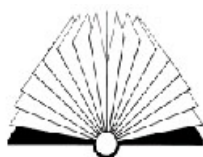


# Plan a Family-Fun- Day!

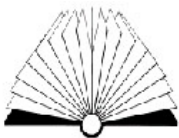


## A How-to-Kit



Celebrate Literacy in the NWT

## NWT Literacy Council

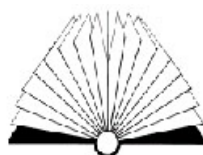


The NWT Literacy Council

## More *How-to-Kits* & Literacy Activities

This *How-to-Kit* was developed to help families and communities celebrate literacy. It is one in a series of *How-to-Kits* that you can find and download from the NWT Literacy Council website: [www.nwt.literacy.ca](http://www.nwt.literacy.ca).

- ✓ 1-2-3 Rhyme with Me
- ✓ Community Book Swap
- ✓ Family Reading Party
- ✓ Games Night
- ✓ Literacy Treasure Hunt
- ✓ Pyjamas and Book Party
- ✓ Reading Circles and Story Extenders
- ✓ Scattergories
- ✓ Storytime on the Radio
- ✓ Family Literacy Activities Night
- ✓ Book Making
- ✓ Literacy Games for Adults
- ✓ Get Caught Reading & Other Promotion Ideas
- ✓ Election
- ✓ Environmental Print Games
- ✓ More Literacy Games
- ✓ Read for 15
- ✓ Writing and Publishing Children's Books
- ✓ Involving Families in Children's Learning
- ✓ Literacy Activities for Holidays – Thanksgiving, Halloween, Christmas, Valentine's Day, Easter, Birthdays
- ✓ Puppet Making
- ✓ Writing Contest
- ✓ Culture and Traditions
- ✓ Books in the Home
- ✓ Facilitating a Workshop
- ✓ Talking Books
- ✓ Readers Theatre
- ✓ Family Literacy Activities
- ✓ Night 2
- ✓ Books in the Home Kit – *Love You Forever*
- ✓ Word & Picture Bingos
- ✓ Plan a Family Literacy Fair
- ✓ Storysacks



The NWT Literacy Council  
Box 761  
Yellowknife, NT  
Canada  
X1A 2N6

Phone: 867-873-9262 Fax: 867-873-2176  
Toll Free in the NWT: 1-866-599-6758  
Email: [nwtliteracy@nwtliteracy.ca](mailto:nwtliteracy@nwtliteracy.ca)  
Website: [www.nwt.literacy.ca](http://www.nwt.literacy.ca)

## Plan a Family-Fun-Day

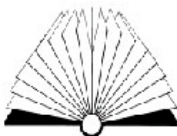
A *Family-Fun-Day* is an event for the whole community. Parents, children, families and neighbours have the opportunity to spend time together having fun with games, crafts, and learning activities.

Set up stations or activity centres with games, crafts, physical activities for the whole family. Plan a variety of activity centres so that you're sure to have activities that appeal to everyone.

Some samples stations are:

- ✓ Bookmaking
- ✓ Crafts
- ✓ Storytelling
- ✓ A Reading Corner or a Reading Tent
- ✓ Literacy Games
- ✓ Card Games
- ✓ Board Games
- ✓ Readers Theatre
- ✓ Puppet Making
- ✓ A Colouring Station
- ✓ Your Family
- ✓ Culture and Traditions

Use the information in this kit and plan a *Family-Fun-Day* in your community. Celebrate literacy in the NWT. Plan an event for NWT Literacy Week; Family Literacy Day; or make it a monthly event!



## A Planning Check List

### ☐ **Work with your community**

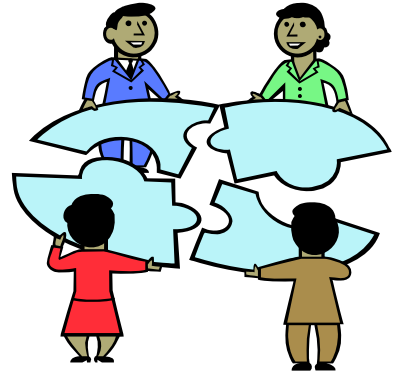
Meet with other people and organizations in your community that are interested in supporting and celebrating literacy; work together and plan the event.

### ☐ **Involve everyone**

Ask businesses and organizations to sponsor a booth. They can donate money to buy books, craft materials, snack or prizes. Or they may want to organize and run a booth at the fair.

### ☐ **Decide the date**

NWT Literacy Week 2007 is Thursday September 28 – Thursday October 4, 2007. Choose a date that will not clash with other community events; that way more people can attend!



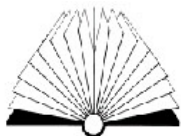
### ☐ **Find a location**

Decide the location: The school, band office, friendship centre, health centre, library, or community hall? What works best?

### ☐ **Decide what to call your event**

It is a day for family fun so we called it the Family-fun-day. But you can call it anything you choose. Brainstorm catchy names that will bring people out. Be creative!

- Family-Fun-Day
- The Pyjama Jam
- Books and Bannock
- Literacy Fun



### **❑ Advertise**

Think about who you want to be there: parents and kids! How can you tell them about it? Be creative in getting the message out.

- Put invitations at the health centre
- Set up a booth at the post office, the Northern store, the library or the band office
- Put up posters around the community
- Advertise on the radio station or green screen
- Tell everyone about it and advertise at least one week before the event!

### **❑ Deliver invitations**

Prepare invitations. Give the invitations to teachers at the school, the pre-school and the daycare. Ask teachers to hand them out to the children in their class to take home and to give to their parents. Think of other ways of getting the invitations to parents of children. Put a small stack of invitations at:

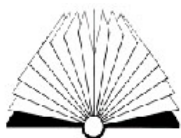
- the library
- the health centre
- the post office
- the band office
- the hamlet office

### **❑ Invite the local newspaper**

Tell the newspaper about your event. Invite them to attend and to write a story about family literacy.

