# PEp Up YOUR RALLY! <br> How to Plan the best rally 

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## Who Are We?



## Examples:

## Hook Your Audience!

An intriguing way to engage all students and staff throughout the rally and add meaning

- Seated Activity
- Bingo
- Wheel of fortune
- Guess the staff member
- Silent Activity Stations
- Rubik's Cube
- Yoyo Competition
- Card Stacking
- Cup Stacking
- Ping Pong Toss
- Estimation Jars
- Tiny Basketball
- Temporary Tattoo Station
- Face Painting
- Engaging Prop
- Rally Towel
- Bracelets: participants
- Spirit Day Theme Item
- Give staff items in advance
- Gear with house colors


## Leadership Program Core Beliefs:

UNIFY through:

(in CNESTMUSENGAGMENT

Empowering all to create a school culture of positivity and inclusion through connectedness and leadership.

## Time for A Clue!



RALLY BUZZ WORDS


## General Rally Tips

FOR ANY RALLY!

- Interactive Engagement for All
- Student Recognition
- Staff recognition
- Diverse Staff involvement
- Diverse student involvement
- Games
- Music
- MOre than spoots: show off clubs and the arts
- performance
- Spirit
- Compeition
- Student led
- Theme or greater objective


## - Tenanis of a Griai rally ~

## Personal Awards

## Games

## Staff Dance

## Staff Involvement

Get those lunch ladies out there!

## Staff Performance

Handing out Certificates
Competition - they can be on teams/houses too!

Spirit Judging
Give them stuff to dress up! No excuses!

## Games

## Show-off Talents

Spirit Wars
Skits/Dances
Competition
Awards
Hook for All
Varied Activities

- Ring Toss
- Hungry Hippo
- Pie Eating Contest
- Dunk Tank
- Scooter Relay
- Scavenger Hunt
- Human Musical Chairs
- Football Toss
- Video Game: Mario Kart!
- Water Sponge Relay
- Pumpkin Bowling
- Helmet Toss Game
- Toilet Paper Race
- Scooter Race
- Early Bird Gets the Worm
- Hockey Bowling
- Minefield
- Limbo
- Cheeto Puff Toss
- Messy Slip and Slide
- Giant Jenga
- Matchbox Car Race
- Egg and Spoon Relay
- Ski Race
- Shoe Relay
- Fish Tank Throw
- Western Clothes Relay
- Blacklight Hula Hoop
- Onesie Staff Balloon Pop
- Dizzy Chicken


## PERFORMANCES

More than sports... Your students are so cultured!


- site music or drama group
- performance funny: morning
routine, being another person's
hands, pillow people dnace
- Glow Dance
- synchronized swimming
- staff dance: Whip \& Nay Nay,

Gangnam Style, Fortnite Dances,
through the decades, etc.

- talents or talent Show
- Community music or drama group


## GIVEAWAYS



## Time for a Clue!



RALLY BUZZ WORDS

## AUdience management

- Set the tone at FIRST rally
- Front load audience behavior before each rally (staff members can help with this)
- Include opportunities for positive praise by house, grade level,sections
- Spirit, participation, encouragement, games
- Think about set up (where are staff and leadership students located)
- Timing: How long is too long?
- Make it a competition



## What is a House COMpetition

 RALLY?There is nothing wrong with a little competition!

## House Competition Rally Components:

* House Chant
- House captains lead personalized chant for their house which gains spirit points
*House Points
- Have select judges tally points on a whiteboard
- Havesheets for students leading side games to record points
*Main Games
*Side Games
*Music
- Utilize music when main games are occuring
*Judging
- Can be staff and students (front and center of wherever rally is)
*Food
- The current leading house gets food: ex) snow cone station
- Show ID card to prove they're in that house


## House Competition Round l: Golden Gummy Bear Toss





## House Competition Round 2: House Chant

## nortcal



## TIme for A Clue!



RALLY BUZZ WORDS

## A FOCUS ON RECOGNITION...

Have a rally all about OTHERS!

## Recognition Rally Tips

- Build a culture of appreciation!
- It can be quick and easy!
- Can be part of a rally or THE entire rally
- Funny and Meaningful Awards
- Recognize all kinds of students
- Recognize all kinds of staff and volunteers
- Some examples:
- Slideshow with pictures and names, certificates, personalized awards, prizes, program, highlight talents through performances, show a student made appreciation video clip, invite recognees to stand



## Recognition Highlights



## Time for Your final Clue!



RALLY BUZZ WORDS

## FINAL THOUGHTS AND Recap!

## Quick Inspiration Slide

WHERE'S WALDO Rally Day
AMAZING RACE
Water Wars
______- Got Talent?
Lip Sync Battle: Staff versus Students
Big Game Day
The Challenge (Based on MTV Show style)
Video Game Rally - Mario Kart Live!

## Not Your Typical Rally: Change it Up!

- House Competitions
- Recognize a diverse range of students
- Recognize a diverse range of staff
- Community Connections and Causes
- Go Big and Go Sidelines
- Something to engage All
- Feature staff
- Games
- Use competition to your advantage
- Think about setting: Where are staff located?


## HOUSE POINt Totals!

See Poster!

