



NEIGHBORHOOD PARTY IN THE PARK

YOUR PARK, YOUR PARTY, YOUR NEIGHBORS

FUN KIT GUIDE



**SAN RAMON PARKS &
COMMUNITY SERVICES**

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Greetings!

In this Fun Kit you will find everything you will need to have a good time! Inside is a combination of arts and craft activities as well as active games. Directions are provided for each activity

Below are a few helpful hints to help make your activities as successful as possible!

- Make sure to read each activity's directions, front to back, prior to leading the activity.
- Know what supplies you will need. Check to make sure you have everything you need.
- If you are still unclear on the activity, improvise! If your art project does not turn out exactly as pictured, don't worry. Practice makes perfect.

Please make sure the toolkit is returned in the same condition it was received in. All Fun Kit items are City property and must be returned with the exception of individual art or craft projects. A checklist of what items must be returned can be found inside of the container's lid.

GAMES

Band Aid Tag

Before You Start:

- Demonstrate safe tagging:
 - Light touch, like a butterfly wings, on the shoulder, upper arm or upper back.
 - Unsafe tags: hard contact that might cause the person being tagged to fall.
- Review what to do when you get tagged

Set Up:

Designate a clear playing area using cones or sidewalk chalk to mark clear boundaries. Designate a *hospital* outside the play area using visible boundaries.

How to Play:

- In this game, every player is *it* and can both tag others and be tagged.
- If a player is tagged, that player must take one hand and put it directly on the place where they were tagged. The hand is a *bandaid*.
- After being tagged once, players continue to run around, avoid being tagged and attempt to tag others, but they must keep their *bandaid* on and therefore only has one free hand.
- If a player is tagged again, they must take the other hand and place it on the second spot where tagged. The player can still continue to run around with both *bandaid* on.
- If any player is tagged a third time, they have to go to the *hospital* and do five jumping jacks (or another per-determined action) to get back in.

Variations:

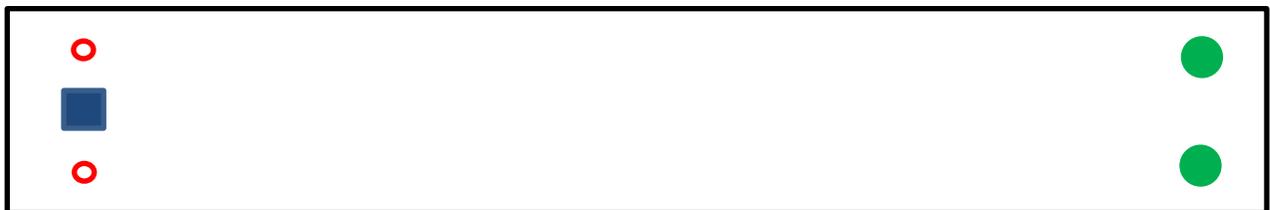
- Players can be *treated* at the hospital by counting to 20 and then return to the game without any *bandaids*.
- Players can go to the hospital at any time to remove any *bandaids*. They do not have to wait until they are tagged the second or third time.
- Allow players to *heal* themselves by stepping anywhere outside the boundaries to do the jumping jacks or other action.
- Vary the speed of the game by having all player use different footwork, such as move *like you are walking through glue, like you are creating static electricity, or like you are a bunny*.

Bucket Relay Challenge

Supplies:

You will need a bucket filled with water, two empty large cups (clear & orange), and two styrofoam cups for this game. The objective of this game is to have each team transfer the water from the bucket to their cup (either clear or orange), using the styrofoam cup.

Set Up:



- - Large Empty Cup (clear or orange)
- - Small Cup
- - Full Bucket

How to Play:

1. Form two teams. Each team makes a line next to the bucket filled with water.
2. When the game starts, have the first member of each team take out a cup full of water and run towards the large empty cup at the other end of the playing area. Dump the water into the empty cup and run back. Continue on with the rest of the players rotating through the lineup as needed. The first team to fill the large, plastic cup to overflowing wins.

Variations:

Poke a small hole in the small cup. Make sure to explain to players that they may not cover the hole when they are running to the empty cup. As the teams are racing to fill their large cups to overflowing, the water is slowly draining from their small cups. You can also vary the size and quantity of the holes you poke in the cup as well as the distance.

Capture the Flag (Bandanas)

Before You Start:

- Divide into two teams.
- Make sure everyone understands all rules and know where the boundaries are located.
- Demonstrate safe tagging: light touch, like a butterfly wing, on the back or shoulder. Unsafe tags: hard contact that might cause the person being tagged to fall.

Set Up:

Divide the playing field in half and designate two small “zones” on both sides to hold people who are tagged. There can also be a designated circle on each side where the flag is placed.

