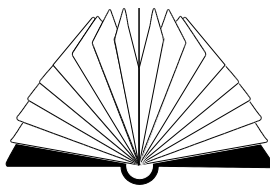


Plan a Family Fun Day!



How to Kit



NWT Literacy Council

Other How to Kits & Literacy Activities

Plan a Family Fun Day was created to help celebrate NWT Literacy Week. It is part of a series of How to Kits, all of which are available for download at www.nwt.literacy.ca. Feel free to print, photocopy and use any of these kits at home or in your program.

- 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
- Science Fun
- 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
- Family Math
- Family Cooking
- Readers Theatre
- Family Literacy Activities Night 2
- Word & Picture Bingos
- Plan a Family Literacy Fair
- Storysacks
- Literacy Survivor
- TV Free from A to Z

You are welcome to download and use these kits.

NWT Literacy Council

Box 761

Yellowknife, NT X1A 2N6

Phone: 867-873-9262 Fax: 867-873-2176

Toll Free in the NWT: 1-866-599-6758

Email: nwtliteracy@nwtliteracy.ca

Website: www.nwt.literacy.ca

Plan a Family Fun Day

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

Set up stations or activity centres with games, crafts and 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



A Planning Check List

☐ **Work with your community**

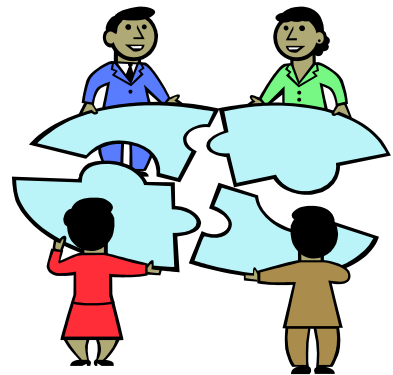
Meet with other people and organizations in your community that are interested in supporting and celebrating literacy; work together and plan the event.

☐ **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 on the date**

National Family Literacy Day is January 27th, so late January is a good time to hold a family fun day. Choose a date that will not clash with other community events, so that more people can attend!



☐ **Find a location**

Choose a location. You may be able to use the school gym, band office, friendship centre, health centre, library, or community hall.

☐ **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!

❑ 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.



❑ 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, for example the post office, the band/hamlet office or 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 ideas 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

Other Games

- Scattergories
- Baseball with Marbles

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)

You will need:

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



The set up:

1. Place the chairs about a metre apart, with the backs facing 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.

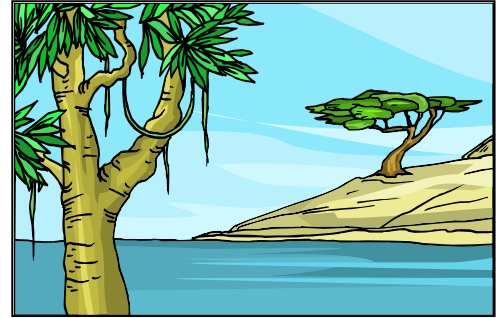
How to play:

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

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:



- 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.

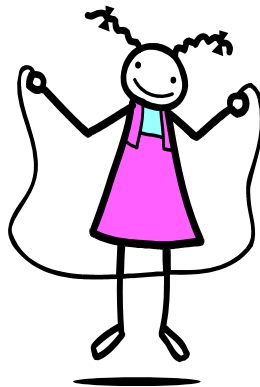
The jumper then spells out their name, doing one jump per letter.

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.



