, Instructions, Welcome, and Wrap-up.

Listen carefully to the instructions. When it is your turn, I will give you a bean bag and you are going to toss it and try to land your bean bag on one of the numbered discs. See if you can toss it further than yesterday.

Sounds easy, right? But wait! That's not all! When you toss your bean bag you shout loud as you can: "My name is _____! Jesus made me to live with Him forever! I dig it!" and don't forget the hand motions!

Ready? Oh, wait a minute...the rest of the team does not just stand there! No way! When your teammate shouts their name and the Daily Find, the rest of the team does what? Yes, you are right! Clap and cheer! Let's play!

(Keep the line moving fast and encourage loud cheering. Only play once through giving each child a chance to play.)

That was fun! We are all part of God's family and that is why we cheer for each other! Way to go!

This is our last day together! And now we have a fun game to play! Are you ready? Let me hear a loud cheer!

Have you ever seen an eagle's nest? They are really really really big! And usually really really high up in a tree or on a cliff! Here in Jasper Canyon, they are really up high in the rocks!

We are going to play Eagles Nest Relay and the cool thing about this game is that each team works together to finish! So be sure to cheer on your team...and the other teams too!

First, I have set up a relay course. See it? You do this first *(give directions for the way you set up the relay course)*. But there is more to the relay than just running the course! You have to balance an eagle's nest while you are running...or walking!

Ready? Let's get evenly into teams and line up at the starting line. When I blow the whistle it will be the signal to start the relay.

If you drop the pool noodle or frisbee you will need to stop and shout the Daily Find: Jesus made me to live with Him forever! I dig it!

OK...ready? Does the first person for each team have a noodle and frisbee balanced on top? Let's go, rockhounds! Let's hear some good cheering!

Wrap-up

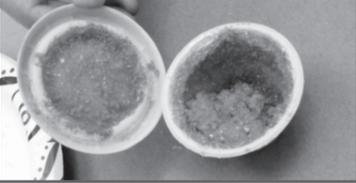
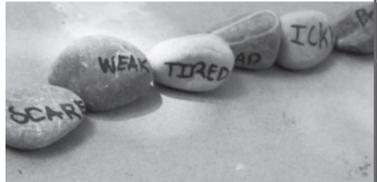
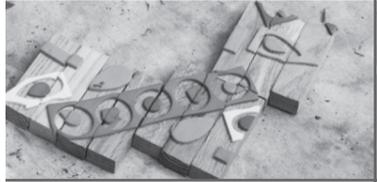
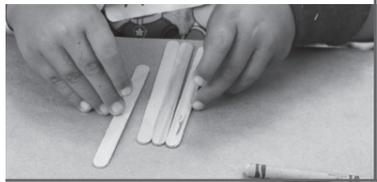
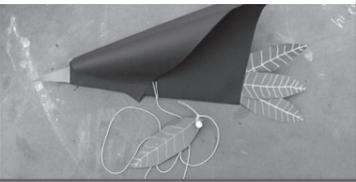
SAY: That was a lot of fun! You had to concentrate and be sure your family was taken care of! I heard some encouraging words too! Good job!

It's time to move on to your next station here in Jasper Canyon. Just one thought before you leave...

Jesus made me to live with Him forever. *(hold both arms up with your pointers out and rotate arms in a big circle)* I dig it! *(cool pose)*

That was great! You are the best rockhounds I know! Time to get ready to go visit another Jasper Canyon station...oh, hey...don't forget and give each other a high five and say, "Jesus made you to live with Him forever!"



EXCAVATION POST <i>Prayer Station</i>	ARTIFACT CRAFTS <i>Craft Station</i>	TESTING PIT <i>Game Station</i>	PICNIC SNACKS <i>Snack Station</i>
Play-Doh Sculpting & Field Journal 	Jasper Gemstone 	Get-to-Know-You Pre-Game Rock Wall Cracks	Gemstone Parfait 
Carrying Burdens & Field Journal 	Jasper Canyon Fossils 	Get-to-Know-You Pre-Game Jasper Canyon Obstacle Course	Fossil Crackers 
Mosaic Hearts & Field Journal 	Jasper Mosaic 	Get-to-Know-You Pre-Game Jasper Canyon Mosaic Tag	Mosaic Trail Mix 
Prayer Links & Field Journal 	Jasper Family Petroglyphs 	Get-to-Know-You Pre-Game Jasper Canyon Family Four Square	Petroglyph Sweets 
Popsicle Stick House & Field Journal 	Jasper Canyon Eagle 	Get-to-Know-You Pre-Game Eagles Nest Relay Race	Rockhound Tools 

WELCOME TO THE TESTING PIT!