### **Decide on the activities**

Decide what activities you would like to do at the event. Get the community involved.



**❑ Prepare the activities**

Prepare all the things you'll need ahead of time. Check that you have everything, and then check again!

**❑ Plan and prepare snacks and drinks**

Keep it simple with cut up veggies or crackers and cheese. Or you may think the time is right for a community feast. You decide.



**❑ Have prizes**

Collect prize donations. Have draws throughout the event for prizes. Be sure to have paper and pens ready for people to enter their name.

**❑ Take pictures**

Take pictures of your event. Make a poster display and hang it where people will see it: The post office; the band/hamlet office; at the pre-school. People that didn't attend can see and plan to come next time!

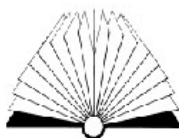


**❑ Tell us how it went**

Share your photos with the NWT Literacy Council. We like to report on literacy events in communities and would love to include photos in our newsletter!

**❑ Need help?**

Contact the NWT Literacy Council. We can share some ideas; help you plan your event; and provide prizes for groups in the NWT.



## Ideas and activities in this kit

### ✓ Active games

- Firefighters
- Land and Water
- Indoor Obstacle Course
- Skipping Rope Fun
- Group Skipping Rhymes



### ✓ Activity Sheets

- Find the Hidden Pictures:
  - At the Library
  - Front-End Loader
  - House of Cards
  - The Deer

### ✓ Other Games

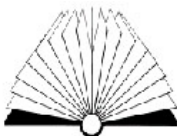
- Scattergories
- Baseball with Marbles

### ✓ Crafts

- Make a Pop-Up Flower Card
- Make a Paper Placemat

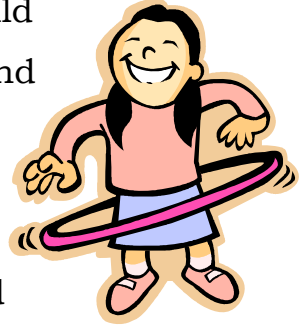
### ✓ More Ideas

- Story Telling
- Guest Story Reader
- Have a Read-a-thon
- Organize a Book Swap



## Exercise is Good for Learning

Everyone knows that being physically active is good for your body. When we exercise we strengthen our heart and lungs, build strong bones, and help prevent diabetes, heart disease, and stroke.



But did you know that exercise is also good for your brain? Exercise helps nerve cells to multiply and to strengthen their connections, which helps our brain work its best.

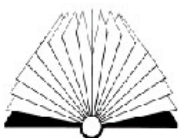


### Exercise is fun

Sometimes we think that exercise is difficult, or boring. But being physically active doesn't just mean running on a treadmill or lifting heavy weights.

### Fun for everyone

In this kit you will find ideas for fun activities that get people moving! Participants young, old, and in-between will laugh, have fun, be active and will give their brains a boost!



## Firefighters (An Active Game)

from: <http://www.party-games.zaural.ru/party-games-1.html>

### What you will need

- Two jackets - turned inside out
- Two chairs
- A piece of rope about 2 metres long

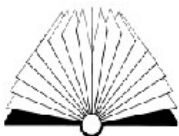
### Set up

1. Place the chairs about a metre apart, with the backs facing toward each other.
2. Turn the sleeves of two jackets inside out and hang them on the back of each of the chairs.
3. Put a rope (about 2 metres long) running under both of the chairs.



### How to play

1. Two people can play at a time.
2. Each player stands next to a chair.
3. When given a signal (the "fire bell"), each player takes the jacket off their chair, turns the jacket inside-right, puts the jacket on, and does up all the buttons or the zipper.
4. Once their jacket is on, the player ("firefighter") runs around to the chair of their rival, sits in that chair and pulls the rope.
5. The first person to pull the rope wins.

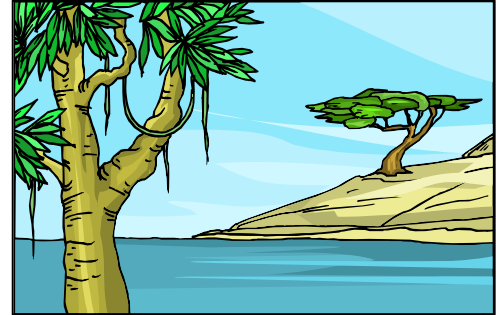


## Land and Water

(An Active Game)

This is a listening and thinking game.

One person is the leader. When the leader says “land,” the players jump forward. When the leader says “water,” the players jump backward.



### The Twist

The leader can change the words for “land” and “water.” For example instead of “land” they might say shore, beach, island, continent, etc. For “water” they might say river, ocean, pond, lake, etc. Players must jump forward or backward accordingly.

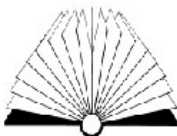
### Tip

Depending on the age of the people playing, you may want to first brainstorm words for “land” and “water.”

### Switch it up

Play the game using other pairs of words.

