

2ND DAY INDOOR EVENING PROGRAMS

OPENERS, ICEBREAKERS

- **WALKING & TALKING**

Begin by inviting everyone to partner with someone they do not know or do not know very well. Explain to them that they are to take a 3-minute stroll together and to find out three things about each other that they in common. Encouraging participants to go beyond convenient similarities such as being in the same class or being the same height. A level one connection, for example, is when both partners own a dog. A level two connection could be that they both own the same breed of dog. The goal of this activities is for each group of partners to identify at least three, level two connections. When people discover that they have something in common with others, it creates a unique bond. The love of pets, books, old movies, etc. When your participants have completed their walk and returned, invite them to share their most unique commonality with everyone in the group.

- **FACE TO FACE / BACK TO BACK**

Begin by inviting the members of your audience to find a partner and stand face-to-face. Next, ask a question for them to answer, such as “What was the last movie you watched, and why was it good or bad?” After a minute or two of conversation, call out the phrase “Back to Back!” And invite the kids to stand back-to-back with their partner. Introduce a new question and call out “Face to Face!” and have them go find a new partner to discuss the new question with. This game is great technique in gaining the attention of a group without straining your voice (“Back to Back” can later be an attention getter you can you with this group).

- Example questions:

- If you could hang out with any famous person (dead or alive) for the day, who would you choose and why?
- If you could have one million of anything, except money, what would you choose?
- What movie have you watched the most amount of times?
- If a song would play every time you entered a room, what would your theme song be?
- If you could have dinner with any three people, who would you invite to join you?
- If you could travel to any place in the world, where would you go?
- What would you do with \$50 extra dollars right now?
- If you received a new iPod, what would be the first song you'd download?
- Who inspires you?
- What do you want to be when you grow up?
- If a movie was being made about your life, what actor/actress would you cast to play you?

- **HANDSHAKES**

Teaching the kids these funny handshakes with a partner (finding a new partner for each handshake):

- The Lumberjack - partners grab both hands (as if they are holding a two man saw) and saw back and forth while saying their names
- The Pitcher - partners are both baseball pitchers facing each other (sort of a mirror image). They wind-up and throw an imaginary baseball, and shake hands at the end of their throw
- The Bowler - partners face each other to form a short distance, then step forward as if they are about to roll a bowling ball. At the end of their “throw” they grasp hands and shake.
- The Coffee Fanatic - Hold your large cup of coffee in your left hand. Stand side by side, (holding up your coffee so you don't spill!) with your right hand shake the right foot of your partner.

GROUP INITIATIVES

- **PIPELINE:**

Split group into 2 or 3 teams. Race to finish the pipeline first.

- You will need:
 - Pipeline bags are located in the cabinet rooms in each village
 - Make sure your bag has one can and one tennis ball for each group

- **PAPER TOWERS:**

Kids make a tower as high as they can from the materials given (stack of newspaper and a strip of masking tape). It has to be freestanding (not taped to the floor), and strong enough to support the weight of an object your choosing (make sure it doesn't have too much weight that it just crushing the kids dreams). Give them 15-20 mins to create their towers. Walk around to test the strength and height of each group's creation.

- You will need:
 - Newspaper (one packet for each group)
 - Masking Tape (A good measure is a strip from the top of a door frame to the floor)
 - Climbing Helmet (I found that works well, but you can choose whatever object you like)

Variation: Make Paper Bridges. They still have to be free standing and need support the weight of an object and also tall enough for object to fit under the bridge.

- **KIVA PLANKS:**

Split group into 2 smaller groups (Best played with smaller groups – not enough planks for more than 2 groups). The object is to create a track for a ping pong ball to travel the farthest distance.

- You will need:
 - Kiva Planks are in a blue bin behind Kampen stage
 - 2 ping pong balls (should be in bin but make sure before you start)

LARGE GROUP GAMES

- **GAMES THAT REQUIRE NO PROPS:**

- **COME IN AND HIGH FIVE IF...** Have group stand in a larger circle. Ask the group questions, starting with the phrase "Come in and high five if..." For example, Come in and high five if you have more than 3 siblings. All the kids who that statement is true for should come into the center of the circle and high five each other.
- **ROBOT MASTER:** Make groups of 4 or 5. Pick one person in your group to be the master, the rest of you are robots. The master will position the robots in different directions. The robots can only walk straight unless they have been moved by their master. So if a robot is walking and they run into something or someone they are stuck and they have to call out for their master's name until they come move them in a new direction. The robot master has to look out for their robots and make sure they stay safe the whole time.
- **SWITCH/CHANGE/ROTATE** (groups of 4)
 - **SWITCH:** whole group switches directions
 - **CHANGE:** First and last people change places
 - **ROTATE:** The first and the last people move to the inside, and the two middle people move to the outside
- **SHIP TO SHORE**
 - **SHIP:** everyone moves to the right side of the room
 - **SHORE:** everyone moves to the left side of the room
 - **CAPTAIN'S COMING/AT EASE:** Stand at attention in the presence of the captain, but you cannot move a muscle until the captain says "At ease"
 - **CAPTAIN'S DAUGHTER:** While making a circular motion with your hand, call out "WHOOOoooo"
 - **THREE MEN IN A BOAT:** (need 3) must have three people sitting in a boat rowing
 - **FOUR MEN AT A TABLE:** (need 5) find four people to join you for dinner, but don't forget the table
 - **MAN OVERBOARD:** (need 2) one person get down on all fours so the other can raise one leg on their back and look for the lost mate.
 - **HIT THE DECK:** The pirates are attacking! Get down on the ground face down!