The Game Station will challenge your kids through individual and group games. Each activity is designed to tie into the Daily Find.

What the Game Station Leader Should Wear

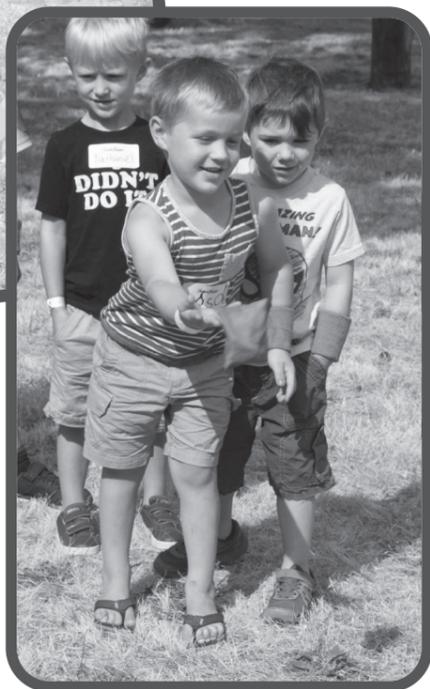
- Broad brim sun hat
- Colorful or striped shirt
- Jeans or hiking pants
- Hiking boots/rubber boots

Decorating

You don't need to decorate for this station but you do need a large flat space where the kids can move. If the weather is nice and you have space, doing the Game Station outdoors is a nice option. However, all games can be played indoors or outdoors depending on your setting.

Icebreaker Game

This station includes a Get-to-Know You Game at the start of each day's activities. While the same game is repeated every day, feel free to change up the daily icebreaker. You may wish to try Rock, Paper, Scissors or other simple games that do not require extra equipment.



DAY 5



Supplies

- Bean bag toss game discs (already made)
- Bean bags
- Pool noodles (1 per team); you may want to use shorter pool noodles for younger children
- Frisbees (1 per team)
- Hula hoops (1 per team)
- Cones (3 cones per team)

Optional: Instead of pool noodles and frisbees, you could use wooden spoons with wooden egg relay (OrientalTrading.com—Egg Spoon Game Set #61/4041)

Ahead of Time

Get-to-Know-You Game

- Set up the Get-to-Know You Game before children arrive.

Eagles Nest Relay Race

- Set up relay ahead of time:
 - Set up 3 cones for teams to weave around.
 - At the end lay a hula hoop for teams to run around.

NOTE: For little kids, use shorter pool noodles and have them hold the noodle near the top for easier balancing.

Instructions

Get-to-Know-You Game

1. Arrange the numbered plates in two lines. There should be one plate space between each numbered plate.
2. Divide children in two groups and assign each group to one line of plates. Give each child a bean bag. You can keep individual or team score based on the number of bean bags on the different numbered plates.
3. Each child will take a turn throwing a bean bag at the plate while shouting, "My name is _____! Jesus made me to live with Him forever! I dig it!"
4. Everyone claps and cheers after their teammate shouts.
5. Give each child a turn, then go on to the next game.

Eagles Nest Relay Race

1. Each team races with the goal of each player finishing. It's not a race to see who comes in first. Sometimes going slower and concentrating works better!
2. Give directions for the relay and show how to run the course.
3. To start the race have starting persons balance the frisbee on top of the pool noodle.
4. When you blow the whistle, teams race around the cones, then head to the hula hoop and race around the hula hoop, coming back to their team to hand off to the next person.
5. If they drop the pool noodle or frisbee they stop and shout the Daily Find: Jesus made me to live with Him forever! I dig it!
6. Each team cheers and claps when a partnering team finishes the relay.



