Friday Fundays X (Some people call these “Noon Time” activities!)
Every school can use a little craziness on campus somewhere!! You can use these ideas in the classroom with your students; at a staff meeting...especially in the beginning, middle and end of the year to remind us to enjoy school; and you can use them in an assembly to spice up the event.
Feel free to contact Kevin Lorch (klorch@mrpk.org) or Rick Kent (rkent@mrpk.org) if you have any questions or need a little help making it happen!! These guys have ideas o’plenty and are very willing to share them all with you!

Shoe Scramble
Materials: People willing to take off their shoes!!
Objective: Race to recover shoes for each member of the “team”.
How to Play: Place shoes in a pile. “Mix” them up...have participants run to the pile and find their own shoes, put them on, return to their “side” and sit down.
Issues: Personal comfort. Odor...holy socks!!!

Size Does Matter
Materials: Flexible measuring tape, at least 6 feet, colored index cards, writing tools.
Objective: To have fun and learn about each other, maybe too much!
How to Play: Select teams of five. “Measurer” will guide team to total up the measurements of specific, measurable 'stunts'.
Issues: Physical contact.

Pharaoh's Pholly
Materials: Straws and paper cups, maybe a table to "stack" on.
Objective: To be the first team to "straw carry" a cup to a "builder" who will stack the cups into a 4 - 3 - 2 - 1 pyramid. (Twist: Have them "unbuild" and relay the cups back to the original stack of 'ten'.
How to Play: Select teams long enough to "relay" cups from a starting point to the "stack" table.
Issues: Straws in the mouth, personal space.

Fuzzball Fannydango
Materials: "Velcro" shorts, saucer/tray, LOTS of 'pom pom', cottonball-like fuzzballs.
Objective: To be the first team to fill a container, or reach a certain total, or to empty the saucer.
How to Play: Select teams assigning one person to wear the Velcro Shorts, and three "picker" / "grabbers". "Short" person will run to saucer, sit and try to get as many "fuzzball" pom-poms to stick to the shorts. Then you run to the "start" point to have the "grabbers" remove the poms. (You COULD then switch out the shorts so players can be "shorty" and then grabbers each time.)
Issues: Dressing/exchanging shorts, "grabber" action/appropriateness.
JOURNEY OF THE STARS

Materials: Foam stars; sheets of paper; container to put stars in.
Objective: To get designated number of stars into the end container by blowing the stars from person to person on the sheet of paper only!
How to Play: Select teams; have a star placed on the lead person's sheet. They blow their star onto the next person's paper and so on. Then they reload to do the task again until the number of stars is achieved at the end of the relay. If a star drops off it is 'out of the game'.
Issues: Paper cuts; moisture-laden human generated 'wind'!! :)

FOAM ROLLER RALLY

Materials: Foam rolls; balloons
Objective: Get three balloons at the end of each line...popped!
How to Play: In teams of six; three at each end of the 'runway', contestants will roll themselves down the runway. At the end, they will stand, inflate their balloon and keep it bounding upward while their teammates continue the same task. When everyone from the team rolls, inflates and bounds...the entire team then pops their respective balloons!
Issues: Rolling on the foam rolls; keeping the rolls moving ahead of the player balloon inflating/popping.

FROGGIES, MONKEYS & BOXES OH MY!

Materials: Stretchy frogs and monkeys; small boxes; spatulas
Objective: To get a six-box pyramid stacked up!
How to Play: Distribute stretchy items to both sides (teams). Have each team relay the boxes to the front for the pyramid building. While the boxes are being carried with a spatula, audience members will be 'flinging' the stretchy items to try to knock off the box being carried! Box down must start over!!
Issues: Space, 'flinging' safety of participants...no head shots!
Sculptionary

Materials: Cards with words or phrases, an artist's beret and a "scoreboard".
Objective: To correctly guess the word or phrase.
How to Play: Select teams of six. First member is the first sculptor. He or she "sculpts" the others into poses to convey clues.
Issues: Physical contact.

QR Crazy

Materials: Code Reader App; game cards with QR Codes; Projector.
Objective: To solve the puzzle packet.
How to Play: In groups, use a code reader to decipher, unscramble or match the clues from a variety of puzzles.
Issues: Access to smartphone apps; projecting images.

Lolliball

Materials: Basketballs, wiffle balls, cones, lollipops, mini brooms and large dust pans, display set, wigs & hats.
Objective: To get the wiffle balls relayed from catch to display.
How to Play: Select teams of 6. One person is the bouncer of the basketball AND the wiffle at the same time. The catcher uses a cone to catch the wiffle. The first of three 'lolliballers' uses a lollipop stick to pick up the wiffle and pass it along by stick until the last person places the wiffle on the display. The sweeper uses a broom to send errant bounces back to the bouncer's ball return. (Dust pan)
Issues: Crazy flying wiffles; stick in the mouth; drooling and cavities.
Holey Rollers!

