

PROGRAM TITLE: Survivor Fun

BRIEF PROGRAM DESCRIPTION: Physical and mental challenges for the teens to do as a team.

MATERIALS NEEDED:

- Oreos
- Modeling clay
- Toothpicks and/or straws, or Popsicle sticks
- Popcorn
- Pails
- Water balloons

COST: Approximately \$25

PROGRAM PROCEDURE: Divide the teens into teams of 5 to 6.

First Challenge – Choose a name for their team using only the letters in “Survivor Fun Night”. No points awarded.

Second Challenge – Water Balloon Toss

Each team is given the same amount of water balloons (we used 3 per team). Line up each team on two sides of a walkway (half of the team on one side and half on the other). They then toss the water balloon to their teammate. If it is caught or doesn't break, it is then tossed back. Team players rotate new players forward after each toss, so every member participates. After all players have tossed once and still have water balloons, have each team take a step back to increase the distance. Continue until only one team has any balloons. Award points as follows – 1st team out gets 1 point, 2nd team out gets 2 points, 3rd team out gets 3(and so on, so the last remaining team gets the most points).

Third Challenge – Popcorn Relay

Each team gets an empty pail that is set across the walkway from their team. One team member is responsible for pouring the popcorn. At the word “Go”, the first member of each team puts a cup on his foot (fix a rubber band to the cup so it will slip over their foot. The team member with the bag of popcorn pours some into the cup. The player then walks as fast as possible over to the pail and dumps the popcorn in. Then he hurries back to give the cup to the next player. The team with the most popcorn in their pail at the end wins the most points.

Fourth Challenge – Trivia challenge

Go around the room asking the teams trivia questions. Award 1 point for each correct answer. It can be any kind of trivia or directly related to survival. If a team answers incorrectly, you pose the same question to the next team unless it was a True/False.

Fifth Challenge – Build a Shelter

Give each team an equal amount of clay and Popsicle sticks, toothpicks, straws (whichever you decide to use). The challenge is to build the tallest, strongest structure in a time period (5 to 10 minutes, you decide). The structure must withstand the wiggle test. Which simply means, you measure the structure and then you jiggle the table to make sure it remains standing. Award points for first, second, third, etc.

Sixth Challenge – Balancing Act

Give each team a box of Oreo cookies. Their challenge is create the highest stack still standing at the end o the designated time period (5 to 10 minutes, you decide). Measure and award points.

Additional Challenges as needed - If you need a tie breaker or just more fun, or want to mix it up a little from the first time you held this event, these are good challenges also.

Numbers Are – this is a paper and pencil challenge (Found in Great Games for Great Parties by Andrea Campbell)

Water relay – Teams relay cups of water to be the first to fill their pail

Toothpick Challenge – Give each team a set number of toothpicks to arrange in a design. They then need to make a new design by only moving a set number of toothpicks. Found these at <http://www.highland.madison.k12.il.us/jbasden/toothpicks/default.html>

USEFUL PLANNING RESOURCES FOR LIBRARIANS:

Game books

Party planning books

ADDITONAL COMMENTS: We plan a 2-hour event. Any relays and challenging puzzles will work. Let the teens make up their own teams as long as they are equal in size. Take a break as needed for refreshments. We try to give some sort of prize to the winning team – free video passes to the local video store or free ice cream coupons. It doesn't have to be big.

CONTACT INFORMATION OF LIBRARIAN SUBMITTING PROGRAM:

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