Welcome

SAY: Welcome back! It is always fun having rockhounds visit the Jasper Canyon Testing Pit! Today we are going to discover some real treasures!...Wait! YOU (*point to the kids*) are a treasure to God's family!

That reminds me of our Daily Find. Say it with me!

Jesus made me to live with Him forever. (*hold both arms up with your pointers out and rotate arms in a big circle*) I dig it! (*cool pose*)

Wow! You are going to be great rockhounds! You can call me Rockhound...(*let the kids shout out your name*).

That's it! Wow, you sure are good at this!

That reminds me of our first game! It is called the Get-to-Know-You Game because...well...it helps us to get to know each other! Cool!

First, I need two groups. (*You can have them line up opposite of where they need to be and then follow the leader to the correct spot.*)

Great job lining up! And following the leader to the starting point!

Sounds easy, right? But wait! That's not all! When you toss your bean bag you shout loud as you can: "My name is _____! Jesus made me in His family! I dig it!" and don't forget the hand motions!

Ready? Oh, wait a minute...the rest of the team does not just stand there! No way! When your teammate shouts their name and the Daily Find, the rest of the team does what? Yes, you are right! Clap and cheer! Let's play!

(Keep the line moving fast and encourage loud cheering. Only play once through giving each child a chance to play.)

That was fun! We are all part of God's family and that is why we cheer for each other! Way to go!

We are going to divide into family groups of four. Do you see the different squares? Well...let's go! *(You may need to assign kids to a square.)*



Note

- If your groups are young you may want to use the whistle to indicate when to rotate.



Listen carefully to the instructions.

Play begins when the person who has the ball bounces it to one of their family members.

The ball can only bounce once in any square.

When the ball is bounced into a square the family member must hit the ball with any part of their hand into an opposing family member square after it has bounced only once in their square.

If the ball bounces out of the square the family members must rotate – D to C, C to B, B to A, and A to D.

OK families...it's time to play!

Wrap-up

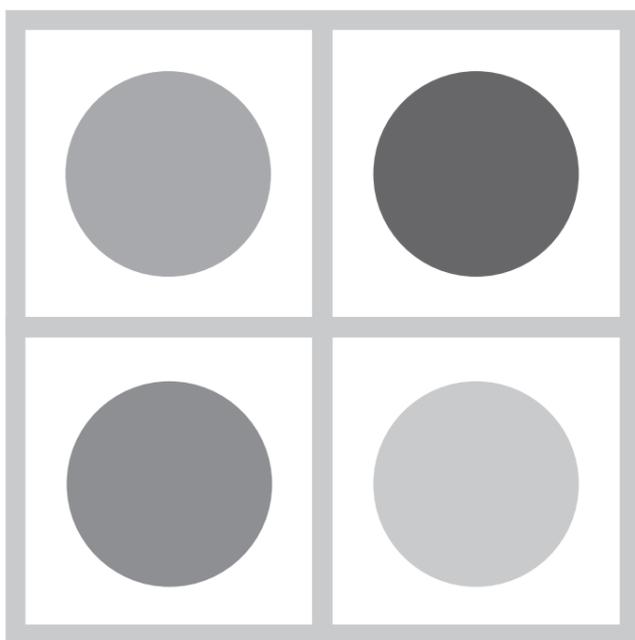
SAY: That was a lot of fun! You had to concentrate and be sure your family was taken care of! I heard some encouraging words too! Good job!

It's time to move on to your next station here in Jasper Canyon. Just one thought before you leave...

Jesus made me in His family. *(hug yourself and/or a neighbor)* I dig it! *(cool pose)*

That was great! Time to line up and give each other a high five and say, "You are part of God's family!"

See you tomorrow, rockhounds!