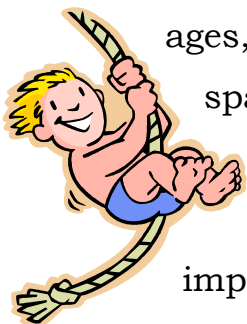
For example:      man / woman  
                             big / small  
                             loud / quiet



## Indoor Obstacle Course

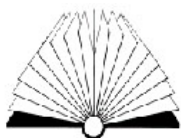
(An Active Game)

This easy-to-make obstacle course is a great way to get kids (and adults!) excited about exercise, because it's really just about having fun! As you design your obstacle course, keep in mind the ages, abilities, and number of people involved as well as the space you have. If you like, time the kids as they run the course. They can compete against their own time by doing the course more than once to see if they can improve their time. Use your imagination. Include activities that involve running, climbing, jumping, crawling, hopping and balancing. Here are some ideas to get you started:



### Directions

- Crawl under or over a row of chairs
- Run while balancing a beanbag on your head
- Throw a beanbag or a ball into a waste paper basket or through a hoop
- Jump into and out of a hula-hoop five times
- Do a zig-zag run around some pylons
- Walk on a balance board, or walk a straight line made of masking tape taped directly to the floor
- Hop backwards on one foot
- Do a handstand
- Skip in place while reciting a jump rope rhyme
- Do ten jumping jacks
- Be creative! Get kids input for ideas and “obstacles” too!



## Skipping Rope Fun

(An Active Game)

### Why skip rope?

Skipping is fun for everyone and it's great exercise too! Skipping can build confidence in children (and adults.) Many people who don't excel in other sports easily pick up skipping.

### Did you know?

Skipping improves:

- ✓ Coordination
- ✓ Balance
- ✓ Timing
- ✓ Flexibility
- ✓ Creativity
- ✓ Team work
- ✓ Concentration



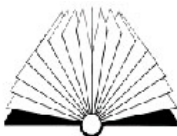
### Isn't skipping just for kids?

No! Skipping is fun for everyone! Skipping for just five minutes is the same as running for fifteen. Skipping will help build a strong and healthy body and will help people keep their weight down.

- ✓ Skip to rhymes
- ✓ Do actions
- ✓ Learn rope tricks
- ✓ Skip to music

### Tips

- For younger children, you may decide to not swing the rope at all. Instead, lay the rope down on the floor. Have children sing the rhymes and do the actions while jumping back and forth over the rope.
- Wear good jumping shoes - no sandals or slippery shoes.
- Try the rhymes on the next page or make up your own!



## Group Skipping Rhymes

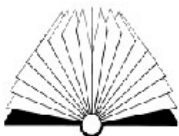
### I Had a Little Puppy

I had a little puppy  
His name was Tiny Tim.  
I put him in the bathtub  
To see if he could swim.

He drank up all the water  
He ate a bar of soap  
The next thing you know  
He had a bubble in his throat.

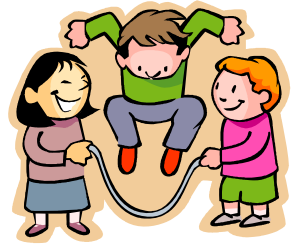
In came the doctor *(second jumper jumps in)*  
In came the nurse *(third jumper jumps in)*  
In came my grandma with her big black purse.  
*(fourth jumper jumps in)*

Out went the doctor *(second jumper jumps out)*  
Out went the nurse *(third jumper jumps out)*  
Out went my grandma with her big black purse.  
*(fourth jumper jumps out)*



### Coffee and Tea

I like coffee,  
I like tea,  
I'd like \_\_\_\_\_ *(name)* to jump with me!



The first jumper begins jumping alone. The second jumper joins in when their name is called. The two jumpers jump together with the second jumper repeating the rhyme and calling in the next jumper. When the rhyme is done the very first jumper jumps out and the new person jumps in.

### Peel a Banana

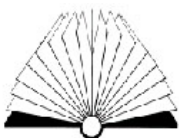
Peel a banana upside down,  
See if you can touch the ground.

*(the jumper tries to touch the ground without being tripped by the rope)*

If the jumper gets tripped by the rope, the rope turners say,

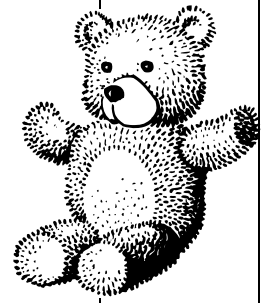
If you spell your name correctly  
You will get another chance.

The jumper then spells out their name, doing one jump per letter.

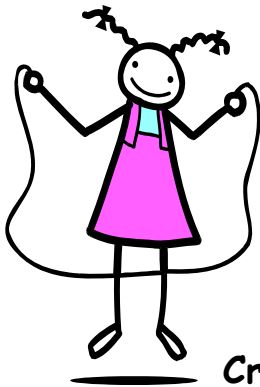


## Teddy Bear

Teddy bear, teddy bear turn around  
Teddy bear, teddy bear touch the ground.  
Teddy bear, teddy bear show your shoe.  
Teddy bear, teddy bear that will do.



One jumper at a time repeats the rhyme and does the actions:  
Turning around while jumping; touching the ground; showing the sole of one foot; and jumping out.

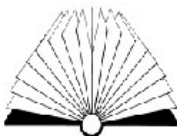


### Create your own rhymes...

- ✓ Families can work together and create a family rhyme
- ✓ Classmates can work together and create a class rhyme
- ✓ Students can work together and create a school rhyme
- ✓ Groups can work together and create a community rhyme

### Plan a literacy Skip-a-thon!

Get fit, have fun,  
raise money and  
awareness!

