

Tuesday, July 2nd, 2019: Toy Story Day

730-900: SRT

900-930: Icebreaker & Fitness Activity

Name Roulette

Materials: none

Instructions:

Have participants stand in a circle & one caller in the middle.

The caller points at a member of the circle and says ONE of the following: You, Me, Left, or Right.

Based on which direction the caller says, the person being pointed at must correctly name that person. Once the caller points and says the direction, he/she must count to five aloud. The person must correctly identify the name before the caller reaches five.

If the person in the circle incorrectly identifies the name, or doesn't speak in time, that person becomes the new caller in the middle of the circle. If the person correctly identifies the name, the caller must move onto a new person of their choice.

Giants, Wizards, & Elves

Materials: none

Instructions:

- Giants. Stand on your tippy toes, raise your arms like a giant, and make a menacing growling noise: "Rarr!"
- Wizards. Crouch slightly, as wizards are a bit shorter. Wave your fingers as though you're casting a magical spell, and make a magical noise: "Shaazaam!"
- Elves. Crouch down very low, cup your hands around your ears, and make a high pitched elf noise: "Eeeee!"
- Elves beat Giants, Giants beat Wizards, Wizards beat Elves.

Line up the two teams, count down from three. Whichever side wins they chase the other players and the players tagged are now on their team.

930-1000: Rules, Songs

1000-10:30: Snack

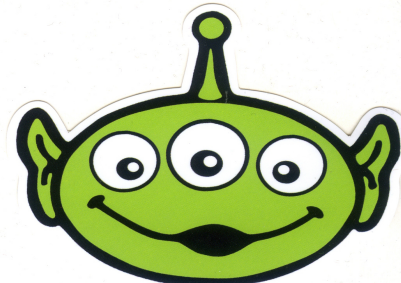
1030-1115: Rotation 1 (Craft)

Alien Rocks (Younger Campers)

Materials: rocks, green paint, googly eyes

Instructions:

Have kids paint the rocks to look like Toy Story aliens (seen in picture below)



Buzz's Rocket (Older Campers)

Materials: card-stock paper, empty water bottles, tape/glue, markers, confetti

Instructions:

- 1) Fill campers water bottles with water 3/4 full and put confetti inside.
- 2) Have campers cut their card-stock paper into three horizontal (rectangular) sections.
- 3) Campers will decorate the first cut out section with their name (ex. “___’s Rocket”). Next, they will wrap this section around the bottom of their water and tape it in place.
- 4) Campers will take the second cut out section, make a cone shape around the top of the water bottle and tape it into place.
- 5) Campers will take the final cut out section and cut two large triangles out. They will take both triangles, fold them in half, and tape them to either side at the bottom of the bottle.
- 6)



1115-1200: Rotation 2 (Game/Activity) (Toy Solider & Human Shape)

Toy Solider

Materials: dodgeball

Instructions: One person is in the center of the circle with a ball (dodgeball or something soft). Their objective is to fake toss the ball to the people standing in the circle to try and get them to “flinch”. If they flinch, they are to crouch and sit. Last person standing replaces the person in the middle.

Human Shape

Materials: none

Instructions: Divide campers up into multiple groups. The leader will call out a shape (or letter, number etc.), and the students as a group have to form that exact shape (or letter, number etc.) with only their bodies. *everyone MUST be part of this final product* First team to accomplish will be reward a point.

1200-1230: Lunch (Play music low for the campers)

1230-100: Skating Prep

100-230: Skating

100-300: Non-Skaters (UFO Cupcakes)



UFO Cupcakes

Materials: boxed vanilla cake mix, vanilla frosting, black food dye, large marshmallows, smarties

Instructions: Follow directions on box for cupcakes. Mix food dye with vanilla frosting to create grey frosting (to resemble a UFO). Frost when cooled & add one marshmallow in the middle of the cupcake & smarties surrounding to resemble the lights on a UFO.

Heads Up 7 Up

Materials: none

Instructions: 7 campers are called to the front. All the other campers must put their head down and close their eyes. The 7 campers will then each tap one person on the shoulder. When they're ready they all stand back at the front. Those who were tapped raise their hand and have to guess who tapped them. If they guess correctly they trade spots with their tapper.

300-330: Snack

330-430: Group Activities (Army Tag, Fireball)

Army Tag

Materials: none

Instructions:
One camper starts as "it", if you are tagged you are also it. Last camper standing wins.

Fireball

Materials: dodgeballs

Instructions: Have campers spread out around the room. Throw out dodgeballs at random. Campers must throw the ball at other campers. If you get hit or someone catches your ball, you're out and must sit down where you are. The only way you can join back in the game is if the person who got you out gets out.

430-530: SRT