Day 1



Supplies

- Amazon.com—Amscan Plastic Lunch Plates, 50 pieces, Chocolate Brown
- Amazon.com—1.5" Inch Premium Mailbox Number Vinyl Decal Sticker Sheet (White) | Waterproof and Fade-Resistant | Easy to Install Adhesive Vinyl Digits | Home, Apartment, Condo or Business by CustomDecal US
- Amazon.com—Super Z Outlet Nylon Cornhole Bean Bags Toy Set Sack Hand Toss Games Weights for Kids (5" x 5" Assorted Colors) (24 Pack)
- Amazon.com—Pinnacle Mercantile 30 Pack Tent Stakes Metal Garden Edging Fence Hooks Pegs Christmas Decoration Stakes Made USA 9 inches Long
- Discount store—3 bouncy balls (medium size)
- Poster board with the words written boldly: ROCK WALL

Ahead of Time

Get-to-Know-You Game

(you will play this game each day)

- Drill a hole in middle of each plastic plate. The hole must be big enough for a tent stake to be inserted.
- Adhere number stickers below the drill hole on each plate. Make two sets numbered 1–10.
- Set at each place setting: small dessert plate with tumbler on top, napkin, spoon, and cup of water.

Tip for Rock Wall Cracks

For younger players you may want to use the number count (e.g. 3x) instead of spelling out the words Rock Wall.

Instructions

Get-to-Know-You Game

1. Arrange the numbered plates in two lines. There should be one plate space between each numbered plate.
2. Divide children in two groups and assign each group to one line of plates. Give each child a bean bag and have them throw it to land on one of the plates. You can keep individual or team score based on the number of bean bags on the different numbered plates.
3. Each child will take a turn throwing a bean bag at the plate while shouting, "My name is _____! Jesus made me special! I dig it!"
4. Everyone claps and cheers after their teammate shouts.
5. Give each child a turn; go on to the next game.

Rock Wall Cracks

1. Have everyone stand in a circle, foot to foot. Their legs should be slightly more than shoulder width apart, forming a "crack in the rock wall." Have everyone get into ready position with their hands on their knees.
2. Make sure all players know not to reach in front of others to get the ball. This is just good sportsmanship!
3. The object of the game is for players to try to hit the ball between other players' cracks in the rock wall *(formed by their legs)* and block balls from coming through their own cracks. Players get a letter in the phrase "Rock Wall" each time the ball goes through their legs. Once a player has spelled Rock Wall, the game restarts.
4. Players may only hit the ball with an open palm. No throwing.
5. They may catch the ball if it is head height. Then they must place the ball on the ground and hit it back into play.
6. If a ball goes outside the circle, the player closest to it when it went out may go and get it.
7. If the ball goes between a player's legs, they get a letter toward the phrase "Rock Wall." That player may go get the ball and hit it back in play.





Welcome

SAY: Welcome to the Jasper Canyon Testing Pit! A testing pit where the ground is excavated to study what is under the ground. Sometimes when we dig we may find a beautiful rock and think it is a treasure, only to find out it is not! Yikes! Today we are going to discover some real treasures!...But wait! YOU (*point to the kids*) are a treasure to God... and to me! (*thumbs point to yourself*)

That reminds me of our Daily Find. Say it with me!

Jesus made me special. (*thumbs up*) I dig it! (*cool pose*)

Wow! You already know the Daily Find! You are going to be great rockhounds! But you can call me Rockhound (*insert your name*) because I'm always on the "prowl" for a good treasure!

That reminds me of our first game! It's called the Get-to-Know-You Game because...well...it helps us to get to know each other! Cool!

First, I need two groups. (*You can have them line up opposite of where they need to be and then follow the leader to the correct spot.*)

Great job lining up! And following the leader to the starting point!

Listen carefully to the instructions. When it is your turn I will give you a bean bag and you are going to toss it and try to land your bean bag on one of the numbered discs.

Sounds easy, right? But wait! That's not all! When you toss your bean bag you shout loud as you can: "My name is _____! Jesus made me special! I dig it!" and don't forget the hand motions!

Ready? Oh, wait a minute...the rest of the team does not just stand there! No way! When your teammate shouts their name and the Daily Find, the rest of the team claps and cheers! Whew! Now we are ready!

(*Keep the line moving fast and encourage loud cheering.*)

That was fun! And it is good getting to know your name! You are special indeed!



Note

- If the ball goes between a player's legs, they get a letter toward the word Rock Wall. That player may go get the ball and hit it back in play.
- Start slow then speed up the game by tossing in another ball so that two balls are in play.