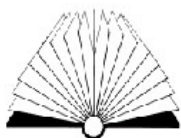
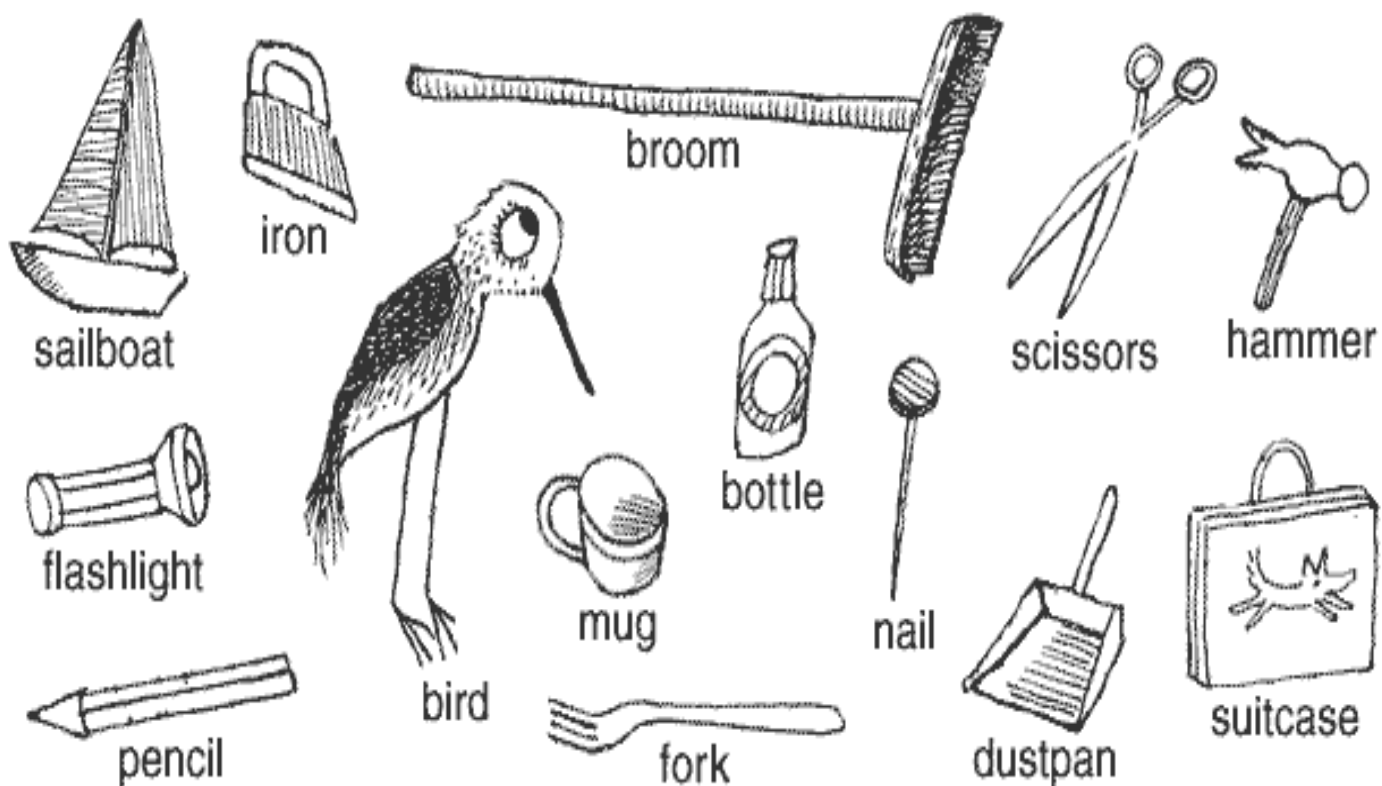


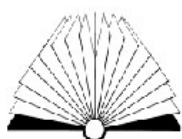
## Find the Hidden Pictures At the Library

by Valeri Gorbachev <http://www.highlightskids.com>

All the items below are hidden in the picture on the next page.

Can you find them?



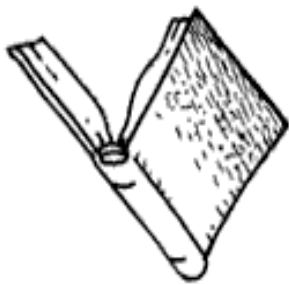


## Find the Hidden Pictures Front-End Loader

by Charles Jordan <http://www.highlightskids.com>

All the items below are hidden in the picture on the next page.

Can you find them?



open book



safety pin



mitten



paintbrush



oil can



shoe



measuring cup



ice-cream  
cone



bell



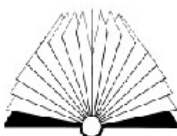
key

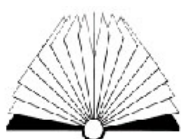


radish



nail



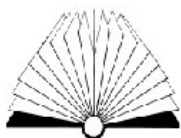
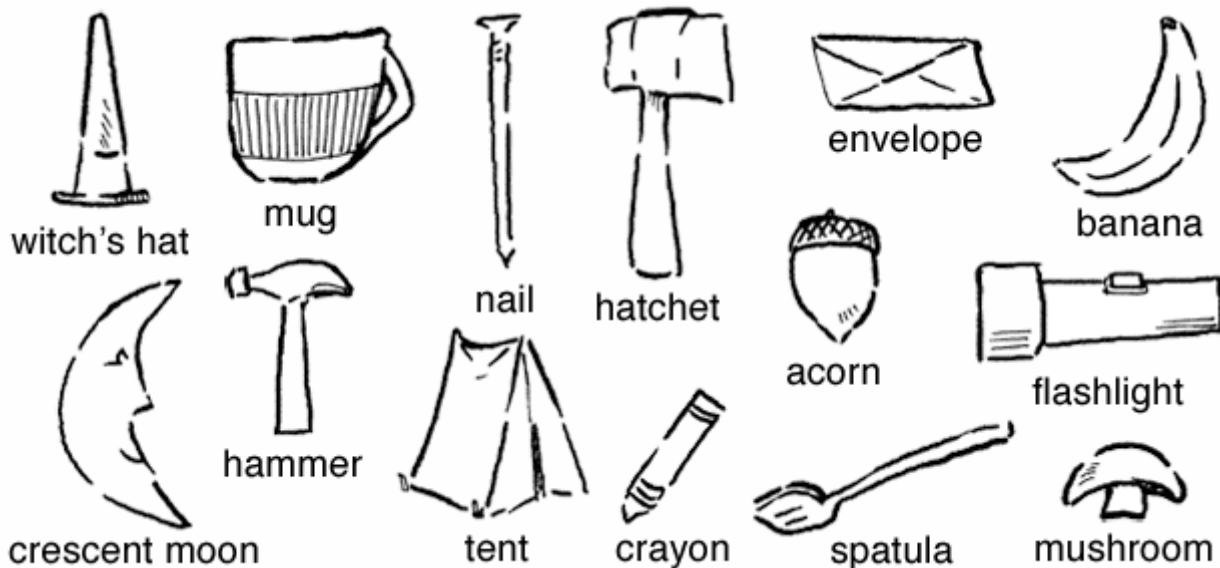