Materials: Bottomless cups; small wiffle balls; 'pickers'; container to drop them into.
Objective: To get the most wiffle balls into the container by relaying with the cups.
How to Play: Select teams of six. Give one person the 'picker' and the five others two bottomless cups. Have the latter put the cups' tops together. Using the 'picker', start the wiffle ball in the first cups. Tilt them into the next person's cups and continue until the last person drops the ball into the container. Rotate the last cup person to the 'picker' position and repeat.
Issues: None?

'FAN'imals

Materials: Inflatable animals with ring attached; 'zip line' with hook; 'fans'; team hats; totem pole.
Objective: To fan inflatable animals down the 'zip line'.
How to Play: Select teams of six. Each participant wears a team hat. The first person fans an animal down the 'zip line', removes it, and hooks it on the totem pole. They return the 'zip line' hook for the next person in line to repeat.
Issues: None?

Whistle Missles

Materials: Bendy straws; cotton swabs; collection container; hand sanitizer; gloves.
Objective: To launch swabs with a puff of air to the opponents' side.
How to Play: Distribute a straw and three swabs to each person in the room. Instruct them that the straw must be bent into an "L" shape. Place a swab into the short end. Launch the swab by puffing into the long end. Repeat!!!
Issues: Aspirating swabs; numerous potential sanitary concerns.
The Last Straw

Supplies: Four mini hay bales; caramel apple sticks; extra long straws; wider opening straws; cowboy hats; bandanas; moustache whistles.

Set up: Put two hay bales at the start/finish line. Plunge pointed sticks into bales to display the passed wider straws.

To play: Each member of the team uses the extra long straw to pass (slide onto the next longer straw). the wider straws. Once it reaches the 'finish' line, the last member slides the wider straw onto the sticks in the hay bales.

Toboggan Relay

Supplies: Two toboggans (on wheels!); two safety helmets; protective gloves (2 sets); four clear buckets (to make a better visual!); foam chips (snow); two stove top hats; three different sized clear bags for each part of the snowman!

Set up/to play: Put two toboggans at the start line. The first of three tobogganers lies down in the toboggan. Two other team members scoop foam chips into the first (largest) bag until it reaches the line. Close the bag securely. The tobogganer transports the bottom piece of the snowman down to the finish line and then returns the toboggan back to the start. Rotate the next player onto the toboggan repeating the process for the medium sized bag and then a third time for the smallest bag, returning the toboggan to the start line. Another team member will help stack the three bags/pieces into a three-level snowman. After the snowman is built, top it off with the black stove top hat.

Fish Scales...

A Whole Waddle Fun

Supplies: Penguin Cooler Catchers; schools of vinyl fish; round inflatable penguins; PVC homemade scale.

Set up/to play: Get four people to hold one of the Penguin Cooler Catchers on their heads. Place one round inflatable penguin between their knees so they must waddle about the room! Disperse the schools of fish to the audience as much as you can. Place the scale and scale operator at the front of the fun zone. Get four people to toss the fish back into the audience if those fish are not caught. The audience will toss the fish to try to make them into the Cooler Catcher. At the sound of a whistle, the caught fish will be dumped into the scale’s buckets. Return for more fish...and continue for a set amount of time. The scale is then raised to see which bucket has more in it!
**Doughnut Holes**

**Supplies:** PVC "launcher"; ping pong/Wiffle golf balls; doughnut catchers; chef’s hats; aprons; plates; food service gloves; doughnut holes!

**Set up:** One "launcher" per team; four "doughnut catchers"; one "rebounder"; plate of doughnut holes at the opposite end of the game area.

**To play:** "Launcher” launches ball towards a “doughnut catcher". When caught, “catcher” runs towards the plate of doughnut holes, passes “doughnut catcher” to their teammate, and then eats a doughnut hole. First team to “clean their plate” wins!

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**Head, Shoulders, Knees and Toes**

**Supplies:** head-banded Solo cups; graduated cylinder; animal poppers; lots of popper balls.

**Set up:** One person from each team “cups up” by putting a head-banded Solo cup on their head, both shoulders, both knees, and both “toes” (top of shoe area).

**To play:** Two teammates begin sending popper balls towards the “cupped up” teammate to be caught in the cups. One teammate takes the caught popper balls out of the cups placing them in the graduated cylinder until it is filled...or time runs out! Two other teammates gather the uncaught popper balls to be reused in the game. Two ways to win?? Set up a "Heads, Shoulder, Knees and Toes” scoreboard to keep track of where the popper balls were caught. IF a team catches a popper ball in each of the H-S-K-T cups before their cylinder is filled, they are declared the winner!

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**GIANT CRAZY BILLIARDS**

...SORT OF!!