Here at Jasper Canyon Testing Pit we test rocks and gems. This next game is called Rock Wall Cracks because we find some of the best gems and precious rocks in the cracks of a rock wall. This is how to play...

First, everyone stands in a circle, foot to foot. Your legs should be slightly more than shoulder width apart, forming a "crack in the rock wall." Put your hands on your knees.

The object of this game is to try to hit the ball between other players' cracks in the rock wall. (*Hold up "Rock Wall" poster.*) You can block the ball from coming through you and your teammates' crack by using your hand to hit it away...no fists! You may only hit the ball with an open palm and no throwing.

You can only catch the ball if it is head height. Then you must place the ball on the ground and hit it back into play. If a ball goes outside the circle, the player closest to it when it went out may go and get it.

Each time the ball gets through your crack in the wall you get a letter in the phrase "Rock Wall." Once you have spelled Rock Wall, the game restarts.

Wrap-up

SAY: That was a lot of fun! Did you have fun too? (*Affirm each answer and use the child's name.*) It's time to move on to your next station here in Jasper Canyon. Just one thought before you leave...

Jesus made me special. (*thumbs up*) I dig it! (*cool pose*)

Line up and give each other a high five! Yes indeed, YOU are special! See you tomorrow, rockhounds!

Day 4



Supplies

- Bean bag toss game discs (already made)
- Bean bags
- Chalk: blue, red, white, yellow (for pavement area)
- 4 colored plates per group of 4: blue, red, white, yellow
- Whistle
- 4 balls (more if your group is larger than 16)

Ahead of Time

Get-to-Know-You Game

- Set up the Get-to-Know You Game before children arrive.

Jasper Canyon Family Four Square

- Mark playing area for groups to play at the same time:
 - **PAVEMENT AREA:** Mark a large square divided in half horizontally and vertically. In each square mark a large X with a different color chalk.
 - **GRASS AREA:** Place four different colored plates in a large square, like the pavement area design. You can use tent stakes to anchor them to the ground.

NOTE: For younger groups you may want to blow a whistle when it is time to rotate squares.

Instructions

Get-to-Know-You Game

1. Arrange the numbered plates in two lines. There should be one plate space between each numbered plate.
2. Divide children in two groups and assign each group to one line of plates. Give each child a bean bag. You can keep individual or team score based on the number of bean bags on the different numbered plates.
3. Each child will take a turn throwing a bean bag at the plate while shouting, "My name is _____! Jesus made me in His family! I dig it!"

4. Everyone claps and cheers after their teammate shouts.

5. Give each child a turn, then go on to the next game.

Jasper Canyon Family Four Square

1. Play begins when the person who has the ball serves.
2. The ball can only bounce once in any square.
3. Each player must hit the ball with any part of their hand into an opposing player's square after it has bounced only once in their own square.
4. If a player makes a mistake, every player must rotate—D to C, C to B, B to A, and A to D.



Welcome

SAY: Welcome back! It is always fun having rockhounds visit the Jasper Canyon Testing Pit! Today we are going to discover some real treasures!...Wait! YOU (*point to the kids*) are a treasure to God's family!

That reminds me of our Daily Find: Jesus made me in His family. (*hug yourself and/or a neighbor*) I dig it! (*cool pose*)

Wow! You are going to be great rockhounds! You can call me Rockhound...(*let the kids shout out your name*). That's it! Wow, you sure are good at this!

That reminds me of our first game! It is called the Get-to-Know-You Game because...well...it helps us to get to know each other! Cool!

First, I need two groups. (*You can have them line up opposite of where they need to be and then follow the leader to the correct spot.*)

Great job lining up! And following the leader to the starting point!

Listen carefully to the instructions. When it is your turn, I will give you a bean bag and you are going to toss it and try to land your bean bag on one of the numbered discs. See if you can toss it further than yesterday.



Sounds easy, right? But wait! That's not all! When you toss your bean bag you shout loud as you can: "My name is _____! Jesus made me smart! I dig it!" and don't forget the hand motions!