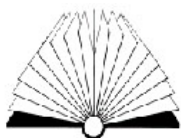
## Find the Hidden Pictures House of Cards

by Maurie Jo Manning <http://www.highlightskids.com>

All the items below are hidden in the picture on the next page.

Can you find them?



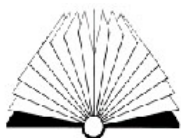
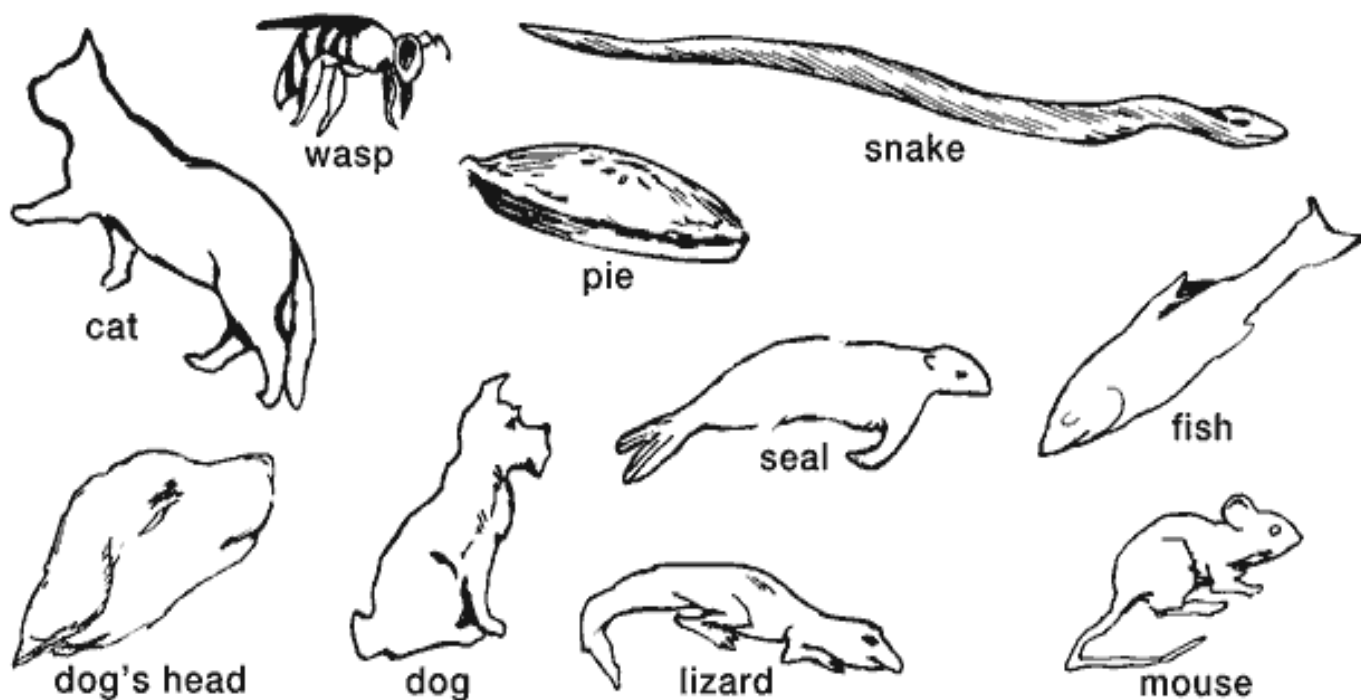