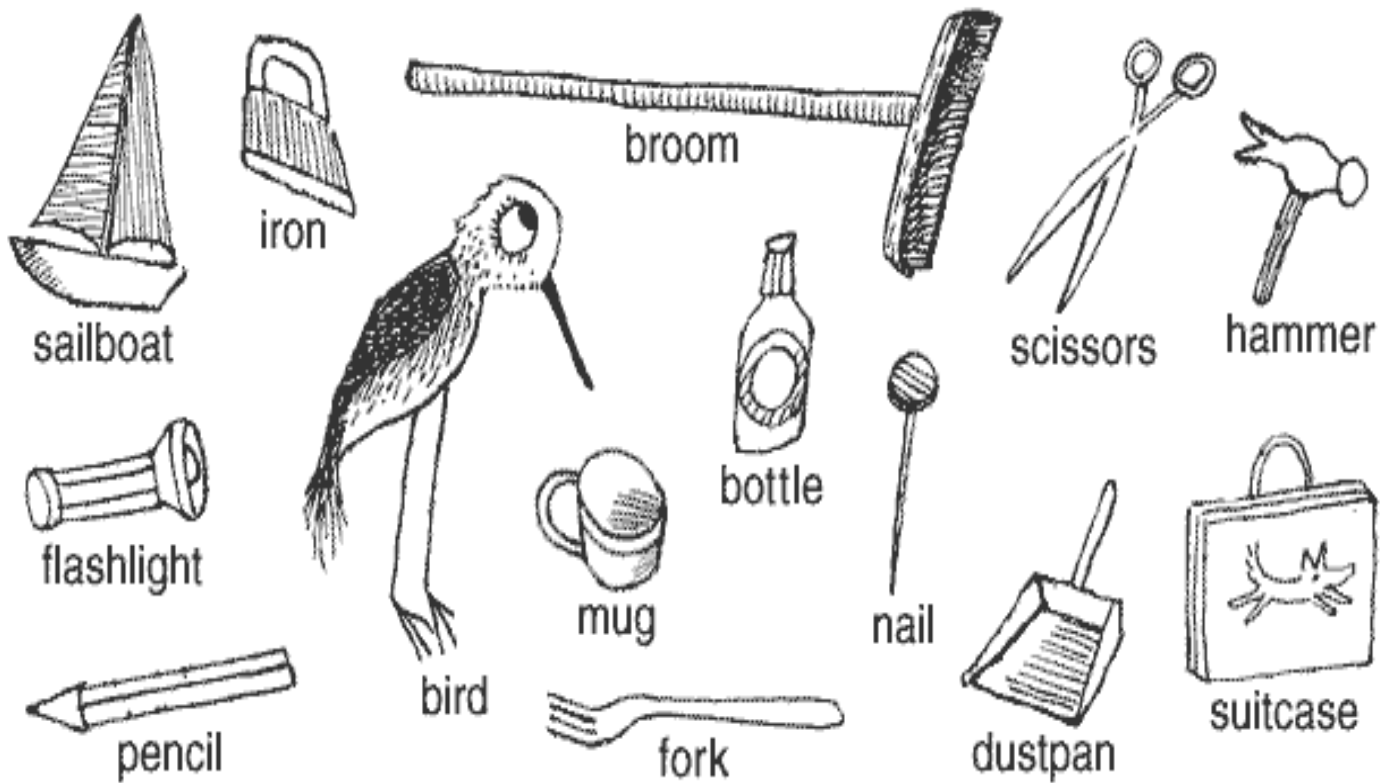
One jumper at a time repeats the rhyme and does the actions:
turning around while jumping; touching the ground; showing the
sole of one foot; and jumping out.



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?