**Supplies:** Large, clear tarp with a hole cut in the center; lots of play pit balls; at least four containers.

**Set up:** Spread the tarp over the crowd’s head. Tarp should be held flat overhead at the corners (and the midpoints if it is a rectangle). Attach the containers at the four corners.

**To play:** Place a good supply of play pit balls on the tarp. The crowd then uses one hand only moving the play pit balls to get them into the corner containers. If any balls fall off of the tarp, they can be re-introduced through a hole in the center of the tarp. The winner fills each corner container!
Paddle Plunger Plunder

Supplies: plungers, paddles, ping pong balls, clear collection barrels, hooked hands, pirate hats

Set up: Each team has a captain catcher and five mates to paddle the ping pong balls to the captain.

To play: Grab a ping pong ball from the "chest". Using the paddles only, relay the ball down to the captain who will try to catch it with the plunger. Then dump the ball into the barrel.

Cirque du Noisiest

Supplies: colored bean bags, two different noise-making devices, blindfolds, buckets, rope, animal and ringmaster hats

Set up: Create a rope "arena". Each team has a ringmaster bucket-holder, three "noisemakerers", and two blindfolded "animals".

To play: Set the animals loose in the arena. When they hear their team's noise, they crawl and pick up bean bags. Noisemakerers make noise until their team's animals pick up the team-color bean bag. The ringmaster then makes noise for the animal to follow, and it places the bean bag into their bucket.

SGEG
(Scrambled Eggs)

Supplies: primary-and pastel-colored plastic eggs marked with shapes or symbols, chicken hats, plastic bins

Set up: Divide your audience into two teams. Choose one person for each side to be the egg counter.

To play: Shower the primary-colored egg halves into one side of the audience, and the pastel-colored egg halves into the other. Pick up one half in each hand, match color and symbol with other teammates to make a whole egg, and bring the assembled egg to the counter. Return to the audience for more eggeciting fun!
BOX'N BODIES

Materials: 12 boxes, that's it!!
Objective: Stack 6 (six) boxes to form a tower.
How to Play: Select at least six participants per team. They will work in pairs.
    Starting at one end of the 'fun zone', in pairs, participants use their bodies only
    (no hands) to transport the box to the other end and stack it up to form a tower.
Issues: Crushing the boxes between the bodies!

ChutezenBallzenBoxes

Materials: "Chutes", 12 large balls, tower of boxes one open side, blindfolds.
Objective: Get your team's six balls rolled into the tower of boxes.
How to Play: Select teams of six: two pairs of chute holders, one Loader and
    one blindfolded Starter. Starter tosses one ball to the Loader who
    then places the ball into the beginning of the first chute. Chute Team
    I rolls the ball into Chute Team II. First Chute Team runs to
    the end of second Chute Team to continue 'chuting' until one
    pair finally rolls the ball into one of the open boxes of the tower.
Issues: Chute teams running to continue the chuting...space!!

Gumball Rally

Materials: "Ball Pit" balls (gumballs); 12 2.5 gallon (empty) water jugs; goggles.
Objective: Catch and collect the most gumballs!
How to Play: Divide your crowd into two groups, A and B. Have at least
    three Catchers (more if you would like!) take a position on the
    outside of the opposite group. Each group has lots of
    gumballs rained into the crowd. Then the crowds TOSS
    their gumballs OVER the opposite crowd to their teammates
    waiting to catch the gumballs. Using the jugs, Catchers try
    catch gumballs and bring them to the front container.
Issues: Space, TOSSING, catching...safe as you can hope!
"RUNUTZ?"

or

Farm & Fantasy FUNnel

Supplies: Poppers, funnel catchers, face shields, hats

Set up: Two teams: 12 people...4-'poppers'; 3-catcher/tossers; 2-'funnel'ers; 3-rebounnder/runners.

To play: Funneleers at the front, catchers in midfield, poppers at the back and rebounder/runners at the front and back. Poppers pop to catchers who then toss into the funnels. Fill the cylinder to 'win'!

Nachos Locos

Supplies: snow saucer plates, sponges/ 'ingredients' chart, goggles

Set up: Cast sponges/ingredients into the crowd; get two plate holders.

To play: Start by having the plate holders travel around their respective section of the room. According to the 'ingredients' chart, sponges are then tossed onto the plates to create nachos. Have people placed around the room to toss 'ingredients' back into the crowd for retossing.

BALL RETURN

Supplies: containers of pit balls

Set up: Divide the pit balls into several equal amounts.

To play: Scatter one container (per side) of the pit balls across the front of the crowd. They then the pit balls to the back of the section along the floor. When the first container of pit balls is about halfway through the crowd, a second scattering happens. As the balls make it to the back of the section, they are passed/handed back overhead to the front and into the containers.