How to Play:

1. Each team tries to take the other team's flag and return across the center line without being tagged.
2. When guarding the flag zone or the holding zone, a defender must be at least 2' away from the zone boundaries.
3. If a player is tagged while on their opponent's side they are must go to the holding zone on their opponent's side.
4. If a player who has stolen the flag is tagged, the flag is returned to the flag zone, and the player goes to the zone.
5. A player can be freed from the holding zone when a teammate crosses the center line and tags the player; both players then receive a free walk back to their side.
6. A player can only free one teammate at a time.
7. If an opposing player can get both feet into the flag zone without being tagged, they can remain there without safely (without getting tagged) before attempting to cross the center line.

Variations:

- Limit the number of players allowed in the circle at one time.

- Allow a player in the circle to throw the flag to a teammate. The flag must still be carried over the center line however.
- The players in the tagged zone can join hands and reach out of the zone to make it easier to be freed.
- Similarly, all players in the holding zone are freed when a player makes it across to rescue them.
- For extended games, allow players to hide their flags in plain sight in a designated area.

Duck, Duck, Splash!

Duck, Duck, Splash is a fun way for the kids to get a little wet, and cool off at the same time.

1. The kids sit in a circle just like they do when they play Duck, Duck, Goose. Give the child who is IT a cup of water. Have them walk around saying duck, duck, duck, and either tapping the person on their head or splashing a little water on their head as they walk by.
2. When they're behind the person they want to tag they yell SPLASH, at the same time they dump the rest of their water on that persons head. Then the person chases them around the outside of the circle to see if they can beat them back to their spot, just like the original Duck, Duck, Goose.
3. If they catch them, the child is it again, and they pick a new victim to "splash." If they don't catch them, then the new person is "it" and finds their own victim to SPLASH.

Switch

Before You Start:

- Make sure everyone know the four areas to run to.
- Review how to play rock-paper-scissor.

- Play a practice round.

Set Up:

A four-square court or four cones forming a square and one additional cone in the middle.

How to Play:

- Five players at a time. Each player occupies a corner or the middle.
- Play begins when the person in the middle says "Switch".
- All players must find a new corner/cone to occupy. No player can go to the center cone.
- If two players arrive at the corner at the same time a quick rock-paper-scissors is played, winner stays.
- The next person in line, become the person in the middle and begins the next round.

Variations:

- Use different shapes
- Add more areas the players can run to
- Use for different colored hula hoops. Have the player in the middle call out a color that signals the players to run/switch. The caller runs to the color which s/he called aloud. All other players have to switch hula hoops but may not run to the color that was called out.

What time is it Mr. Fox?

Mr. Fox starts out at one end of a field, room, or designated area with his back to the group. The group at the other end then yells out "What time is it Mr. Fox?" Mr. Fox then calls out a time that is on the even hour (1 o'clock – 12 o'clock). The group then takes that many steps. When the group gets to where the fox is, but not past him, and asks the time, the fox can yell "Midnight!" They then turn and chase the group. Those that he catches are to sit out. The last one left becomes the fox.

A variation is to allow each child who is tagged to become an honorary fox and help catch people.

ARTS & CRAFTS

Tissue Paper Butterflies

Materials Needed:

- Tissue paper
- Pipe cleaners
- Scissors



Directions:

1. Determine what colors of tissue paper you want to use for your butterfly. Depending on the size of butterfly you want to make, you can cut your tissue paper in half or in fourths.
2. Next, pinch your tissue paper together in the middle. Using your pipe cleaner, start in the center and wrap it around the tissue paper once or twice where you pinched. You should have 2 sticking out ends of pipe cleaner. You can keep them straight or curl them with your finger for its antenna.
3. You're done! Now you can attach some string to the center of the butterfly and hang them from your ceiling or on the wall.

Tissue Paper Flowers Craft for Kids

Materials Needed:

- Four large sheets of tissue paper
- Pipe cleaners
- Scissors



Directions:

1. Fold the large sheets of tissue paper in half and cut along the fold. You should now have eight total pieces of tissue paper.
2. Arrange the colors of tissue paper in the order that you would like them to appear in the flower. Stack the pieces of tissue paper neatly after the colors are arranged.
3. Begin folding the tissue paper in an accordion style – front to back – so that the strip is about 1-inch wide. Continue folding until you get to the opposite side of the tissue paper.
4. Bend the two ends of your folded strip together and wrap a pipe cleaner around the center of the strip.
5. Carefully begin lifting the pieces of tissue paper, one at a time, up toward the center on the opposite side of the pipe cleaner stick. Keep lifting and fluffing the paper until all pieces have been done. Adjust the pieces to form your flower. *Note: This step can be challenging for little crafters, because it requires a bit of patience and care. You may need to assist.*

Whirligig

Materials Needed:

- Paper Plate
- String or yarn
- Markers
- Single hole punch
- Scissors

Directions:

1. Color the paper plate.
2. Use the scissors and cut the paper plate in a spiral pattern. Start from the edge of the plate and spiral inwards. The spiral should be about 1 inch wide.
3. Use the hole puncher and punch a hole in the center of the paper plate.
4. Tie a string in the punched hole and you're done!
5. You can hang the whirligig and let the wind blow it around and around. You can also run around with it like a kite. It spins and whirls!