Ready? Oh, wait a minute...the rest of the team does not just stand there! No way! When your teammate shouts their name and the Daily Find, the rest of the team does what? Yes, you are right! Clap and cheer! Let's play!

(Keep the line moving fast and encourage loud cheering. Only play once through giving each child a chance to play.)

That was fun! And it is good getting to know your name! You showed your strength by trying to throw the bean bag just a little further today! Way to go!

Today you will be experiencing mosaics in several stations...even here at the Jasper Canyon Testing Pit. The Testing Pit has a mosaic game that you are really going to like!

Listen carefully to the instructions.

Mosaic Tag starts out like regular tag. Do you like tag? I know I do!

Three people will be assigned to be "it." When "it" touches another player, they hold hands, yes! I said they hold hands!

The person who is "it" and the tagged person are now both "it." Cool, right? This is the start of the mosaic strand! As each player is tagged, they join hands at either end of the line, until everyone is caught. The last people to join the mosaic are "it" when played again.

Wrap-up

SAY: That was a lot of fun! Whew! I had to be quick to keep up with you! You are a group of smart kids for sure! And the mosaic of different colors of our strand looked beautiful!

It's time to move on to your next station here in Jasper Canyon. Just one thought before you leave...

Jesus made me smart. *(cross left arm across stomach to hold the right elbow; put right hand near face with pointer and middle finger upwards in a thinking pose, eyes off to the side as if thinking) I dig it! (cool pose)*

That was great! Time to line up...and give each other a high five and say, "You are smart, friend!"

See you tomorrow, rockhounds!

DAY 2



Supplies

- Bean bag toss game discs (already made for the first day)
- Bean bags
- Traffic cones
- Rope
- 2 sawhorses (or something sturdy to stretch a rope between to crawl under)
- 2 x 4 board for balance beam
- Amazon.com—Hide N Side 6ft Crawl Through Play Tunnel Toy, Pop up Tunnel for Kids Toddlers Dogs Babies Infants & Children Gift Indoor & Outdoor Action Toy Tunnel
- Hula hoops
- Duct Tape
- Slide
- Chalk (lots of it!)
- Additional supplies for an obstacle course with activities of your choice

Ahead of Time

Get-to-Know-You Game

- Set up the Get-to-Know You Game before children arrive.

Jasper Canyon Obstacle Course

- **BALANCE BEAM**—Drill a hole on each end of your 2 x 4 board and secure to the ground with tent stakes.
- Duct tape the hula hoops together to form a path for jumping back and forth.
- **ARMY CRAWL**—Create a space where the kids will need to get down on their belly to crawl through. You could use pool noodles or rope to create the tunnel.

Instructions

Get-to-Know-You Game

1. Arrange the numbered plates in two lines. There should be one plate space between each numbered plate.
2. Divide children in two groups and assign each group to one line of plates. Give each child a bean bag. You can keep individual or team score based on the number of bean bags on the different numbered plates.
3. Each child will take a turn throwing a bean bag at the plate while shouting, "My name is _____! Jesus made me strong! I dig it!"
4. Everyone claps and cheers after their teammate shouts.
5. Give each child a turn, then go on to the next game.

Jasper Canyon Obstacle Course

1. Design an obstacle course and map it out with plenty of room to run between activities.
2. Start your obstacle course on a hard surface, such as a sidewalk or parking lot, to get the course off to a fun start!
3. Be sure to have plenty of supervision at each activity.
4. Have the kids start one after the other. Leave enough room so the kids are not all bunched up.
5. Some of your kids will want to do this over and over. Others will do the obstacle course one or two times and then stop to rest. Encourage them to cheer those who are still completing the course.



Welcome

SAY: Welcome back to the Jasper Canyon Testing Pit! Today we are going to discover some real treasures!...Wait! YOU *(point to the kids)* are a treasure to God...and to me! *(thumbs point to yourself)*

That reminds me of our Daily Find. Say it with me!



Jesus made me strong. *(put up both arms as if showing off your biceps)* I dig it! *(cool pose)*

Wow! You are going to be great rockhounds! You can call me Rockhound *(insert your name)* because I'm always on the "prowl" for a good treasure!