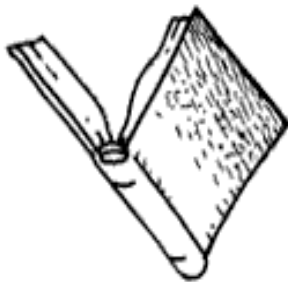


Find the Hidden Pictures - Front-End Loader

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



oilcan



shoe



measuring cup



ice-cream
cone



bell



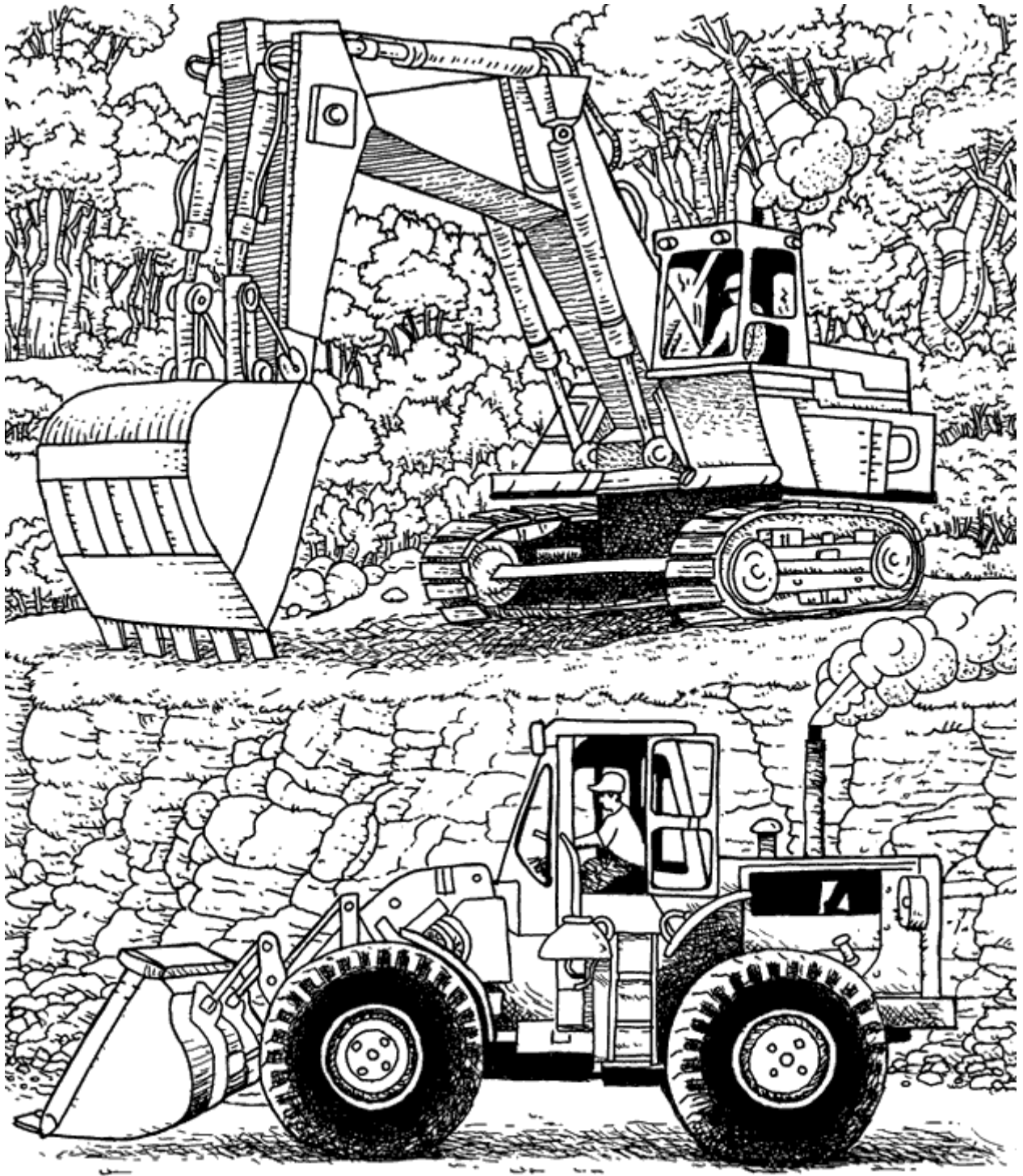
key



radish



nail

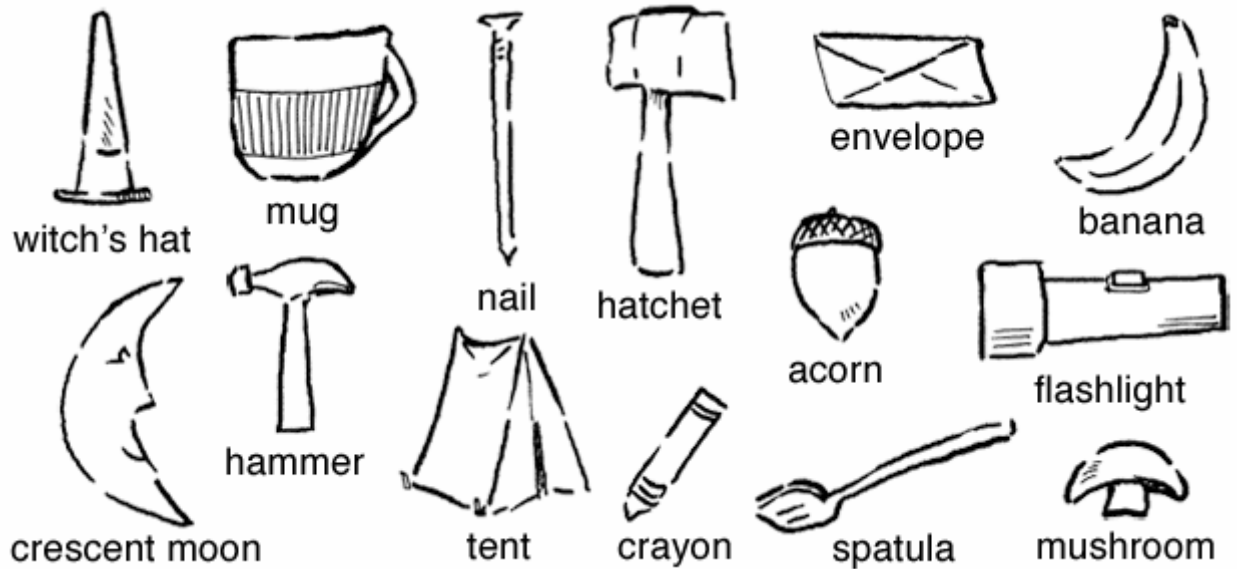


Find the Hidden Pictures – House of Cards

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?





Scattergories

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
- Copy of the letter page
- Pens or pencils

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.	

The set up:

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.

What to do:

1. Make teams of 2 to 4 people. Give each team a question/answer sheet and a pen or pencil.
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

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
- Marbles

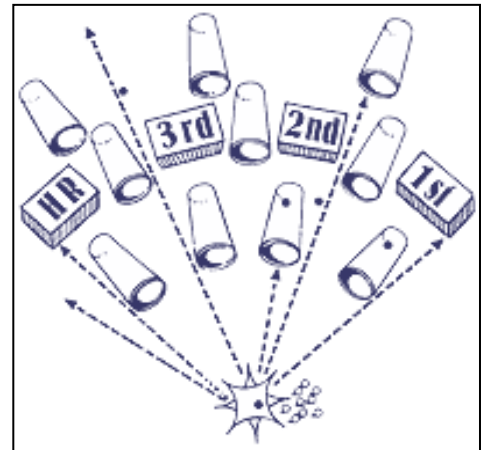


The set up:

- Set up the four blocks of wood representing 1st, 2nd, 3rd, 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.

What to do:

- 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.



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

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 childrens' 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 (i.e. the mayor, the chief, the RCMP officer)
- 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.

Community Read-a-Thon

My name_____ My phone number _____

[illegible]

Even More Ideas

For more ideas, check out our website at www.nwt.literacy.ca

You will find lots more ideas and resources, including the following How to Kits:

- Word Bingo
- Picture Bingo
- Puppet Making
- Book Making
- Literacy Games
- Literacy Scavenger hunt
- Literacy Survivor
- TV Free from A to Z
- Family Math
- Family Cooking