

Four FUN things on the Fourth

1. Food Drive

- C.A.L.L Food Pantry just posted on their Facebook that they have fallen short on donations lately. If each club collected one food item per member– think about the impact we could make!
- If your clubs choices to participate – send us a picture! You can drop your items off directly there or bring them to our office.
- Have you or your club taken a tour of this facility? It is very impressive and educational. Something to possibly add to your schedule this summer.



2. Jelly Bean War

For this game two teams of three will face off at a time. Each team should be on opposite ends of a table. Down the middle of the table there should be a line of masking tape. At the start of the game place 20 jelly beans in the center of the table. When the game begins each student will try to move as many jelly beans over to their opponents side of the table. The catch is that they cannot use their hands. Students will move the jelly beans by blowing into a straw. At the end of one minute the team with the least amount of jelly beans on their side is the winner.



3. Animal Tag

WHAT YOU'LL NEED:

- A group of kids
- 4 objects to mark 4 different areas as “cages” (you can use cones, hula hoops, sidewalk chalk, or even tape!)

WHAT TO DO:

Mark off 4 corners of your yard, the driveway or the playground as the designated “cages” for each type of animal. You could even print out a picture of each of the animals to label the respective areas.

Choose one child to be the Zookeeper (this child is “IT”), one child to be the Monkey (she will cause a little mischief and make the zookeeper’s job harder) and organize remaining the kids into four groups. Each group will be assigned an animal.

- Gazelles will gallop
- Kangaroos will hop
- Cheetahs will run
- Zebras will skip

Now comes the fun!! The animals will be set free and will move around the playing area using each of the designated movements, trying to stay away from the zookeeper.

If the zookeeper tags them, they must return to their cage. The only way they can escape from their cage is if the monkey comes and lets them out!!

You can see how this can quickly become a pretty crazy zoo! The goal is for the zookeeper to get all of the animals back to their cages.



4. Turtle Tag

Choose one person to be IT. Play begins when IT yells, “GO!”. IT chases other players. When IT comes near, players can avoid being tagged by quickly lying on their backs with arms and legs raised in the air, like a turtle on its back. As soon as IT has gone by, they can keep running again. If you are tagged, you are the new IT!

