



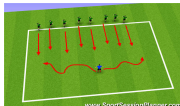










## Diving Deeper Opening Night Agenda

Time	Activity	Basic Description	Image	Instructions	Supplies Needed
Arrival	As people arrive, encourage them to pick a side, jump in or dip your toe in. Give each person a word on a notecard that they will use later.	Have music playing. Have signs saying, "jump in" and "dip your toe in" directing to each side of UA.			<p>Notecards with a part of a compound word:  bath/tub  swim/trunks  bathing/suit  rubber/duck  drip/drop  splish/splash  fire/hydrant</p> <p>Playlist</p> <p>Beach ball arch for photos?</p>
7:15 p.m. <b>Dip Your Toe In</b>	Bubble Art, Rubber Duck Memory, Pool Towel Ball Toss	Conferees who are not ready to jump in can dip their toes in by making a bubble art creation, playing rubber duck memory, or participate in pool towel ball toss.	  	<p><u>Rubber Duck Memory:</u> All you need is a pool of water to float the plastic duckies. The aim of the game? Get the most number of matching pairs by lifting the ducks and checking the bottom. Remembering the position of the duckies already checked is what sharpens the memory!</p> <p><u>Bubble Art:</u> <b>Add three tablespoons of bubble solution and two tablespoons of paint to a cup.</b> Mix the paint and bubble solution together. Place a piece of paper on the grass or a table. Dip the bubble wand or a straw into the bubble paint and then blow out bubbles so they land on the paper.</p> <p><u>Pool Towel BeachBall Toss:</u>  Two people on each pool</p>	<p>Kiddie pool with water, rubber ducks with numbers or letters on the bottom, station for bubble art (bubbles, paint, straws), paper, beach towels, <a href="#">beach balls</a></p>

				towel - get a beach ball and toss it to another pair. See how many times they can pass and catch the ball without the ball falling to the ground.	
7:15 p.m. Jump In	Sharks and Minnows with flippers and innertube Or Flipping Burgers (on stage)	<p>The conferees who are ready to jump in will play a game of sharks and minnows with the shark wearing flippers or an innertube. We may let them use a pool noodle to tag people.</p> <p>Burger Flip with pool noodles</p>	   	<p>PREP: Set up a clearly designated rectangular play area with visible boundaries.</p> <p><u>TO PLAY SHARKS AND MINNOWS:</u> Identify the sharks (either players or the leaders) and have them wear flippers or an innertube. Everyone else will be minnows.</p> <p>The sharks stand in the middle of the play area and say, "Fishy, fishy, come out to play!" The minnows slowly walk toward the sharks. At any time, the shark can yell, "Shark Attack!" and the minnows must run to the opposite boundary line without being tagged.</p> <p>If a minnow is tagged, they become a shark and will put on flippers or an innertube. When there are only one or two minnows left, they become the sharks in the next round.</p> <p><u>TO PLAY FLIP BURGER:</u> Each student will collect one <b>demi-noodle</b> (A two foot noodle) and a <b>mini-roni</b> (A noodle the size of a hamburger) OR <a href="#">PLASTIC FISH</a> and find an opening in the playing area. The students will place the mini-roni on the back of their hands. In</p>	<p>Pool noodles, innertube, flippers, taped off area</p> <p>½ pool noodles and noodle pieces</p>

				<p>the other hand, they will hold the demi-roni on the back of the palm. When the game begins, students will attempt to use their demi-noodles to knock the “burger” off the hand of other students. If the “burger” gets knocked off, they are out and must sit down until the next round.</p>	
7:30 p.m.	Dry Marco Polo	Everyone uses their card to find the partner of the compound word.		<p>Using previously distributed words, participants shout out their portion of the compound word and try to find their partner. Once they find a partner, They should introduce themselves and tell something about themselves using that word.</p> <p>After sharing, partners should try to find the other 4 pairs and make a large group.</p>	<p>Notecards: bath/tub swim/trunks bathing/suit rubber/duck drip/drop splish/splash fire/hydrant</p>
7:45 p.m.	Beach Ball Boogie	Individuals Design and an individual device to carry (or wear) or balance a beach ball during a team relay race that includes some optional boogie moments	 <p>BEACH BALL BOOGIE STEM FREEBIE www.stemchallenge.com</p>	<p>May not touch the beach ball during transfers, beach ball may not touch the ground during the game. Create a wearable accessory (one hand must be free).</p> <p>Power walk to do relay (once around the cone) - if the ball drops during the relay. Team must count down 3-2-1 do a 10 second dance break before resuming race.</p>	<p>Beach ball for each team - Different types of materials - I.e. - string or yarn, masking tape, any other materials we can collect (clean out the closets) - tissue paper, paper plates, forks</p>

