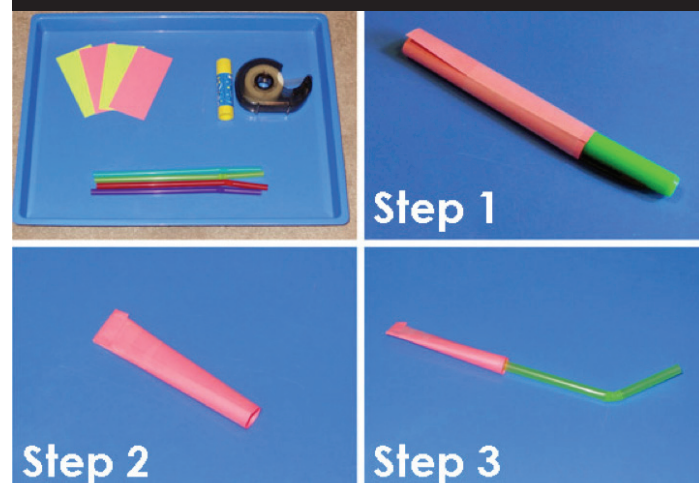




STRAW ROCKETS



Step 1

Step 2

Step 3



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SNOOD Activities

LIFE SIZE PAC-MAN

Grab some tape and make a Pac-Man board on your floor. Put down coins for the dots. Have a couple of friends throw on sheets to make the ghosts. Have another friend try to collect all the coins while the ghosts try to catch them...



GAMES FOR OLDER CHILDREN

HAGOO

The group will be divided into two lines. One person from each line (from opposite ends) will walk towards each other. They cannot talk or make noise. Their goal is to make the other person crack a smile. This is where they need to get creative! Walk funny, make silly faces, dance, whatever it takes. Everyone standing in the lines can help. They can make as much noise as they want. First one to crack a smile loses and joins other side. Continue with two more people from each line.

WHAT IF...? THEN...

What if...? Then... - a great party game.

Supplies needed:

- Slips of paper
- pencils for each player
- two bowls - one marked “what if...?” and the other marked “then...”.

How to Play:

- Everyone takes two slips of paper.
- Write a “what if...?” question on one. Fold the papers in half and put them in the container marked “what if...?”.
- On the second piece of paper, write the answer to the question, “then...”. Fold the papers in half and place them into the container marked “then...”.
- Now comes the fun! Pass the bowls around and have everyone take a folded slip of paper from each bowl.
- One by one have everyone read their “what if...?” and their “then...”. The combinations can be silly and even a bit hilarious at times.

TRUTHS AND A LIE

How to play:

Each player tells the group three things about them self. Two have to be true, one should be a lie. Then the group tries to decide on which one they think is the lie. It’s a fun way to get to know people!

These were the three things I’ve told about myself, can you guess which one is the lie?:

1. 80’s rapper, Vanilla Ice, choose my hand to touch during a performance.
2. I had a black poodle named Snowball when I was a little girl.
3. I base jumped from a bridge and crashed into the rocks below, in Twin Falls Idaho.

DUCT TAPE GAME

Tape your teammate on a wall using duct tape!

Goal:

To tape your teammate on the wall and leave them hanging for one full minute.

Preparation:

- 10 rolls of heavy duty duct tape (depends on how many teams are playing- usually 3 per team)
- Bare walls or trees (be careful- the duct tape might damage the wall paint!)
- Chairs
- Timer or watch

How to Play the Duct Tape Game:

1. Split everyone into teams of 6 or 7 and evenly distribute the rolls of duct tape to each team.
2. Each team has five minutes to tape a teammate on the wall or tree. Afterwards, if the person is able to remain on the wall or tree without any help, the team wins.
3. Have each team select one person from their group to be taped on the wall or tree. Have the volunteers stand on a chair against the wall or tree. Start the game.
4. Time the groups for five minutes. Then, remove the chairs from the volunteers and see if they are able to remain on the wall or tree for a minute. If the person does, then his or her team wins the game. To be taped on the wall or tree. Have the volunteers stand on a chair against the wall or tree. Start the game.
5. Time the groups for five minutes. Then, remove the chairs from the volunteers and see if they are able to remain on the wall or tree for a minute. If the person does, then his or her team wins the game.

Different Variation:

Summary: Stick as many paper balls on your teammate as you can!

Goal: To get the most points as possible.

Preparation:

- 8 rolls of heavy duty duct tape (depends on how many)

THE BUILD TOWER GAME

Great creative group game - see whose team can build the highest tower using newspapers!

Goal:

Build the highest newspaper tower as possible.

Preparation:

You will need at least 4 - 5 stacks of newspapers, 5 rolls of masking tape and a measuring tape

How to Play The Build Tower Game:

1. Split everyone into teams of five. Hand each group a stack of newspapers and a roll of masking tape.
2. The object of the game is to build the highest newspaper tower, using only the newspaper and masking tape. The teams will be given a couple of minutes to strategize.
3. Give the groups about 15 minutes or more. Measure how high each team’s newspaper tower is. The team with the highest tower wins the game.

Variation:

Instead of building the highest tower, ask teams to build the strongest bridge using masking tape and newspapers. For this, you’ll need to have about a dozen pop cans. At the end, place pop cans one by one on top of the bridge. The team whose bridge can hold the most pop cans wins the game. *Special Rule: A pop can must be able to roll through the base of the bridge.*

5 GAMES FOR SPEAKING, LISTENING & THINKING

These games are great for developing speaking and listening skills, and thinking and reasoning abilities.

1. How many?

- How many animals can you name that hatch from eggs as babies?
- How many animals can you name that have patterns on their bodies?
- How many animals can you name that eat leaves?
- How many animals can you name that live in the sea?
- How many insects can you name that have six legs?
- How many vehicles can you name with four wheels?
- How many things can you name that are cone shaped?
- How many things can you name that can fly?

2. I’m thinking of...

A simplified version of 20 questions, “I am thinking of something ..”, and then name a feature or attribute of the object or thing. So it might begin, “I am thinking of something that is blue.” The other person is welcome to make a guess or ask for another clue and we go back and forth between clues and guesses until they work out the correct answer.

3. Guess who?

Focus on a storybook or movie character or an actual movie instead of an object.

4. Secret Message:

Everyone sits in a line or circle and the first person whispers a short message to the next person in line, with the message then being passed from person to person in whispers along the line or around the circle. The last person announces the message they have heard to the whole group and everyone has a good laugh at how the message had invariably changed as it has been passed along.

5. Sound tennis:

The players agree on an initial sound or blend, say ‘P,’ and then take turns back and forth, each saying a new word that begins with that sound, until the round comes to a finish when one player cannot think of a new word beginning with the nominated sound. We allow the other player, the ‘winner,’ to choose the new

MAKE YOUR OWN FLIPBOOK

What You Need:

- Pad of paper
- Tape
- Markers



Step by Step

1. Reinforce the top of your pad of paper with tape so the pages won’t fall out with frequent flipping.
2. Decide what you want to draw and keep it simple so it’s easier to animate. Draw your first picture on the last page of the booklet.
3. To make a picture look like it’s moving, you have to make it move a little each time on each page. For example, if you want to draw a stick man walking across the page, start with the figure standing legs together. In the next frame, move one leg forward a little. Keep moving the legs slowly back and forth - and the figure forwards.
4. Flip the book from back to front and - tada!- you’re an animator!

You can of course get the children to make their own paper pads