- PARTNER TAG: This is a walking game. You are trying to escape from your partner. Everyone is playing at the same time. To start one partner closes their eyes for 5 seconds, so the other has a chance to escape. Then try to find your partner in the crowd and tag them. Next round you can add other challenges including closing one eye or only having binocular vision (holding hands to eyes like you are pretending to use binoculars)
- "EVERYBODY'S IT": Everyone is it so that means each time you are tagged you lose a limb. Once you no longer have any, you're out.
- ULTIMATE HUMAN: You start as an egg, and play another egg in Rock, Paper, Scissors. If you win you turn into a chicken. If you win that round you turn into a dinosaur (complete with dinosaur noises). If you win here you advance to an ultimate human and have ultimate bragging rights! Any time you lose a round you must start over as an egg. You can only play against others of your kind, so a dinosaur cannot play against a chicken that would just be silly.

- **GAMES THAT REQUIRE A FEW PROPS:**

- BACON/LETTUCE/TOMATO:
Tape two long parallel lines on the floor (creating 3 sections). Each section has a name (bacon, lettuce, tomato - goes in that order). The kids all starts in lettuce (standing in a single file line) and you start calling out one of the three foods. The kids have to jump back and forth to whatever food you call out. For example: BACON, LETTUCE, TOMATO, TOMATO, BACON, LETTUCE, TOMATO, etc. If someone flinches or they go to the wrong food item they are out. Last person standing wins. After a winner has been named you can play again and change the order of the food. For instance, if you started with Bacon/Lettuce/Tomato going right to left, then switch it so now it goes Bacon/Lettuce/Tomato from left to right (Lettuce will always be in the middle).
 - You will need:
 - masking tape
- TAPE JOUSTING/FINGER JOUSTING:
Put a circle of tape on the nose or finger of each child. Kids go around "battling" other kids for their tape. They must successfully have the tape stick to their nose or finger to advance. The person who loses the battle joins the winner's team as their "posse" - following them around and chanting their name to cheer them on as they continue their journey - each time someone loses they and their posse will join the new winner. A final epic battle will happen between the last two people left.
 - You will need:
 - masking tape

Variation: if tape is not available you can play with Rock, Paper, Scissors. As a kid wins at Rock, Paper, Scissors the other joins their posse until you have one final Rock, Paper, Scissors Master!

- LINE TAG:
Requires some setup in advance. Use masking tape to create multiple overlapping lines on the floor. You can't fall off the lines; if you do you are out. You can try to knock other people off the line by challenging them to a face off. (The face offs look a lot like "tottin' over the mark" in Pioneer Recreation) you must pull the other person off the line and you have to stay on it. Last person to standing wins.
 - You will need:
 - masking tape
- NOODLE TAG (Caution: Must be wearing tennis shoes to play this game)
Each kid gets a chair and creates a large circle with them facing inward. Add one empty chair in the center of the circle. The player who is "it" will whack someone (KNEE OR BELOW) with the noodle and run it to the chair in the center of the circle and then runs back to that person's open chair. After a person had been hit, they will race their attacker to the chair to retrieve the noodle to try and hit them back on their KNEE OR BELOW. If they are success the process starts over (running the noodle back to the chair

and trying to get back to the open chair). This can continue until someone misses and the other successfully makes it back to the chair without being hit. The noodle has to stay on the chair - if it falls off you must try again. If it falls off and the person who was on the receiving end of the hit touches it, it is now their noodle and the game continues. But if they notice it falls off and they don't touch they can call their attacker back and make them put the noodle back on the chair.

- You will need:
 - 2 noodles
 - 1 chair for each child
 - 1 empty chair in middle of circle

○ AIRPORT WAITING GAME:

Each kid has a chair and spreads themselves out all over the room. One chair is empty. One person (the Pedestrian) will start out of their chair on the opposite side of the room from the open chair. The object is to deny the pedestrian the chance to sit down in a chair. The kids will have to be strategic to steal the open chair from the person walking and make them change directions. The pedestrian cannot run to an empty chair, they can only WALK at a normal pace. The other people may run to the open chair to steal it away from the pedestrian. If you are sitting you must stay seated unless you are moving to an open chair. If your bottom leaves the chair you have to move (even if the pedestrian is right next to you, tough luck).

- You will need:
 - 1 chair for each child
 - 1 open chair

○ CIRCLE SIT DOWN:

Have the kids find a partner (they can pick their friends). With the partners have one be peanut butter and one be jelly (partners stay together, this is just to help you split the group into two circle with one partner in each circle). All of the Jellies are going to form the outer circle around the peanut butters who are forming an inner circle. After the circles are formed the partners should be facing each other. Music will play and both circles will start moving to their right (circles should be moving opposite from one another). When the music cuts out, partners need to find each other and quickly sit down back to back with their arms linked. The game will continue until one group is crowned the winner.

- You will need:
 - Music