That reminds me of our first game! It called the Get-to-Know-You Game because...well...it helps us to get to know each other! Cool! Do you remember playing it yesterday? Then you already know how to play.

First, I need two groups. *(You can have them line up opposite of where they need to be and then follow the leader to the correct spot.)*

Great job lining up! And following the leader to the starting point!

Listen carefully to the instructions. When it is your turn, I will give you a bean bag and you are going to toss it and try to land your bean bag in one of the numbered discs. See if you can toss it further than yesterday.

Sounds easy, right? But wait! That's not all! When you toss your bean bag you shout loud as you can: "My name is _____! Jesus made me strong! I dig it!" and don't forget the hand motions!

Ready? Oh, wait a minute...the rest of the team does not just stand there! No way! When your teammate shouts their name and the Daily Find, the rest of the team does what? Yes, you are right! Clap and cheer! Let's play!



(Keep the line moving fast and encourage loud cheering. Only play once through giving each child a chance to play.)



Note

- Explain the obstacle course you designed and encourage safety. Give time for all children to participate in each obstacle course activity.



That was fun! And it is good getting to know your name! You showed your strength by trying to throw the bean bag just a little further today! Way to go!

Here at Jasper Canyon Testing Pit we test rocks and gems and sometimes we use our strength to dig out rocks and amazing fossils. This next game is called Rockhound Obstacle Course! Who loves obstacle courses? Yea! Me too! This will be a test of your strength!

Wrap-up

SAY: That was a lot of fun! Whew! I had to be quick to keep up with you! You are a group of strong kids for sure! Thank you for showing me how strong you are!

It's time to move on to your next station here in Jasper Canyon. Just one thought before you leave...

Jesus made me strong. *(put up both arms as if showing off your biceps)* I dig it! *(cool pose)*

That was great! Time to line up...and give each other a high five and say, "Great job, friend!"

See you tomorrow, rockhounds!

DAY 3



Supplies

- Bean bag toss game discs (already made)
- Bean bags

Ahead of Time

Get-to-Know-You Game

- Set up the Get-to-Know You Game before children arrive.

Mosaic Tag

No preparation is needed.

Instructions

Get-to-Know-You Game

1. Arrange the numbered plates in two lines. There should be one plate space between each numbered plate.
2. Divide children in two groups and assign each group to one line of plates. Give each child a bean bag. You can keep individual or team score based on the number of bean bags on the different numbered plates.
3. Each child will take a turn throwing a bean bag at the plate while shouting, "My name is _____! Jesus made me smart! I dig it!"
4. Everyone claps and cheers after their teammate shouts.
5. Give each child a turn, then go on to the next game.



Jasper Canyon Mosaic Tag

Jasper Canyon Mosaic Tag is great for encouraging cooperation and coordination of everyone who is part of the mosaic, and everyone is moving fast the whole time! Nobody is ever "out" – they are just reassigned to a different role. Any number of kids can play, but it's always more fun with more players.

1. Mosaic Tag starts out like regular tag, with three people assigned to be "it." When "it" touches another player, they hold hands, and both are "it" together and are the start of a growing a mosaic strand.
2. As each player is tagged, they join hands at either end of the line, until everyone is caught. The last people to join the mosaic are "it" when played again.



Welcome

SAY: Welcome back to the Jasper Canyon Testing Pit! Today we are going to discover some real treasures!...Wait! YOU *(point to the kids)* are a treasure to God...and to me! *(thumbs point to yourself)*

That reminds me of our Daily Find. Say it with me!

Jesus made me smart. *(cross left arm across stomach to hold the right elbow; put right hand near face with pointer and middle finger upwards in a thinking pose, eyes off to the side as if thinking)* I dig it! *(cool pose)*

That reminds me of our first game! It is called the Get-to-Know-You Game because...well...it helps us to get to know each other! Cool!

First, I need two groups. *(You can have them line up opposite of where they need to be and then follow the leader to the correct spot.)*

Great job lining up! And following the leader to the starting point!

Listen carefully to the instructions. When it is your turn I will give you a bean bag and you are going to toss it and try to land your bean bag on one of the numbered discs. See if you can toss it further than yesterday.