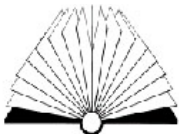
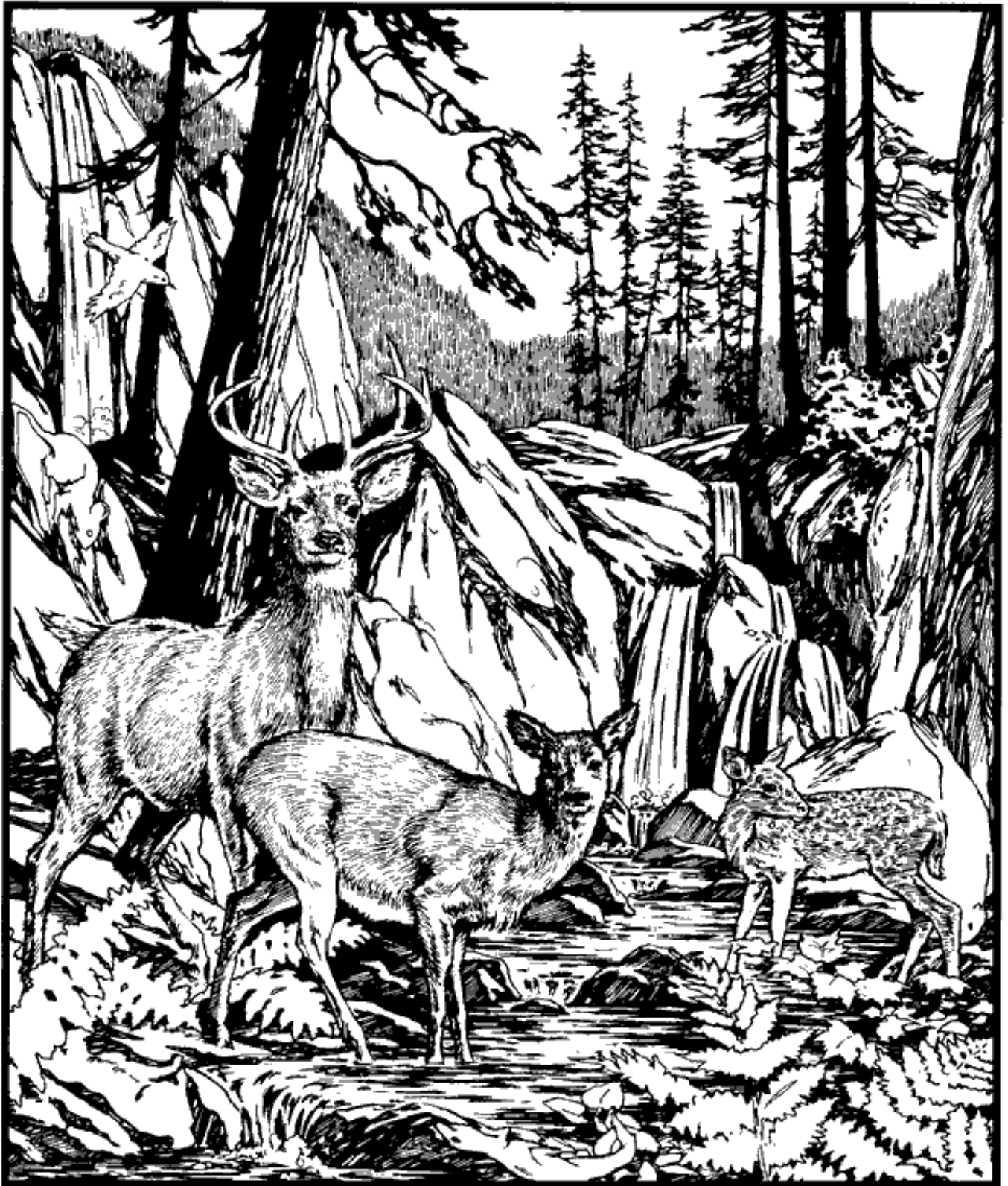
## Find the Hidden Pictures The Deer

by Kit Wray <http://www.highlightskids.com>

All the items below are hidden in the picture on the next page.

Can you find them?





## Scattergories

(A Word Game)

This is a great game for everyone!  
You can play with a large group, a small group or even one-on-one.  
Parents, children and Elders will all have fun!

### You will need

- ✓ A watch or a timer
- ✓ Copies of the question and answer sheets
- ✓ Pens or pencils
- ✓ A copy of the letters, cut into squares and in a bag

**B**

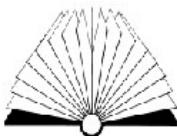
#### Question Sheet

#### Answer Sheet

Scattergories List 1	
1. A boy's name	1. Bob
2. A river	2. Burnside River
3. An animal	3. Bison
4. Things that are cold	4. Bricks
5. Insects	5. Bumble Bee
6.	

### Set up the game

1. Make photocopies of the question and answer sheets.
2. Photocopy and cut the "letter page" and put the cut letters into a Ziploc bag or hat.



## Play the game

1. Give each team a question/answer sheet and a pen or pencil. Two or three people per team is probably about right, depending on the size of your group.
2. To start the game, pick a letter from the “letter bag” and show it to the teams. All answers for this round must start with this letter.
3. Set the timer at 4 minutes. (Change the length of time depending on the age and level of your group.)
4. Each team quickly (and quietly) fills in the first column of their answer sheet. The answers must fit the category and must begin with the letter that was picked from the bag.
5. Call “time” when the time is up, or have the teams call “time” when they have answered all the questions. Either way, when “time” is called all pencils go down.

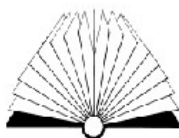


## Scoring a round

- Teams correct their own answer sheets.
- Starting with question number one, each team reads their answer aloud.
- Teams score a point for each unique answer in each category. That means the team/s whose answer *does not* match any other teams' answer scores a point.
- Continue reading through all twelve categories.
- The team with the most points wins the round.

## Starting a new round

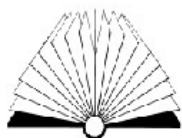
- Give out question sheet two or use question sheet one again.
- Pick a new letter.
- Set the timer and play!



## Letter Page

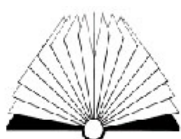
Make a copy of the letter page. Cut out the squares and put them in a Ziploc bag or other small container.