8:00 p.m.	Ball Tower	In groups try to get one person to hold as many balls as possible.		In their Marco Polo groups, assign one player on each team to be the holder, and the rest to be the builders. The objective is to see how many tennis balls the holder can hold on to at one time, without using their pockets or any other article of clothing. Additionally, the balls cannot touch anything aside from each other and the holder, and must be held for at least 10 seconds. Players are welcome to switch roles after a few attempts.	Beach Balls of various sizes
8:15 p.m.	Marbles	Play a life size game of marbles with your group		In advance, designate a large circle to serve as the giant marble ring. Place 3 or 4 <b>partially deflated beach balls</b> and an equal number of smaller targets (like multicolored poly spots) within the playing circle. To play, have ready a supply of bean bags. Invite participants to stand outside the circle and use the bean bags to nudge the balls as close to the smaller target areas as possible. Players are not permitted inside the playing circle; if a bean bag gets stuck inside, they may attempt to retrieve it only by throwing another bean bag in to try&knock it out.	Bean bags, balls, blue tape to mark off the area, poly spots
8:30 p.m.	Closing prayer	Anne Russ will give a preview of the week in 2 minutes and pray.			Rev. Anne Russ, microphone



## DIVE DEEPER OPENING NIGHT BRAINSTORM

The idea for the opening night is to have options for those who might be overwhelmed...to “dip their toes in”...and for those who are ready to fully participate in the chaos...to “dive in.” We’d like to create separate games/activities that progressively move toward an all group activity, so those who need to ease in can do so.

Bathtub Theme? Give folks shower caps

(<https://www.alltimetrading.com/144-pieces-8-piece-shower-caps-shower-caps/p-459253.asp>) ?

Best bath robe contest?



**Playlist** - sponge bob/ss. bathtub/rubber ducky song/splish splash/beach boys songs

As People Arrive....

Bubble Art Station for folks that aren't ready to mix



Rubber Ducks for games?

Carnival Ducks with numbers on bottom

[https://www.orientaltrading.com/duck-matching-game-a2-60\\_9020.fltr](https://www.orientaltrading.com/duck-matching-game-a2-60_9020.fltr)

100 rubber ducks

[https://www.orientaltrading.com/bulk-mega-rubber-ducky-assortment-100-pc--a2-5\\_810.fltr?categoryId=550222,550222,550222&rd=rubber%20duck](https://www.orientaltrading.com/bulk-mega-rubber-ducky-assortment-100-pc--a2-5_810.fltr?categoryId=550222,550222,550222&rd=rubber%20duck)

## WATER INSPIRED GAMES

**Dry Marco Polo** - I divide into two groups - use index cards - assign compound words - (CHEEZE/WHIZ) (BATH/TUB) (FLIP/FLOP) - and people yell out words to find their partner

Water Polo

### **Battleship**

(but make a more peaceful version - maybe like TUGBOAT/SAILBOAT/POOL FLOAT

Set up like a life-size grid - each person is a part of a ship - need a divider wall between the two sides - BEEP BEEP BEEP noise...

### **Pool Towel Balloon Toss**

Four/two people on each pool towel - get balloon or beach ball over net

### **Bingo Relay Race**

Use floating duckies in a kiddie pool.....



## **COOPERATIVE/TEAM GAMES**

**TEAM ARCHITECT** | I know we've done stuff like this before but - Make a boat that floats using supplies like -

- 1) one roll of scotch tape
- 2) 15 popsicle sticks
- 3) 25 cotton balls
- 4) 4 pieces of white construction paper
- 5) 25 paperclips
- 6) 25 plastic straws
- 7) 1 pair of scissors
- 8) 1 glue stick

**BALL BUILDERS** *(we would need a ton of beach balls of all sizes)*

Divide players into groups of two or three. Assign one player on each team to be the holder, and the rest to be the builders. The objective is to see how many tennis balls the holder can hold on to at one time, without using their pockets or any other article of clothing. Additionally, the balls cannot be touching anything aside from each other and the holder, and must be held for at least

10 seconds. Players are welcome to switch roles after a few attempts.

### **MARBLES**

In advance, designate a large circle to serve as the giant marble ring. Place three or four **partially deflated beach balls** and an equal number of smaller targets (like multicolored poly spots) within the playing circle. To begin play, have ready a supply of bean bags. Invite participants to stand outside the circle and use the bean bags to nudge the balls as close to the smaller target areas as possible. Players are not permitted inside the playing circle; if a bean bag gets stuck inside, they may attempt to retrieve it only by throwing another bean bag in to try and knock it out.