## Wheel Of Fortune Raffle Winner!

## RALLY PLANNER

ENGAGEMENT
RECOGNITION
INCLUSION
DATE OF RALLY:
THEME:


## Resources

Links:

Recognition Rally Template

House Rally Template
Don't forget to sign up for our emailing list!

## (Concert Band is playing while students walk to house sections)

## (8:47-8:52) Opening (all 3 MCs on stage):

MC: INTRODUCE JUDGES and give them the microphone
Staff Judges: Explain what houses are being judged on, or how they can earn points today

- Respectful and responsible audience
- House and school chanting spirit
- Representation of house colors
- Main Games
- Side Games
- Overall Scorpion Spirit
(student liaisons communicate with judges to add points to scoreboard on stage)
(8:55-9:00) Recognition/Awards
MC: GO OVER AWARDS

MC: Introduce Staff Performance

## (9:00-9:05) House Chant Competition

## HOUSES REVIEW CHANTS

MC: When I call your house name, stand up and yell out your house chant one time loud and proud! The loudest and most together chanting house will earn a point for your house!
Bruins!
Wildcats!
Wolverines!
Bulldogs!
MC: Judges?? Which House will earn the first House points for the $\qquad$ school year?

## (Judges announce on bullhorn and point is marked)

MC: Here at SJMS, we are very spirited. Let's see which house has the most spirit at SJMS.
MC: Judges, which House has earned a point for wearing school colors?!
(Judges announce House name and point is marked)
MC: Way to go House $\qquad$ ! You just earned a point for your spirit!!!
(9:10-9:11) List Side Events, and Location - open side events(SET UP CREW IS SETTING UP GAME \#1)
*student body is trained on what side events are, and purpose/points at the first house rally of the year (Fall). For the Spring Rally you can list them off, locations, and a quick reminder (but you do not need to go through the whole process of side events for the Spring rally)

MC: Congratulations to the House $\qquad$ ! Now it is time for the side events to open. If you would like to participate for your house in a side event please..... Instructions given here about releasing students to side events and for how long.
(9:11-9:16) Center (high risk) Game \#1 RING TOSS GAME (all three MCs on stage)
MC: It is time for our first center game to start.
(Allen and crew will set up during Julian's instructions. House captains will pick 4 people from each house to participate and lead them to the center to help them get situated for game)

MC: The rules for the Ring Toss Game are very simple. Each house gets will get an even amount of rings to play with. You and your teammates will try to get as many rings around the cone before the time runs out. Your teams will consist of four people. Leadership students from each house will select participants.

## SELECT PARTICIPANTS

(game begins)
MC: Time is up. Leadership students please count how many rings are around the cones.
MC: Way to go house $\qquad$ you earned $\qquad$ points for your house!
(SET UP CREW WILL SET UP HOCKEY BOWLING AT THIS TIME)
(9:18-9:20) Acknowledge ASB Executive Council and leadership
(8:52-8:55) Teacher Performance (play music)
(9:20-9:25) Center Game $\# 2$ (high risk) (all three MCs on stage)
GAME EXPLAINED
(House Captains select 1 student and take them to a teacher in the center, each team will have 1 student from the house and 1 teacher)
(game happens)
MC: Great job Houses! Leadership students please count how many pins were knocked down. (judges count)

Side Games Close (this will happen when judges are counting Hula Hoop Rings )

MC: Side events are now closed! Thank you for all participating in the side event competitions. At this time participants please re-join your houses, and leadership students please bring your tally sheets to the main judges' table.

## Recognize Staff who is not returning

MC: Thank you, teachers, for your dedication to SJMS. We will miss you all! You may be seated.

MC: Now that the side event totals have been submitted to the judges can the judges tell us which House won the most points at the side events???
(Judges announce through bullhorn)
(9:30-9:32) Scorpion Raffle (Ms. Hettrich or Ms. Brodhun will pull the card)
(9:32-9:33) 8th Grade Dance Reminder
(9:33-9:37) Acknowledge Girl's Running Club

House Points Recap (9:42-9:44)
(Judges will give the recap )
*note points for each category and to what houses.

Awarding The House Banner (this part only occurs for Spring Rally)
*This part only happens at the final house rally of the year to the house that earned the most points!
*You can either have the points from today's rally go to that award or keep them for next school year to start the year off in the Fall. Just make sure you're clear with the student body.
*In the Fall House Rally the points earned during the rally time will be awarded to houses to start of the year!

## End of House Competition Rally - release houses

## List of SUPPLIES:

- 6 AVID Whiteboards
- Game supplies
- Staff Awards
- Printed out game directions
- Hockey sticks
- Rings

Set Up Crew Committee:
House Captains
Rallies and Assemblies

- Cones
- Chairs
- Scripts
- Tables
- Stage
- Tally sheets
- Expo pen
- Limo stick
- Side event supplies
- Clipboards
- Raffle prize
- Scorpion card box
- Directions for the judges
- Candy for prizes

Judges (1 From Each House)
Map/layout

# RALLY PLANNER 

 ENGAGEMENT. RECOGNITION. INCLUSION$\qquad$


GAME (S)
PERFORMANCE(S)

STALL INVOLVEMENT

HOW WILL YOU
INCORPORATE SCHOOL SPIRIT?