A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y
Z				



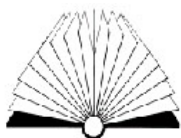
## Scattergories List 1

1. A boy's name	
2. A river	
3. An animal	
4. Something that is cold	
5. An insect	
6. A TV show	
7. Something that grows	
8. A fruit	
9. Something that is black	
10. A school subject	
11. A movie title	
12. A musical instrument	



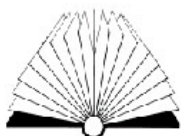
## Scattergories List 2

1. An author	
2. A body of water	
3. A bird	
4. A country	
5. A cartoon character	
6. A holiday	
7. Something that is square	
8. Something in Canada	
9. Clothing	
10. A relative	
11. A game	
12. A sports star	



## Scattergories List 3

1. School supplies	
2. Something that is hot	
3. A hero	
4. A girl's name	
5. A fear	
6. A TV star	
7. A colour	
8. A fish	
9. A fruit	
10. A province or state	
11. Sports equipment	
12. A tool	



## Baseball with Marbles

from: <http://www.lds.org/library/display/0,4945,31-1-15-16,00.html>

### You will need

- ✓ Four small blocks of wood or four small but thick books
- ✓ Masking tape and a pen
- ✓ Three or more glasses or cups
- ✓ Some marbles



### The set up

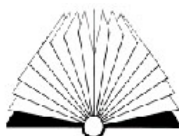
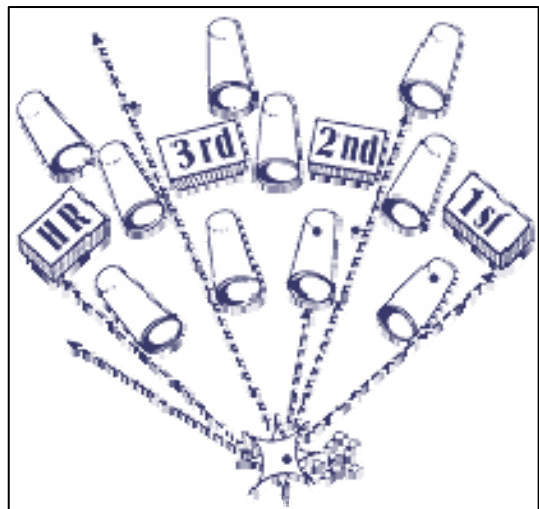
- Set up the four blocks of wood representing 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and home base. Label the blocks with masking tape. Turn the three glasses on their sides and place them between the bases, or somewhere else on “the field.” *(The illustration below shows many glasses. Start with three and add more if you need a greater challenge.)*
- Divide into teams as best fits your group size and ages.

### The game

- The object of the game is to shoot a marble and hit one of the blocks.
- If you miss and the marble goes into a glass you are out.
- If you miss and the marble *does not* go into a glass that is a strike.
- The other rules of baseball can be applied, or you can make up your own rules.

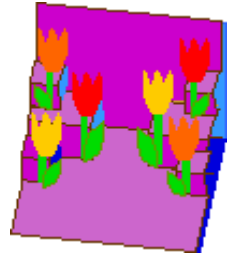
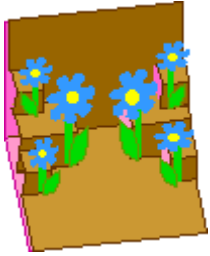
### Have fun

- Have fun while at the same time improving hand-eye coordination; fine motor skills; teamwork; and cooperation!



## Craft: Make a Pop-Up Flower Card

from: [www.enchantedlearning.com](http://www.enchantedlearning.com)



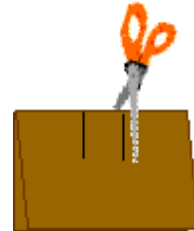
### You will need

- ✓ Different coloured construction paper
- ✓ Scissors
- ✓ Glue
- ✓ Markers or crayons



1. Fold two rectangular pieces of construction paper in half. One piece will be the outside of the card and one piece will be the inside.

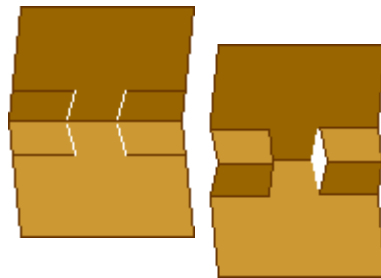
2. On the piece that will be the inside, cut two short lines near the middle of the fold.



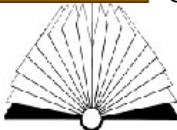
Fold along  
dotted lines  
(but not along  
middle flap)

3. Fold the two outside flaps that you just made (but do not fold the middle flap).  
Unfold the flaps.

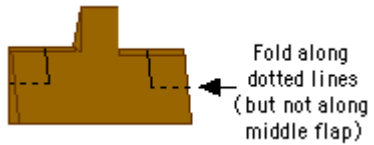
4. Open the card. Push the two flaps towards the inside of the card - they will look like two steps.



5. Refold the card and cut



two short lines through the folded flaps towards the sides of the card.



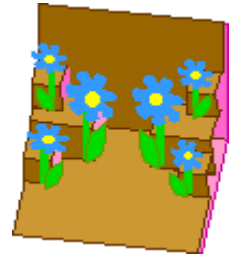
6. Fold the outside flaps that you just made and then unfold them.

7. Open the card. Push the two flaps towards the inside of the card - they will look like four steps.



8. Cut some small flowers, stems and leaves from construction paper. If you would like, decorate them with crayons or markers.

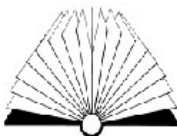
9. Glue the flowers to the flaps. Make sure that the flowers do not stick out of the card when the card is closed.



10. Glue the card to the other piece of folded construction paper. To make sure that you do not glue the flaps down, apply the glue only to the inside of the card and then carefully place it on the outer card. Now write your message!

**Variations:**

- ✓ Make an alphabet pop-up card
- ✓ Make an animal pop-up card
- ✓ Make a numbers pop-up card



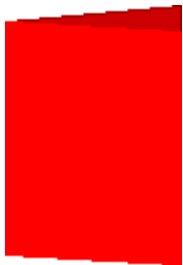
## Craft: Make a Paper Placemat

from: [www.enchantedlearning.com](http://www.enchantedlearning.com)

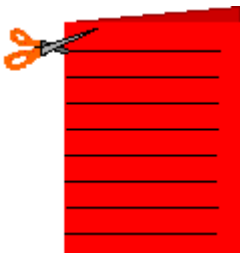
Make a colourful paper placemat. Make one for everyone in the family.

