

Opening Day Events 2016-2017

August 15, 2016

- 8:10-8:25: Packet Pick-up (7th and 8th grade split)
- Agenda of the Day (front), Club Rush List (back)
 - Temporary ID (with lanyard)
 - Passport
 - Raffle Tickets
- 8:25-9:10: Class meetings (7th Grade Cafeteria/8th Grade Gym)
- 1.) Go over Packet (explanation of where students will go during the teambuilding portion of the day)
 - 2.) Class Competitions (Each Friday)
 - Grades (official grades only; the grade with the highest GPA gets the weekly “point”)
 - Dress-up/Theme Days (the 7th/8th grade class with the highest percentage of participation gets the weekly “point”)
 - Goal 2 Participation (Quarterly checks; the 7th/8th grade class with the highest percentage of participation gets the weekly “point”)

[Post results in the Foyer so students can see the weekly progress of their grade level points to represent the incentives earned. Examples of incentives: five minutes longer of lunch for the grade with the most points that week, extra cellphone time in the zone, one larger prize at the end of the quarter]

 - Post a calendar of the Quarterly Competitions and dates by the “Progress Meter”
 - 3.) Admin Information
 - 4.) How to video enter/exit the cafeteria for breakfast and lunch; release to the quad or classrooms of the first activity
- 9:10-10:40: Teambuilding (25 minute sessions/3 rotations/5 minute passing with a WEB leader escort)
- One teacher per group, 1-2 WEB leaders per location with an activity
 - 10 different activities, 40 total groups (with directions and supplies at the location)

-Teachers will be divided, one teacher per group and meet 3 different groups of students during the rotations.

-20-22 students approximately per group

-All temporary IDs will have a student group indicator located by their name

-Teachers will walk students to the Rally at 10:30 after the third rotation is complete

10:40-10:50 Load students into the gym for the Rally

10:55-12:10 **Welcome Back Rally**

Rally Script:

_____ • (10:40am) Line-up

_____ • (10:55) Begin Rally

_____ • Welcome video “THE FACES OF GASTON” -4 mins.

_____ • Longcor Welcomes

_____ • Introduce speakers-; _____ explains the “7th vs. 8th” (First chance to earn points)

★★★★★★

_____ • ELA and History Introductions (Teacher/Department info.) -5 mins.

★★★★★★

_____ • Game #1 **Partner Plunger Relay Race** (Teams relay by sitting on wheel carts and use plunger to push across the floor, in and out of the cones. The first team to make it across the fastest wins). (7th vs. 8th with ELA and History teachers on grade level teams) 3-5 mins.

(Student Leaders: _____)

_____ • Student with music: **April A., Adaline**

★★★★★★

_____ • Math and Science Introductions (Teacher/Department info.) -5 mins.

★★★★★★

_____ • Game #2 **X’s and O’s Human Tic-Tac-Toe** (7th vs. 8th with Math and Science teachers on grade level teams) 3-5 mins.

(Student Leaders: _____)

_____ • Student with music: **April A., Adaline**

★★★★★★

_____ • Electives Introductions (Teacher/Department info.) -5 mins.

★★★★★★

_____ • Video “CAN’T STOP THE FEELING” -5 mins.

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_____ • Game #3 **Hungry, Hungry Hippos** Team will need to keep track of the balloons and who has the most. Students will setup the 4 corners of the gym with the “hippo” cart with

helmet, rope and basket, three players on each team, and balloons covering the gym floor. The team with the most balloons at the end, wins! (7th vs. 8th with Electives teachers on grade level teams) **5 mins.**

(**Student Leaders:**)

_____ • Student with music: **April A., Adaline**

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_____ • PE and Administration Introductions (Teacher/Department info.) **-5 mins.**

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_____ • Game #4 **Human Bowling** Leadership students will setup the gym like a bowling alley and there will be two 7th graders and two 8th graders on each team. The winning team in the team that knocks down the most bowling pins. (7th vs. 8th with PE teachers and Administration on grade level teams) **5 mins.**

(**Student Leaders:**)

_____ • Student with music: **April A., Adaline**

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_____ • Musical Chairs (One round of students then one round of just teachers) **5-8 mins.**

(**Student Leaders:**)

_____ • Bengal Chant—**2 mins.**

_____ • Gym Exit Video —**3 mins.**

_____ • Release

TOTAL RALLY: 75 MINS.

12:00-12:45: Lunch (Cafeteria and Quad)
-Lawn Chair Lunch with the teachers; music setup

12:45-2:10: **Carnival**
-Inflatables (3)
-Club Rush
(Art Club, Anime/Book Club, Bike Club, Black Student Union, Capoeira, FCA Intermural Sports, Math-o-rama, Robotics Club, S.P.A.R.K., Stop the Violence, Voices Unidas, Yearbook)

-Schedules

-Stop the Violence

-ASP Sign-ups

-Yearbook Sales

-PE Clothes Sales

-ASB Card Sales

**2:00 Teachers take attendance by this time (see Stephanie)

2:10-3:00: X-treme Volleyball (Teachers vs. Students) in the Gym
-Load students in gym, net gets setup during the Carnival. Students are released after the game is complete.

Eye Ball Tag

Objective: To make eye contact with another seated participant and then switch seats without the person in the middle sitting in your chair.

Supplies/Set Up:

Each participant gets a chair and the group arranges the chairs in a circle. The facilitator or a volunteer does not have a chair and stands in the middle of the circle.