### You will need

- ✓ Construction paper (8 ½" x 11")
- ✓ Construction paper strips (8 ½" x 1")
- ✓ Scissors
- ✓ Ruler
- ✓ Glue or tape
- ✓ Clear packing tape



1. Start with a piece of construction paper, 8 ½" x 11". Fold it in half.

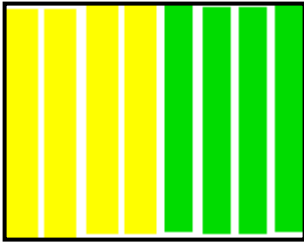


2. While the paper is still folded, draw a series of lines from the folded edge toward the outer edge, leaving about one inch on the outer edge. Draw the lines about one inch apart. For a very neat-looking place mat, use a ruler to draw the lines.



3. Cut along the lines and then unfold the paper.

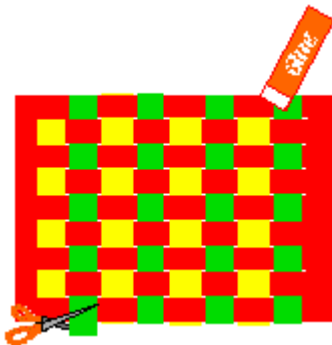




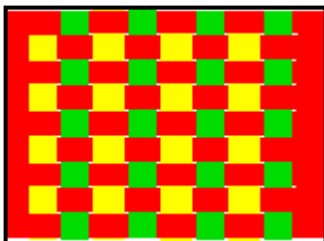
4. Cut strips of different coloured construction paper. Make them about 8 ½" x 1".



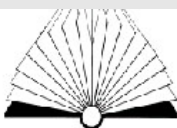
5. Start weaving the coloured strips onto the large piece of paper – under, over, under, over etc. Make sure that each new piece of paper is pushed up next to the previously woven piece.



6. When you're done weaving, trim the strips, if needed, to make the edges of the placemat even. Use some tape or a bit of glue to secure the ends of the strips in place.



7. To protect your paper placemat, “lamine” it with packing tape. Use strips of clear packing tape to cover both the front and back of the mat. Now after meals it can be wiped clean!



## More Ideas

### Plan a community book swap

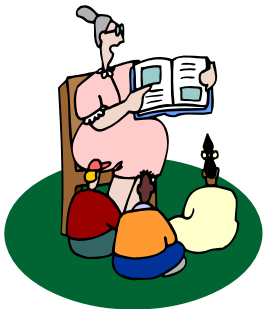
- Ask people to bring books that they would like to swap for other books.
- Have people drop off their books the evening before the event so that there is time to arrange them on tables.
- Put adult books and children books in separate areas.
- Put a limit on the amount of books that each family can take home depending on the number of books that you have.



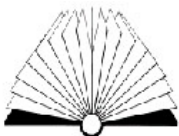
### Have a guest storyteller

- Invite an Elder to tell stories at your Family-Fun-Day.
- Ask them to share their favorite stories.
- Ask them to read the book to the group.

### Have a guest story reader



- Invite a special person from the community to read at your Family-Fun-Day.
- Ask them to share their favorite children's book.
- Ask them to read the book to the group.



## Have a Read-a-Thon

A Read-a-Thon is easy to organize, fun for children, promotes reading skills that will last a lifetime, and can involve the whole community!



### How it works

Children read at least one book a day with a parent or caregiver and record it on their Read-a-Thon record keeping sheet.

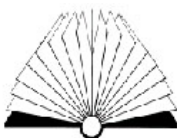
At the end of two weeks everyone who participated can enter their name in a draw to win a big prize.

### Plan

- Have a big prize.
- Decide how you will collect the names for the draw – a drop box at the band or hamlet office/the library/the grocery store?
- Make copies of the record sheet to give out.
- Decide the date of the draw.
- Promote it!

### Introduce the Read-a-Thon at your Family-Fun-Day:

1. Explain to families and children how it works.
2. Display the Grand Prize!
3. Give each child a copy of the Read-a-Thon record keeping sheet. Tell people where they can get more copies.
4. Tell people when and where the big draw will take place.



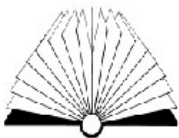
## Even more ideas

Look at our website: [www.nwt.literacy.ca](http://www.nwt.literacy.ca)

Click on Family Literacy, and scroll down the page to Family Literacy Activities.

You will find lots more ideas and resources, including:

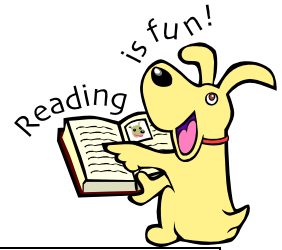
- ✓ Word bingo
- ✓ Picture bingo
- ✓ Puppet making
- ✓ Book making
- ✓ Literacy games
- ✓ More Scattergories
- ✓ Literacy scavenger hunt






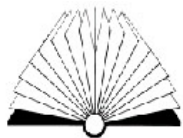
Celebrate Family Literacy in the NWT

# Community Read-a-Thon

My name \_\_\_\_\_ My phone number \_\_\_\_\_

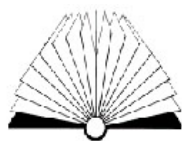


 Title	Author	What did you think?  



The NWT Literacy Council

Celebrate Family Literacy in the NWT



Family Literacy Council