Description:

The object of this activity is to switch chairs with another participant after making eye contact with them. If two participants make eye contact, they stand up and move to each other's chairs as quickly as possible. If the facilitator in the middle sees the participants moving, they will try to sit in an open chair. If successful, the participant in the middle assumes their role and tries to find an open chair. Play this as quickly as possible with as many people switching chairs as they dare.

Facilitator Notes:

- Make sure your chairs are solid and secure. This game gets lively, and you do not want your chairs to break.
- Be sure to let your participants know that safety is the number one priority.
- It is often best to make this game a “walking” activity if your group is a little on the dangerous side.

Have you tried eyeball tag before? What is your favorite tag game?

Magic Marker

Supplies/Set Up:

Paper and pencil to make a list.

Description:

Divide the students into groups of four to six. Tell them, “You are the Creative Center in a corporation that just made a major error. Your company produced one million magic markers, *without makers*. You have ten minutes to come up with as many creative ways as you can to use these *inkless* magic markers.” When the time is up, ask for a volunteer to read the list to the whole class. Add a variation: Have each group pick their favorite and create a commercial for their product and present to the whole group.

Life Raft

Supplies: Letter size paper

Description:

Place a sheet of paper on the floor that will be the raft. Everyone “swims” around the raft until I shout “SHARK!” and everyone has to get onto the raft before you have counted to five. After each “shark attack” half of the sheet of paper is removed. The group has to find ways of surviving as a group. You can get up to 15 people on a piece of A4 (letter size).

Floor Paper Designs

Supplies: 50 to 100 of black paper and a picture for the group to duplicate (use one of the pictures we have provided).

Description: “In a moment, I am going to show you a picture. Your job, as a group, is to replicate this picture as best you can on the floor using the paper that I give you. You may not use any additional paper, but you may rip or fold this paper as necessary. Everyone must participate by playing at least one piece of paper. Please only use this one section of the floor.”

Students will show students the designated work area. It should be big enough to allow all of the students to move around the picture they are creating.

“You only have 7 minutes to complete the design! The group that completes the most the fastest win!”

Pictures:

House, Star, and a Dog (other more difficult options are possible if time is left over)

Desert Island

Supplies/Setup: paper and pencil for lists.

Descriptions:

Announce, “You are being sent to a deserted island for one year. In addition to the essentials, you may take one piece of music, one book, and one luxury item you can carry with you (i.e. not a boat to leave the island!). What would you take and why?”

Allow a few minutes for the students to come up their list of three items, before sharing their choices with the rest of the group. As with most icebreakers and relationship building activities, it's good for the group leaders to join in too!

Count it Out

Supplies/Setup:

Description:

Gather students into a tight circle of 5-10. (If you have more than ten you can make this a competition game with two or three circles participating at once.) While in the circle, everyone must look down at the ground and may not raise their head to make eye contact with others in the group. The goal of this team building and communication game is to count the numbers 1 to 15 in order, with each person in the group saying at least one number. The students are not allowed to count around the circle consecutively. If two people say the same number at the same time, they must start over again at one. This may sound very easy, but it is extremely hard in reality because you have taken away their ability to see non-verbal cues as to who is going to say the next number. Try this first with eye open for a practice round.

Diads

Description:

Two students meet, exchange names, and share something interesting about themselves. These two meet and introduce each other to a new pair. Four meet four. Eight meet eight until everyone has met and introduced each other.

Group Jump Rope

Supplies/Setup: 20 foot cotton jump rope

Description:

Two people turn the rope as the class is lined up. One by one, each student runs through the turning rope with each turn of the rope. If any student is hit by the rope or misses going through with each rotation, the group starts over. Once the class succeeds with students going through one at a time, they pair up and go through in pairs. Same rules apply. If successful, they go in fours, then eights, then sixteens, etc.

Landmines

Supplies/Setup: Blindfolds, cups, blacktop

Description:

Set up a “mine field” by randomly placing the cups on a marked section of ground. A concrete slab or basketball court works well for this. Divide students into groups of about 4 or 5. Give each team a blindfold. Put the blindfold on one member of each team. Point of the exercise is for the ENTIRE team to get across the mine field with the fewest casualties, the fastest.

If a person TOUCHES a mine he/she is out. The other team members must be their eyes and tell them where to go. The blindfolded people crossing the field must stay within the set boundaries, and only one person per team may be on the mine field at a time (so they can't lead them by touch). Team members help each other by shouting directions. Works best if mines are close together and if teams are close together. Adult leaders may yell out random directions to try to throw the teams off. The trick is (don't tell the kids this till after it's over) for the person in the mine field to pick out a certain voice and listen to that one voice.

People Bingo

Supplies/Setup: Handout

Description:

Students will walk around and meet new students to see if they can fill up their handout. If they fill the whole page, spend the rest of the time discussing who filled out which personality traits as a group.

Name: _____

Human Scavenger Hunt!

Get to Know Your New Buddies

HAS been OUT of the country:	Has a pet that isn't a dog or a cat:	LOVES SCIENCE:	Favorite subject is math:
Had a birthday within the last week:	Has visited Washington, D.C.	Has a brother or a sister that goes to this school:	loves to cook:
PLAYS A SPORT:	Favorite color is yellow:	Was born in another state:	Read more than 1 book this summer:
LOVES TO DRAW OR PAINT:	Has met someone famous:	Has won a contest of some kind:	plays an instrument:
HAS DONE SOMETHING ADVENTEROUS	is an only child	Loves Broccoli	Has been to the Statue of Liberty: